

gamepuzzles

2024-5

Since 1979

for the joy of thinking®

FOR 45 YEARS, Kadon has been making people happy by creating and producing good and true and beautiful things—with a few carefully selected and designed new releases each year. All are still in print and proudly made in Maryland, USA. Our game systems celebrate the Mind and honor the human capacity for solving problems and perceiving beauty. This catalog of our more than 270 recreational math and playable art products is a highly condensed listing. See them in great detail on www.gamepuzzles.com. Kadon's award-winning games are unique in all the world—they are treasured gifts, and the pleasure lasts. Order now. It's easy and convenient, by mail, phone, PayPal and online with our secure shopping cart. Not sold in stores, and we haven't raised prices in over six years.

QUINTILLIONS® — Our first and still our No. 1 product! Nine times on the *Games 100* list of best games. Laser-cut, handpolished maple blocks are all the ways 5 cubes join in one layer. Play 5 games, build hundreds of 2-D and 3-D puzzles. For 1-4 players, age 8-adult. \$85

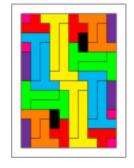


Recent and Coming Releases!

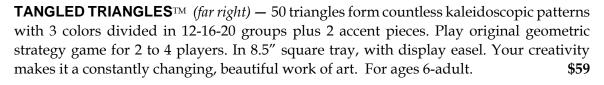


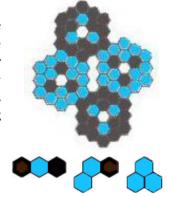
THE CRAB™ (*Le Crabe*) — Jacques Ferroul's 27 tiles are diamonds, each with unique combinations of straight, curved in or out sides. Find the right neighbors to solve thousands of shapes. Solution shown is rare: no two of same color join. Includes two-player game, "Color Reefs". Lasercut acrylic, 9" tray, 18 lens-shaped fillers. For 1 or 2 players, ages 8 to adult. \$65

MARCO SUPERNOVA™ *Polyhex Primer*—Polyhexes are based on joining hexagons. They can form infinite combinations. Here the 18 shapes of 2 and 3 hexes in color pairs (*right*) make math and art into an adventure of discovery for sizes up to 73 units. Match or non-match colors, for shapes large and small. Handpainted wood. For ages 6-adult. **\$72**



ROBERT'S T PARTY[™] (*left*) — Invented by Robert Vermillion, the 28 tiles include four each of five heights of the letter T. They contain 4, 5, 6, 7, and 8 squares, each size a different color. They fill a 10x14 rectangle with hundreds of different designs, including surprising symmetries. Its workbook contains a wealth of activities plus two-player cooperative games. Great fun for age 6 to adult. \$65







Polyominoes and Polycubes

SUPER QUINTILLIONS® — Expansion set of 18 non-flat 5-cube pieces ("pentacubes"). Handcrafted to fit finely in every combination. Even more puzzles, larger game versions. For 1 to 6 players, age 10 to adult. \$135

Super deluxe Quintillions® – *Our finest product!* Combined Quint-Superquint set, handcrafted from one piece of maple, in walnut case with mat and booklets. For 1-6 players, age 12-adult. \$295

TURNTABLE (*not shown*) -12" wood octagon, vinyl pad, \$45

POLY-4TM—12-piece polycube supplement, sizes 1, 2, 3, 4, for Quintillions. Great warm-up size for novices. Solid maple. \$49

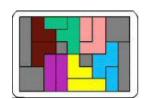
QUINTACHEX[®] (far right)—Unique 13-piece hand-inlaid two-sided checkered pentominoes in 8½" tray. Laser-cut acrylic. Dozens of puzzles, 3 games. 1 to 4 players, skilled 12-adult. \$95 **POCKET QUINTACHEX**[®]—Die-cut rigid green vinyl in bag, \$12

PRETTY TILINGS™ – Lasercut white acrylic in pouch, \$12

POLY-5TM — All the shapes of 1 to 5 squares joined, in 6" tray. Six games, hundreds of puzzles, game grid. For 1 to 4 players, age 8-adult. Laser-cut acrylic, \$42

Deluxe hand-stained, hand-finished wood (far right), \$65





LYN-JOY MARVEL™ *Polyomino Primer*—Polyominoes join squares to form countless shapes. The tiles here are 1, 2, 3, and 4 squares in size. The 6 color pairs hold 6 squares each, as 4+2 and 3+3. Challenges include framing, building, alphabets, doubling, tripling, and much more.. Vinyl 15x15 grid game mat, 6x9 tray. For 1-2 players, age 6-adult. **\$65**

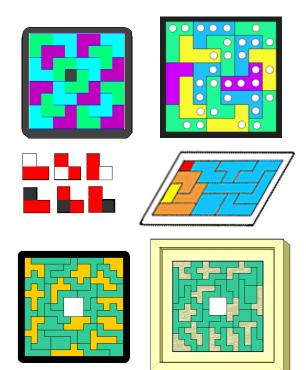
VEE-21[™] — Hottest seller! Lucite V-trominoes, 7 each of 3 colors. Countless designs, from easy to very tough. 7" tray, with 44-page book. Colors may vary. Age 4 to Ph.D., 1 to 3 players. \$42

L-SIXTEENTM (far right) -16 L-tetrominoes with every count of 0 to 4 holes. Easy to extremely hard. 4 luminous colors, $8\frac{1}{2}$ " tray. For 1 or 2 players, age 6-adult. \$65

POCKET VEESTM - 6 red acrylic V's in bag, 1-2 players. \$12

RHOMBI JR.TM (far right) — Lucite polyrhombs sizes 1, 2, 3, 4, matched to Rhombiominoes. In parallelogram-shaped 6x9" tray with booklet of many goals and game rules. For age 8-adult. \$45

SEXTILLIONS[™] −36 Lucite pieces include all shapes of 6 squares joined (hexominoes). Fits with Poly-5. 8½" tray, game grid. Four games, many puzzles. 1 to 6 players, age 12-adult. \$65 Far right: Rusticana style with wood/acrylic tiles, hand-crafted frame suitable for hanging, \$150



HEPTOMINOES — The 108 shapes of 7 squares joined. For only the most dedicated. Three translucent colors in 13x18" acrylic tray, with easel and lid. No book. Fits Poly5 and Sextillions. By special order. \$225

BLOCK BY BLOCK™ (upper right) by ThinkFun, Inc. The very popular 7-piece Soma cube returns under this new name. Molded plastic, nice handling size. Deck of puzzle cards, great graphics. Age 8-adult. \$12

FILL-AGREE[™] — Polyomino sizes 2, 3 and 4 (25 tiles) with all combinations of two holes, in 4 rich Lucite colors. Plane and layered challenges. 11½" tray, with easel. Age 10 to adult. \$72

OCTOMINOES (*far right*) — The 369 acrylic shapes of 8 squares joined as 3 congruent rectangles in acrylic tray with lid, 23"x47". Please indicate 3 desired transparent colors. Allow 4 weeks to make. Teen-adult. \$550 (+\$25 oversize shipping surcharge)

TEN-YEN[™] — A 10-piece subset of Poly-5 first made in 1950. Millions of challenges, new discoveries. Acrylic 5½" tray, 3-color mix. 1-2 players, age 6 to adult. \$32

POCKET PENTOMINOESTM— In pouch, leaflet of cool designs, game grid. 12 acrylic pieces, $\frac{1}{2}$ " unit squares. For 1 or 2 players, 6-adult. \$12



FRACTURED FIVES™ 5 wood blocks, 2-sided, match edges in 12 shapes. 2 themes: entwined ropes or partitioned pentominoes. Hard! \$49

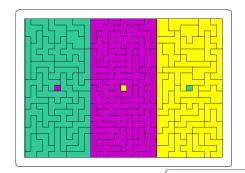
CHUNKY-OCTS[™] – The 20 octominoes with 2x3 patch, build hundreds of patterns, play 2 games. Colors show shape categories. Color mix may vary. Hundreds of challenges. 8.5" tray. For 1-5 players, age 10-adult. \$65

RHOMBIOMINOES® -20 pentarhombs form a 10x10 rhombus and many other shapes. All-acrylic, 3 colors in 10"x18" tray, with easel. For 1-4 players, 12-adult. \$72

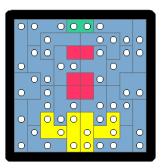
SHARDINAIRES-9TM (far right) - 9 odd shapes can form pentominoes and tetrominoes and many other figures. Created by George Sicherman. Black acrylic in pouch, velour game mat. For 1-2 players, ages 10-adult. \$39

Pentomino necklace The 12 wood mini-quints on goldtone chain form rectangle. Great show piece, \$49

HEXACUBE™ The 166 shapes of 6 cubes joined, arranged as a 10x10x10 cube in a hinged fold-up wood treasure chest. Sized to Quintillions, all handcrafted hardwood. Please allow at least 6 months. \$1295



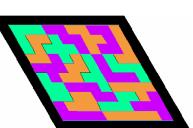


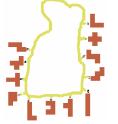


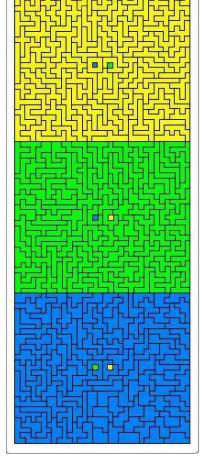


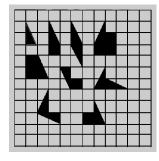


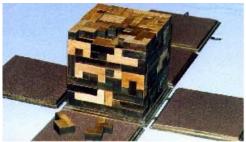












The Pentagon Universe

Tilings with pentagons and related polygons that share their angle sizes (36°-72°-108°) have long been subjects for playful and serious inquiry. The fewest number of different shapes known to fill the plane non-periodically was, until 2023, two: the Penrose pairs below. The third pair, two triangles, are the basic elements in any pentagon-based tiling and can form every shape therein. All exhibit "golden ratio" properties. In 2023 the single tile, "oneSTone" (ein-stein) was discovered by David Smith and team. Their name for it: Spectre. See next page. Our sets are all lasercut acrylic.

Penrose "Kites & Darts" (*Games 100* list, 2005) form non-periodic symmetries to infinity. 5 colors. Sold also in pods: 5 kites, 3 darts. **\$6** per pod. For 1-5 players.

20-pod Starter Set, 4 pods per color,	\$85
40-pod Master Set with game mat,	\$149

Penrose Diamonds (*far right*) — Thick and thin diamonds do non-periodic tilings plus kaleidoscopic variations. 5 colors. Each pod: 5 thick, 3 thin diamonds. **\$6** per pod.

20-pod Starter Set, 4 pods per color,	\$75
50-pod Development Set, 10 pods per color,	\$175

Pocket StarTM - 15 kites, 10 darts form stars and other pentagon-based figures. 5 colors in velour pouch, \$20

Collidescape $^{\text{TM}}$ — the two golden triangles

Form ever larger models of themselves, model any parts of pentagon tilings. Five colors. Each pod: 5 wide, 3 tall.

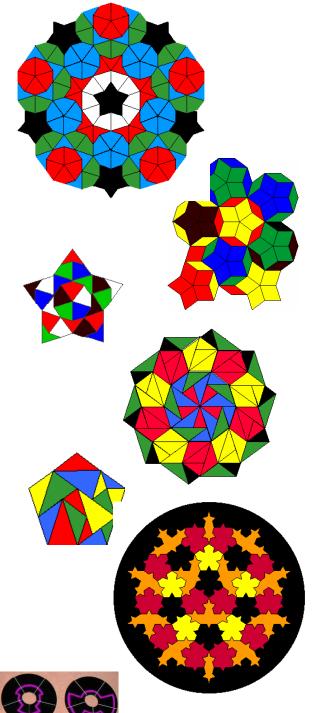
25-pod Starter Set, 5 pods per color,	\$85
55-pod Expansion Set, 11 pods per color,	\$175

PUZZLING PENTAGONTM — Four sizes of the two "golden triangles" in 4 colors form a pentagon with no two of same color touching; build stars and much more. In pouch. Age 10- adult. \$25

PENTAROSE[™] — Pentagons and sections of stars, based on prototiles discovered by Sir Roger Penrose during research into non-periodic tilings. Four luminous colors, 11" round tray with easel. Many challenges for age 12-adult. \$72

Developed and made by Kadon under exclusive license from Pentaplex Ltd., Brighouse, UK.

ARC ANGLES[™] −25 curved tiles with all-different lines match to form circles and closed loops. With 4 little bamboo screens to hide tiles during game. For 1-4 players, age 8 to adult. \$35



DEKA-STARTM ($far\ right$) — 20 thin and 20 wide rhombs form countless pretty patterns. Four-color mix in 7" decagon tray. Delightful. Age 6 to adult. \$42

DEKA-MOSAIK[™]—Patterns with 15 pairs of golden triangles, 5 pentagons in 7" decagon tray. Four-color mix. Great fun for age 8 to adult. \$42

PENTA-MOSAIK[™]−10 each of long and short kites, 10 golden triangles can form periodic and non-periodic tilings with three colors in and out of 7" tray, ages 8 to adult. \$42

KITE-MOSAIK[™] (far right) — Most complex of the decagon trio. Four shapes—kites, darts, pairs of golden triangles—model five-fold symmetries and ascending sizes of kites. Four-color mix, 7" decagon tray. Age 10 to adult. \$42

LA ORA STELO™—A golden triangles polyform set created by Jacques Ferroul: the 32 *polyores* of orders 1 through 3 form large series of sizes, shapes and patterns, ascending pentagons. 12" tray, with easel. 8 colors. For age 10-adult. \$72

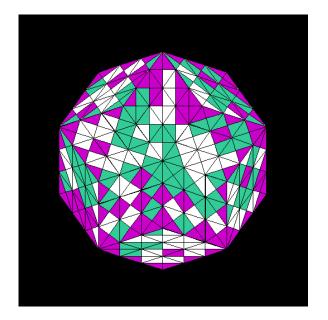
Games Magazine's selection for Best Puzzle of the Year, 2010.







Fences for outlining La Ora Stelo constructions, 3 kits of interlocking tiles. Spectacular!



RHOM-ANTICS™—A majestic decagon floats in its 23" frame, made of 45 wide and 45 slender handinlaid rhombs (72° and 36°), in all combinations of 3 frosted-mirror colors. Created by Ward Hollins. Edgematch them for glorious patterns. With lid and easel. Custom-made; choose your colors. A grand work of art, for avid puzzlers, teen to adult. \$495 (+\$15 versize shipping surcharge)

ONE-STONE[™] – Found by mathematician David Smith in 2023, these single-shape 3" tiles can fill the infinite plane with no holes, non-periodic, yet form intricate symmetries, too. For ages 6-adult. Starter set, 12 each of 4 colors – black, white, gray, with red or blue. \$48 Additional tiles, \$1 each.



Edgematching Colors & Shapes

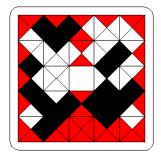
Matching tiles of the same shape but with all-different edge markings goes back centuries. Dominoes are the classic example, containing all possible combinations of pip pairs. Jigsaw puzzles whose random-shape pieces must match cutouts and fit just one way are not of this family. Here's a huge collection of sets, mainly hand-inlaid bright acrylic, with thousands of solutions that form virtual artworks with each new matched design.

MULTIMATCH[®] **I** —Classic 3-color set of 24 all- different edge-colored tiles ("MacMahon squares"). Match hundreds of patterns; play several games. 1½" tiles, 8½" tray. For 1 or 2 players, 6-adult. \$65

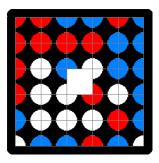
MULTIMATCH® **II** (far right) — Unique 3-color set of 24 all-different corner-colored squares. Color-matching and design-making puzzles, several games. 1½" tiles, 8½" tray. 1-4 players, 8-adult. \$65

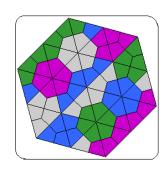
MULTIMATCH[®] **III** — Classic 4-color set of 24 all-different edge-colored 1½" tiles ("MacMahon triangles") first proposed in 1921. Match-by-color games and many puzzle designs. 8½" hex tray. For 1 or 2 players, age 8-adult. **\$65**

MULTIMATCH® **IV** (*far right*) — Unique 4-color set of 24 all-different corner-colored triangles. Cool designs, several challenging games. 1½" tiles, in 8½" hex tray. For 1 or 2 players, age 8-adult. \$65

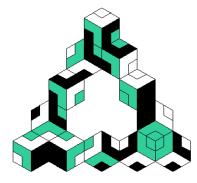








HEXMOZAIXTM **JR.** — One of our most beloved puzzle sets! 24 little hexagon tiles with all combinations of four colors. Lots of designs, several games, optical illusions of cubes. In 7½" rounded triangular tray. For 1-4 players, age 8-adult. \$59



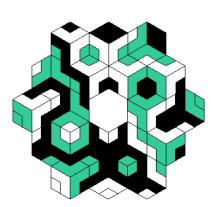
HEXMOZAIXTM (*left*) — The 12 all-different $2\frac{1}{2}$ " tiles are inlaid with 3 colors, form striking designs, play 2 fine games. For 1-4 players, age 8-adult. \$65

HEXMOZAIX[™] **II** − 18 all-different tiles to add to your original Hexmozaix set. Elegant puzzles and games. For 1-6 players, age 10-adult. \$95

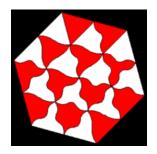


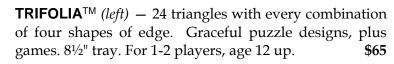
SNOWFLAKE SQUARETM - 16 tessellated "square" tiles with all-different combinations of hearts and spaces fill the $5\frac{1}{2}$ " tray, form many snowflake-bordered figures. 3 colors join or separate. For 1 to 2 players, age 8-adult. \$32





SNOWFLAKE SUPER SQUARE™ — Tiles have all combinations of straight, convex and concave edges. Many puzzle challenges, 7 games. 8½" tray, game grid. 1 to 6 players, 12-adult. \$65



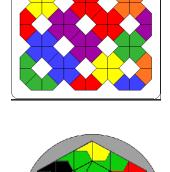




KALIKO™ (*right*) — 5 times on *Games* 100 list! On *Games*′ "Golden Oldies" list, 1995. The 85 wood tiles contain every pattern of paths in 3 colors. Match them into long scoring paths. Felt bag, bamboo hiding screens. 1-4 players, age 8-adult. \$135



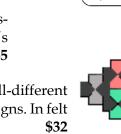
BOATS[™] — On *Games 100* list, 2004. Invented by Mike Roberts, developed by Kate Jones. The 36 boat-shaped tiles make gorgeous designs inside and outside the frame, play 4 games. 10" tray, with easel. Islands are built in. For 1-4 players, age 8-adult. \$95



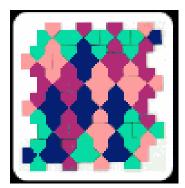
MARSHALL SQUARES™ (right) — 25 square tiles with 5 colors paired solve many shapes. Play the game "Trade," where you win when all players finish. 8½" tray. For 1-4 players, age 8-adult. \$65



RHOMINOESTM (*left*) — Match 25 color-paired rhombus-shaped dominoes, with 5 colors in 8½" round tray. It's hard! For 1 or 2 players, age 12-adult. \$65



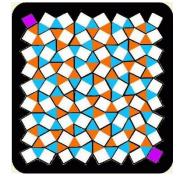
BOWTIES™ (*right*) — Ten cross-shaped tiles have all-different color pairs. Match them to create dozens of beautiful designs. In felt drawstring pouch. For 1-2 players, age 8-adult. \$32



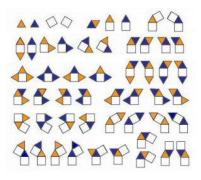
GRAND BOWTIESTM (*left*) -24 cross-shaped tiles in four frosted and solid inlaid colors match in many clever ways, form fun and elegant shapes. Display in 11" tray with easel. For 1 to 4 players, ages 10 to adult. \$98



LEAVESTM — 13 tessellated hexagons look like leaves, fit with colors joined or split. 10" tray with easel. For 1 or 2 players, age 8 to adult. \$72



TRI-CHEX TM - 53 unique, hand-inlaid tiles (*right*) make classic pattern of overlapping ovals, as in quilting. Each color can form its own checkerboard. Dramatic work of art, with easel. In 11x12'' tray (*left*) with engraved grid lines. Color mix may vary. Three original games. For 1-4 players, age 12-adult. \$95



More edgematching sets



FOUR ON A MATCHTM (*left*) - 9 tricky perforated tiles match or nonmatch. $5\frac{1}{2}$ " tray. 1 or 2 players, 8 to adult. \$29

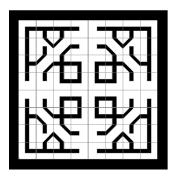






MINIMATCHTM **I and II** (right) - 9 four-color squares in $5\frac{1}{2}$ " trays, match and non-match by sides or corners. Sweet little treats! For 1 or 2 players, age 8-adult. \$39

MINITOUCH[™] I (*left*) — by Elijah Allen. The 9 contoured squares in 5½" tray are the "solve by touch" version of MiniMatch-I. Match cutouts, form intricate lattices. For 1-2 players, age 8 up. \$29





DEZIGN-8[™] (*right*) — *Games 100* list, 2002. A most elegant concept: 64 square tiles with one, two, three or four exiting paths join to form groups of connected circuits and loops of enclosed spaces. 13" tray, easel and 4 bamboo hiding screens for games. 1-4 players, age 10 to adult \$195

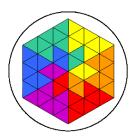
PUZZABILITIES™ — *from Y&B Associates*. The 256 die-cut triangular cardboard 2″ tiles with girders and beams build 3D illusions. 1-8 players, age 10 up. \$29



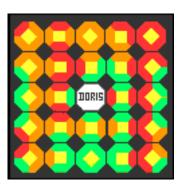
COLOR UP™ (*left*) — *Games 100* list, 2003. Twenty edge- and corner-colored 1½" cubes: each with its own 3 of 6 colors. Games included. Limited first edition, in wood case, *while they last*. For 1-4 players, ages 6-adult. \$65



MEMORIQTM (*right*) (*say* "*Memory Cue*") — 24 all-different inlaid hexagonal tiles in 4 colors match in intricate ways, a total joy. 11" tray plus easel. 1-2 players, 8-adult. \$95



DIAMOND RAINBOW[™] (*left*) — The 24 diamond-shaped and 6 triangular tiles carry 6 rainbow colors in every pair combination, join to match their own shades or their rainbow neighbors for designs in and out of the 8½" round tray. For 1 or 2 players, age 6 to adult. \$65



DORIS™ — *Games* Magazine's best puzzle for 2009. The 24 unique edge-colored octagonal tiles match in beautiful designs, play 2 strategy games. All acrylic in 14″ display tray, with easel and vinyl game mat. Custom colors invited. For 1-2 players, age 8 to adult. \$150



COOKIE JAR TM (*left*) — by Michael Dowle, a British scientist. It's a tasty dish of 13 unique tiles, each with a different combination of 1 through 6 rounded triangles attached to the sides of a concavely curved hexagon. Their symmetry patterns are a visual delight and a solving triumph. Over 100 puzzle challenges plus two games, in and out of the 8½" tray. For 1-3 players, ages 10-adult.

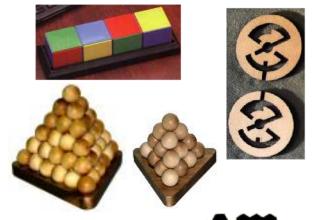
Puzzles, Just Puzzles

INSTANT INSANITYTM - New edition of the classic 4-cube color puzzle: make all 4 sides show 4 colors. "Instant Insanity" is a trademark of the estate of Frank Armbruster.

OSKAR'S DISKS™ (*far right*) — Two 4" disks intertwine, like a 3D maze. Nicely crafted lasercut plywood. Ages 12-adult.

PYRAMID PUZZLES – By special order only. Handcrafted wood on wood bases. Two sizes:

Kolossal Pyramid, 12 pieces, 56 balls, 47 solutions, 6" tall, \$150 Surprising Pyramid, 4 pieces, 20 balls, 2 solutions, 5" tall, \$50



THE FOUR HORSES OF THE EPIC ELLIPSE ™ -based on pieces in our Surprising Pyramid. Five balls turned into 5 hexagons (nicknamed "horses") form dozens of shapes with symmetries, enclosures, and cool figures. In pouch. For ages 6 to adult. \$12

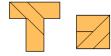


TINY TANSTM - 4-piece mini-puzzles form many elusive shapes. Great little gifts. Three styles: Tantalizing T; Square and Fair; U Can Do It. 41/2" size assembled. Age 6 to adult. Price per each:

Colorful acrylic, \$9

Handcrafted wood, \$14

Trio-in-a-Tray (far right), \$42





GRAND TANS[®] (*right*) — 7 finely crafted hardwood pieces (*not* tangrams) form 101 tricky figures. In drawstring pouch. For ages 8 to adult.



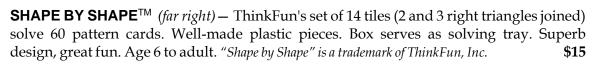
TWENTY-TANSTM (*left*) — this lively set contains 4 "hands" of five pieces and can model dozens of shapes, even in double and quadruple sizes. For ages 6 to adult. \$49

HANDY-TANSTM - 5 tiles (one "hand") in pouch, dozens of shapes to solve,



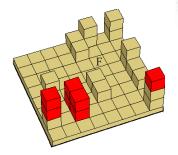
\$12

CHASING SQUARESTM - 8 triangles, 8 "sheds" form 1 to 26 traceable squares and other cool figures. 7" tray. For 1-2 players, age 8 to adult. \$42



ROLLING BLOCK MAZE by Erich Friedman. Tip and roll red cube from start to finish. Two other blocks move to support. \$75 Handcrafted wood, for age 10-adult.

HARRYBOURNE™ Shape Puzzler (far right) - 8 tiles, hundreds of shapes, convex, concave, symmetrical. Lasercut acrylic in velvet pouch, for age 6-adult. \$25







Historical Games



And games with a historical flavor

Lewis Carroll's CHESS WORDGAME[™] — Based on Lewis Carroll's diaries. Move letters like chess queens to form words, get points. Red 22" bandanna game cloth, 110 letter tiles. Other games, solitaires. 1-2 players, 8-adult. \$49



ESCAPE THE PLAGUE™ — Fit 16 engraved wood squares as one maze path from inside to outside of wall. Store in coffin-shaped box. Other challenges and history of 1665 black plague in booklet. Age 8 up. \$49

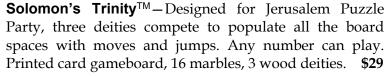


CHRONONAUTS[™] – Awesome time travel card game from Looney Labs, with secret Missions, secret Identities, rare artifacts and Paradox Repair. Win 3 ways. 136 cards, 1 to 6 players, age 11 to adult. "Chrononauts" by Andy Looney is a trademark of Looney Labs. \$20





GAME OF SOLOMON[™] by Martin Gardner. Four games in one, plus puzzles. Invade opponent's castle, capture as in checkers. Handpainted 15" game cloth, wood disks, "scroll" of rules. 1-3 players, 8-adult \$49





RENAISSANCE PLAYING CARDS — Printed in Europe. Historical European 32-card deck, based on legend of William Tell. Play Euchre, Skat, etc. Book with other game rules plus solitaires, in custom pouch. For 1 to 4 players, age 8-adult. \$19







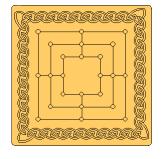




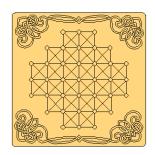


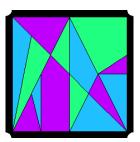


SIX DISKSTM — 4" black acrylic with handpainted numbers, 1 through 6. Designs may vary. Play old and new puzzles and a 3D tic-tac-toe game. Now also in teddybear style (not shown). Too cute for words. Poses/colors may vary. Two vinyl roll-up grids, velvet pouch. 1-2 players, ages 6 up. \$35



NINE MEN'S MORRIS/ FOX & GEESE — Ancient games on two sides of handsome 12" wood board, black and white glass pieces. Morris: get 3 in line. Fox: trap the fox. Puzzles, too. Green felt slipcase. For 1-2 players, age 8-adult. \$65





ARCHIMEDES' SQUARE – *The world's oldest known puzzle, from over 2200 years ago.* The "Stomachion": 14 Lucite pieces fill the 7x7" tray in 536 ways and form other figures, old and new. Found in an ancient manuscript that's a hot subject of research as reported in the best-selling *Archimedes Codex* by Netz and Noel and in BBC documentary. Our original contribution: adding 3 colors. Age 10 to adult. \$42

TRICOLOR STOMACHION MONOGRAPH—This companion volume to the 2200-year-old Archimedes' Square puzzle documents six months of new research and analysis of all 1072 tricolor solutions, with complete catalog and a Concordance for cross-reference. Co-authored by Joe Marasco, Kate Jones, Alex Streif.

The Monograph alone, \$10.72

With purchase of the puzzle, \$5



TANGRAMIONTM – A happy fusion of *Tangrams* and *Stomachion* created by Serhiy Grabarchuk. Hundreds of shapes to solve, fanciful figures to build. Seven Lucite pieces fit in 7x7" square in 10 ways. Age 8 to adult. \$42



THE ROYAL GAME OF THE GOOSE & THE GAME OF THE LABYRINTH™

(*Left*) Magnificently crafted two-sided 24" framed octagonal wood game board, brass reinforced, with handle. Two authentic ancient games, the ancestors of all modern boardgames: "Labyrinth" from Minoan Crete, "Goose" from the Renaissance. Both are a race to the center. Book of rules, historical notes. 16 handpainted wood pawns, 2 wood dice, velvet bag. For 2 to 8 players, all ages who can count. (*Oversize shipping*, \$10 extra.) \$195



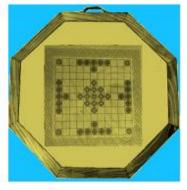
(*Right*) On 24" **canvas banner**, with 24 flat marbles (4 each of 6 colors), two wood dice, fabric pouch. \$68



STOMACHION







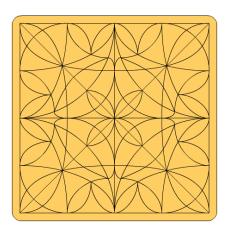
THE GAME OF THE DRAGON and HNEFATAFL

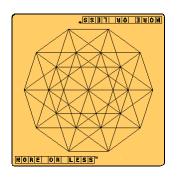
A new classic, with adorable baby dragons instead of geese, by artist Kathryn Faye Weidig. Game pieces are 8 handcrafted, lasercut wood dragons, each in different handpainted colors. On reverse, the ancient Viking game. 24" framed wood board, fabric bag. \$250 (Oversize shipping, \$10 extra.)

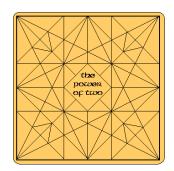
KaleidoMatrix™ gameboards

Large, beautiful, original grids look like works of art. Hand-finished wood boards are laser-engraved.

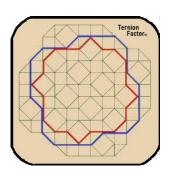
END POINT[™] — On *Games 100* list, No. 1 abstract strategy game, 2001. Created by Art Blumberg. Pieces alternately slide or jump on intertwining arcs to reach the end points of the opponent's side. Rules for 3 pure strategy games, solitaires. 24" laser-engraved, handcrafted wood board, felt cover, 15 reversible wood pieces per player. For 1 or 2 players, age 10 up. \$95











Left to right:

MORE OR LESSTM — Complex 17" decagon grid has great, original strategy: you win if you control fewer than 7 or more than 18 pieces. Invented by Art Blumberg. Uses 25 reversible wood pieces. With felt cover. For 1 or 2 players, age 10-adult. \$65

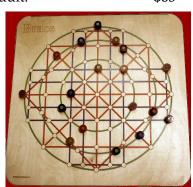
POWER OF TWO™ — On *Games 100* list, 1999. Win by getting all your pieces onto the intricately crisscrossed board, or by blocking all opponent pieces. Invented by Art Blumberg. 17" board with 64 nodes, felt cover, 32 wood pieces. Age 10 to adult. \$65

OVER-PASSTM — Also by Art Blumberg. Intricate octagon lattice for 4 kinds of movement. Jewel-like disks in four colors. Two wood dice determine number of actions per turn. First player to exit all 10 pieces wins. Move *any* piece on the 17" board, not just yours. Three games in all. For 10-adult, 1-4 players. **\$65**

TERNION FACTORTM — A new game by Art Blumberg. A beautiful and innovative strategy board game where each turn is a triple-action adventure. Unlike any game you've ever seen, it lets you add, remove, move pieces as you choose your best combinations. Handcrafted 17" wood board; markers track your actions. Deliciously complex, a true gamer's game. For 1-4 players, ages 12-adult. \$85

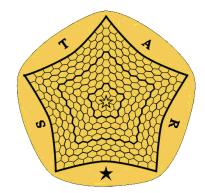
BRACE™ and **Nine Men's Morris** ("Mühle") — *Games 100* list, 1998-99. Brace's 3 path colors determine how pieces move. Goal: "embrace" an opponent piece for points. Scoring cube tracks your lead. Brace by Alan Kross-Vinson. Four other games, solitaires. Includes Nine Men's Morris, one of oldest games known. For 1 to 2 players, age 10-adult.

Deluxe 24" wood board, 18 wood disks in pouch, felt cover, \$115 Reversible 24" roll-up canvas tapestry, acrylic disks, fabric tube, \$68



LEMMATM by Kate Jones. On *Games* magazine's 1987 list of best games. Players invent and play out non-contradictory rules. Four other games, over 300 puzzles. 24" hand-painted wood board, 48 wood disks, fabric pouch. For one to 6 players, age 12-adult. \$125

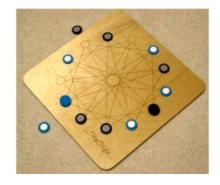


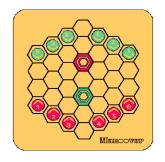


*STARTM by Ea Ea. Players seek to "own" edge spaces by filling them or by surrounding them. Unique scoring system favors connecting stones into the fewest separate groups. Central star is a bridge for both players. Other games, solitaires included. 280 flat marbles. For 2 players, ages 10 to adult.

Roll-up vinyl 17" game mat, felt bag, *Softpack*, \$65 Laser-engraved wood board, felt bag, *Deluxe*, \$95

StarSlideTM—A strategy game of galactic balance by Kate Jones. Slide felted disks along a line to an open circle, shift open spaces. Or block moves through the center. Last player able to slide wins. Easier said than done, as every circle links four ways. Laser-engraved, handcrafted 14" board. For 1 to 4 players, age 10 to adult.

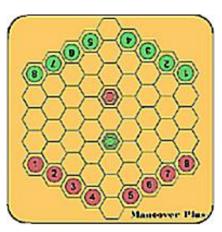




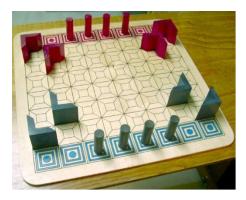
MANOOVERTM – *Games* 100 list, 2008.

Invented by Don O'Brien. Roll 3 dice, maneuver the numbered pieces to step or turn, then move all 6 in order. Get as many pieces as possible into your goal space, by moving or pushing. Convoluted interplay of pieces on hex grid of 11½" board. For 1 or 2 players, age 10-adult.

Manoover Plus (right) - 17'' board, 8 pieces/4 octahedral dice for two players, 3-player/color version on reverse. \$95



TELEPORTERS™ — *Games* 100 list, 2006. Brilliantly original game mechanics by Manuel Garcia. Four "travelers" cross the board, hitching rides in mobile teleports or warping across boundaries. Handcrafted, handpainted. Laser-engraved 18" wood board, 8 maple "ports," 8 wood poles. For two players, age 10-adult. \$175



Beautiful Abstract Strategy Games

TRANSPOSETM — *No.* 1 strategy game of 1997-98. Be first to bear off 8 checkers, but watch out — pieces may switch places! Seven other games. 1-2 players, age 8-adult. $15\frac{1}{2}x18$ " board, fabric bags, 2 dice:

Handcrafted wood board, 18 hardwood checkers,

\$175

Black-gray inlaid acrylic (not shown), red and blue accents, \$125





THE GAME OF YTM — *No. 1 strategy game of 1995.* Deep and subtle, with the simplest of rules: place one stone per turn, link 3 sides of board with your color. No draws! Six other games. Handcrafted 15" wood board, black and white go stones, fabric bag. 1-2 players, age 10-adult. \$95

Travel set with roll-up vinyl mat,

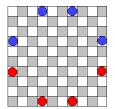
\$49

OCTILES[®] — *Twice on Games 100 list*! 18 all-different maple tiles join paths as moveable maze. 1 to 4 players, age 10-adult.

Classic vinyl mat, \$125
Deluxe engraved wood board, \$145



AMAZONS[™] — A superb concept: Your "amazons" move like chess queens, shoot arrows to enclose opponents. 12" paper grid, acrylic pieces. Two players, age 8-up. *Also plays on Transpose board, above.* \$12



QUANTUMTM – A *Games 100* selection, 1985-86. Unique random-start positions. Two games: link opposite sides, or capture 4 central cups. Woodframed 10½" board, reversible pawns. For 2-4 players, 10-adult. *Limited edition.* \$39



FOX BLOX[™] — Roll 4 alphabet cubes, use as initials of words that form rhymes. Highly creative and cooperative. 1-6 players, 8-adult. \$19



PROTEUS[®] — On *Omni*'s best games list, 1983. Rule-changing meta-game: 9 maple tiles control how to move, trade or win. 2 players, 12-adult.

Deluxe 16" wood board, fabric satchel,

Roll-up vinyl, drawstring pouch, *Softpack*,

\$75





THROW A FIT™ — Ten all-different 3-color dice. Tricky color puzzles (some in 3-D), point-scoring game of rolling the "fitting" color. Jumbo white plastic dice in drawstring pouch. For 1-6 players, all ages. \$25

COLORMAZE[™]/**FLYING COLORS**[™] — On *Games 100* list, 2002. Hundreds of games and puzzles with color squares. Acrylic tiles, bags of pawns, 2 rulebooks, deck of maze cards. 1-4 players, 8-adult.

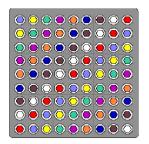
18" classic roll-up black vinyl mat, \$75 18" engraved, handpainted wood board, \$95





GALLOP[™] — On *Games 100* list, 2002. Get 5 pieces into your opponent's end zone, elude capture. Four other games, many puzzles. 13x17" board, dice, fabric cover. 1-2 players, age 8-adult.

Acrylic with wood pawns, \$125 Deluxe wood with horses, \$135

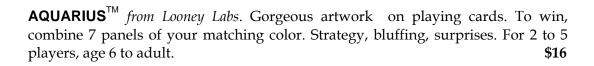


VOID[™] (*right*) — Single/double arrows direct moves. Five quick games, knight's move and loop puzzles. 1-2 players, age 8-adult.

Deluxe 8" handcrafted wood board (shown), \$55 Travel set, 8½" vinyl mat, wood pieces, \$35



PSEUDO-COUPTM (*left*) - 9x9 grid with 9 colors, original strategy games for 2-9 players, plus colorful substitute for Sudoku numbers. 2 pawns, 11" tray. For age 10 to adult. \$65





BATALO[®] *from Scott Harmon*. On *Games 100* list, 1992-1993. A delicate balance of power on 12" roll-up game mat. Try to occupy opponent's base. For 2 players, age 8-adult. \$29

"Batalo" is a registered trademark of its manufacturer, Harmony Games, Inc.



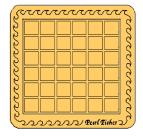
RUNNUROUNDTM *by Joe Marasco.* An intensely absorbing game of probabilities and smart guesses. How many "runs" of 3 consecutive numbers can you spot in a random scramble of 10 numbers? Bonus points for quick bids. Runs can "wrap around" forwards and back. Look sharp! Game variants and solitaires included. Handsome acrylic or wood, 6x16" tray. For 1 to 4 players, age 8-adult. **\$66**



More strategy games

GEMSTONESTM — *Games 100 runner-up, abstract strategy games, 2008.* Harvest gems from mines, score points for best assortment of 6 colors. Instead of turns, nominate the next player. Board layout can change. Invented by P. R. Chase. For 1-5 players, age 8-adult.





PEARL FISHERTM – *Games 100, family games 2009.* Strategy plus memory: cover pearls with shells, find right hidden colors as shells and pearls move. Board flips to hex grid. 3 games, 3 solitaires. 1-3 players, age 10-adult.

POPULATE™ – by Elijah Allen. For up to 6 players. Coming soon...

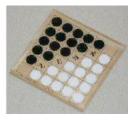
Four chessboards in size, our most complex game builds populations in 6 colors, with occasional constructive and destructive elements entering to add helping and hindering conditions. Players will find that cooperating among themselves may prevent or minimize the destructive results. It's not a case of each player outdoing or limiting the others. Such goals can backfire. If they can overcome the destructive forces, everyone wins. The game is dedicated to British mathematician John Horton Conway, best known for his *Game of Life*, some of whose rules also animate *Populate*. With 40 each of six colors of square tiles, 3 dice, and 40 gray round marker pieces, the 18" hand-finished, laser-engraved wood board becomes a civilization of many growing and changing cultures. Awesome! \$195





Six by Six[™] — A veritable game room on one 14" handcrafted wood board: two sets of pieces, 3 rule books, 33 different games, many diverse solitaires. **Leap** and **Take A Number** play with 36 numbered checkers. **Reveal, Whew,** and **Hmm...** use 24 finest-quality handcrafted disks. 1-4 players, age 8-adult. \$149

LEAP[®] (*right*) — 8" vinyl grid, 36 reversible numbered acrylic checkers, with *Leap* and *Take a Number* handbook. \$39





 $A+D+D+D^{TM}$ (pronounced "add")

2-player strategy game. Add numbers on 5 dice to fill your desired space on the numbered, handpainted gamebag; get 3, 4 or 5 pieces in a row to score points. Great travel game. Age 7 to adult. \$19

LINEDANCETM — by Elijah Allen. The 16 large hexagonal tiles, each hand-inlaid with three different colors of paths, are played onto the white vinyl game grid to form the "board". For up to six players, each with three color-coded pawns. The strategy: your three travelers always use matching paths. Age 10-adult. \$95



Essential Polyforms

Polyforms: puzzle sets containing all the possible shapes of one or more of their basic building blocks. We have the world's largest collection of these fascinating math-based sets, in lasercut acrylic. They're infinite!

ROMBIX[®] **Jr.** — A bestseller! Just 4 shapes, each in 4 colors: single rhombs and pairs fill an octagon and many pretty patterns. $5\frac{1}{2}$ " tray. For 1 or 2 players, age 5-adult. \$32

ROMBIX[®] *Games* 100 selection, 1993. Four rhomb sizes paired form 16 tiles. Fill the 8½" tray with many color themes, create elusive figures. 1-2 players, 12-adult. \$65

RAINBOW ROMBIX[®] (far right) — Six rhomb sizes in pairs form 36 tiles, fill the 24-sided, 15" tray with awesome complexity. Easel included. Age 16-adult. \$125







ROUNDOMINOES[®] — Shapes of 1, 2, 3 rounds and "bridges" fill the 5½" tray in countless ways. 1-2 players, age 7 to adult. \$32

SUPER ROUNDOMINOES[®] (far right) -43 pieces of 1 to 4 "rounds" and "bridges" fill a 10x10 grid. Over 200 puzzles, six games. $8\frac{1}{2}$ " tray, game grid. 1-6 players, age 12-adult. \$65

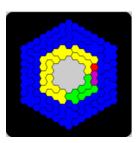




HEXNUTTM **Jr.** — Shapes of 1 to 4 hexagons in size, plus a selected quartet of fives. A gamut of puzzles, a nifty game for two players. 7" tray. For age 8-adult. \$39

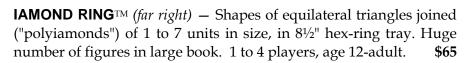
HEXNUTTM (*far right*) — The full set of joined hexagons ("polyhexes") from 1 to 5 in size, in hexnut-shaped $8\frac{1}{2}$ " tray. For 1 or 2 players, age 12 to adult. Rule book under construction. \$65





TETRAPENTOS™ — Just 7 shapes of 4 and 5 triangles joined make hundreds of figures. 5" round tray. Age 7-adult. \$25 *Pocket Tetrapentos*, 7 black pieces in pouch, \$12

Mini-IAMOND RINGTM — Nine pieces of 2-5 triangles in size fill the encircled pattern. Large variety of shapes outside the ring, too. $5\frac{1}{2}$ " tray. For 1 or 2 players, age 6-adult. \$29



IAMOND HEX[™] – The 12 hexiamonds alone in circular 5" tray. Extremely hard: 55 solutions in all, unique division or joining of colors. 1-3 players, age 16-adult. \$29

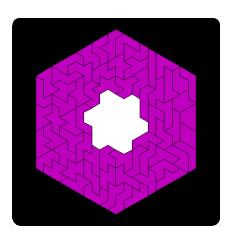






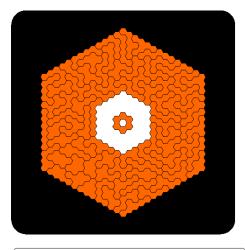






OCTIAMOND RING[™] (*left*) — 66 unique octiamond tiles (8 equilateral triangles joined) in 13½" tray with see-through lid and easel. Center holds hexiamonds. Scaled to Iamond Ring. Choose your color. Teen-adult, no book. \$225

HEXNUTTM II (right) — 82 unique hexahexes (6 hexagons joined) in 16" tray with lid and easel. Center window holds piece with hole. Teen to adult, no book. \$225



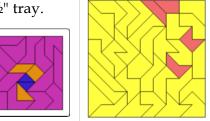
TETRA-TRAY[™] – 20 tiles, 5 tetratans in 4 colors, form kaleidoscopic symmetries in 6" tray. Simply beautiful! \$25



TAN TRICKSTM I — "Polytans" (shapes of isosceles right triangles joined) sizes 1, 2 and 4, in $5\frac{1}{2}$ " tray.

TAN TRICKS™ II — Contains 4 tritans, 30 pentatans (polytans sizes 3 and 5) in 8½" tray, fit with Tan Tricks I. Complex and challenging, for age 12 to adult.

Sold as Combo, both sets together, \$84



TAN TRICKS™ III (*far right*) — The 107 hexatans plus 6 singles in 16" tray with lid and easel, fits Tan Tricks I/II. Only for hardiest solvers. \$195

CHOOCHOOLOOPSTM — A new kind of polyform—*polybends*—connects quarter arcs into 26 graceful curvy track segments that wind around 36 islands in the $8\frac{1}{2}$ " tray with tricky connections. A surprise at every turn. For 1 or 2 players, age 8-adult. \$65

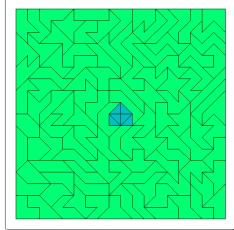
STARHEX-ITM (far right) - 14 Lucite tiles of hexagons surrounded by triangles, 6" round tray, 5 colors. Created by Theo Geerinck. Many tricky challengess! For 1 or 2 players, ages 10-adult. \$35

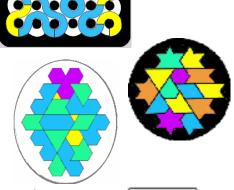
STARHEX-IITM (right) — 17 Lucite tiles of hexagons surrounded by triangles, $6x7\frac{1}{2}$ " oval tray, 4 colors. Created by Jacob Lettie. Deliciously difficult tasks! 1 or 2 players, ages 10-adult. \$39

STELOTM – 12 pieces of 3 triangles in area (equilateral or isosceles) in 5½" tray. Subset of Poly-Spidrons pieces without spirals. Stelo is esperanto for "star". Form a galaxy of shapes. Age 10-adult.

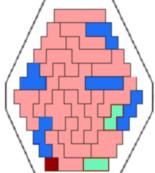
HOPSCOTCHTM (*far right*) by Thomas Atkinson. *Polyhops* (shapes of squares offset by half a square) sizes 1 through 4, in 13" barrel-shaped tray, with easel, pearlized colors. *Games* 100 list, 2014! 1-2 players, 12-adult. **\$72**

POLYARCS[™] by Henri Piccioto. A square cut with an arced side creates concave and convex segments. 5x7" tray holds the 29 polyarcs sizes 2 and 3. Very hard, teen to adult. \$39



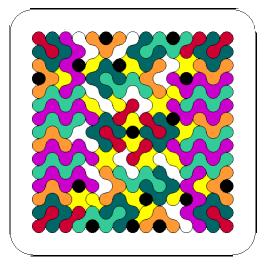






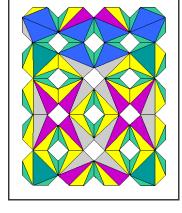
Tactile Graphics™

"Tactile graphics" are an original art form — the playable art of Kate Jones. To create beauty. Movable tiling sets in dramatic textures, colors and contrasts, such as lustrous and frosted acrylics and warm woods. Pleasure to the eye, the mind, the touch.

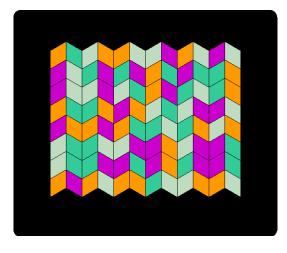


GRAND ROUNDOMINOES® (left) — 83 pieces of 1 through 5 circles joined, with 1 through 4 bridges plus ten quaint "doopers." All acrylic, 16" tray with lid and easel, 8 luminous see-through colors. For 1-6 players, age 12-adult. \$225

TRIANGULE-8™ (*right*) — The 20 tiles show the 19 triangulations of an octagon, each inlaid triangle with its own color by shape. Create an everchanging work of art. All-acrylic, 11½x14" tray. Custom color orders invited. With easel. Age 12 to adult.

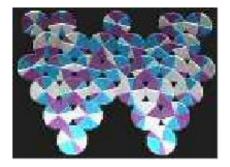


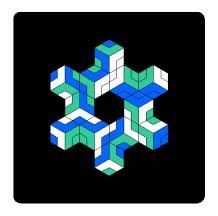
\$195



QUADRANTSTM – Four colors zigzag across a field of 96 iridescent diamonds. 24 arrow-shaped tiles form many patterns. All-acrylic, 15½x18" black frame. Custom color orders invited. With easel. Age 12 to adult. \$175

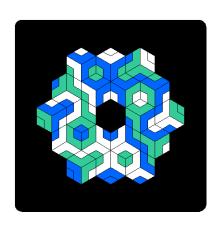
DAZZLETM (right) by Charles Butler. On Games 100 list, 2009. Its 30 patented tri-color tiles, dodecagons in lustrous frosted acrylic colors, match edges, score points. For 1-7 players, ages 10 to adult. \$135





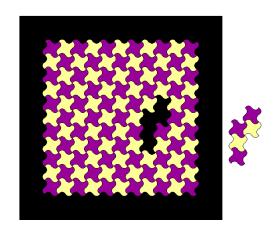
HEXMOZAIX[™] **Gallery edition** (*left*) — One of our classic sets, colormatched in 3 colors. Invented by Charles Butler. 15" black, white or gray frame with cover plate is ready to hang. Choose your custom colors for the twelve all-different inlaid hexagon tiles. \$175

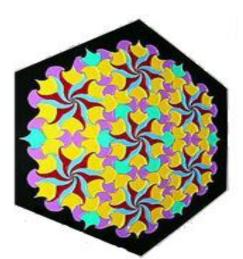
HEXMOZAIXTM **II Gallery edition** (*right*) — The companion set to Hexmozaix, 18 new tiles, even more intricate. Request colors to match your Hexmozaix. \$195





POLY-SPIDRONS™ (*left*) – Stelo tiles plus "spidron" curved pieces based on the patented Spidron concept of Daniel Erdely, used by permission. Solve by omitting either of two pieces, park the extra one in the frame. Kite-shaped 12" tray. Age 12 to adult. \$85

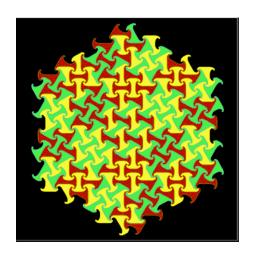


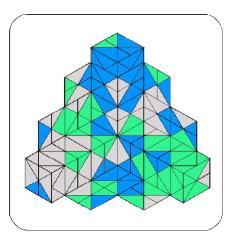


DUAL QUINTACHEX[®] (above right) — The undulating waves hide a secret: 24 five-celled tiles uniquely checkered with frosted colors. In 24" black tray. Many other patterns are possible. Easel or wall mount. Custom colors invited. For age 12-adult, 1 to 4 players. \$395

TULIPS™ (*left*) — The Spidron art of Daniel Erdely in Lucite colors, in 18½" hexagonal tray with easel. An exquisite art piece with 210 tiles to arrange in swirling designs. Age 16 to adult. \$295

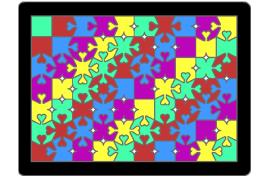
WHIRLSPOOLSTM (*right*) — A big, dramatic tessellation of spools by Chris Palmer, evoking M.C. Escher. Its structure is a tiling of hexagons, squares and triangles. Lucite colors in 24'' tray. With easel. (+\$15 oversize shipping surcharge) \$295



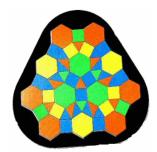


TRI-JAZZTM — A spectacular set of 54 parallelogram-shaped tiles (27 left, 27 righthand tilts) with three inlaid triangles per tile—equilateral, isosceles and right triangle—in every combination of 3 colors. Created by Ward Hollins. Playing with these slanted domino tiles is a gorgeous experience, as symmetries and color designs emerge. Endless patterns in and outside the 18" tray. You can request custom colors. With easel. For 1 or more players, age 12 to adult. \$275

GRAND SNOWFLAKETM — This is the grandest of our Snowflake family of tessellations, with transformed squares with four kinds of edge contours—straight, hearts, spaces, and "twinkles" in five luminous colors. The seventy tiles are all different! In 15x18" tray, with easel. A serious puzzle and a beautiful accent art piece, for ages 16 to adult. \$155

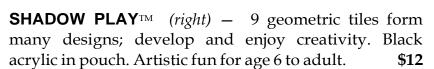


Tilings & Designs



COMBINATORIX™ **JR**. – A subset from our large Combinatorix set, with 12 hexagons, 12 equilateral triangles, 18 squares and 12 half-squares in four colors. Make the most varied mosaic designs, in and outside the 12" curved triangular acrylic tray. Painted wood tiles, 1" unit edges. The 40-page workbook is a miniature geometry lab. Great fun for ages 5 to adult.

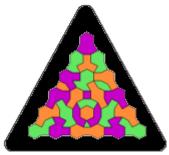
COMBINATORIXTM – From unity to complexity, how forms combine and grow. Tessellations and explorations, plus 17 games. A geometry lab for home or classroom: 512 wood tiles, 1" sides, 1/4" thick, in 4 shapes (squares, equilateral triangles, hexagons, isosceles right triangles). 3 workbooks, 3 vinyl game mats, wood chest, velvet cover. 1-27 players, age 6-adult. \$325 (+\$15 oversize shipping surcharge)

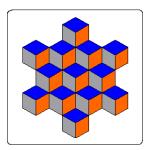




BIRDS and BEES™ — Invented by math professor Andy Liu. 28 tiles built of hexagons, squares and equilateral triangles: 7 symmetrical and 7 pairs as mirror twins. Three colors split 9-9-10 pieces. Workbook plus three actual-size printed grids provide a wealth of play by 1 and 2 players, ages 8 to adult. \$72





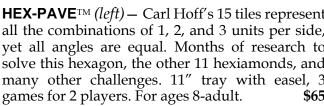


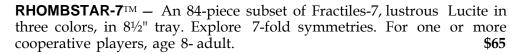
CUBITSTM (*left*) — Mental challenge and visual delight: 16 unique pieces form over 100 cube-like patterns. Acrylic tiles are 1-3 diamonds joined, in 3 colors. 8½" tray. For 1 or 2 players, ages 10 toadult.

Q-BIXTM (right) — A masterful optical-illusion set of 15 tiles of 1, 2 and 3 hexagons joined, inlaid with 3 colors defining cubes. Solve hundreds of pleasing figures. 11" tray, easel. For 1-2 players, age 10-adult. \$95

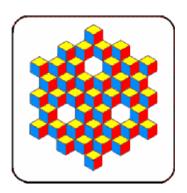


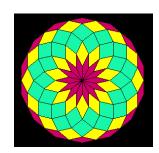
HEX-PAVETM (*left*) — Carl Hoff's 15 tiles represent all the combinations of 1, 2, and 3 units per side, yet all angles are equal. Months of research to solve this hexagon, the other 11 hexiamonds, and many other challenges. 11" tray with easel, 3





POCKET RHOMBS[™] – A21-piece subset of RhombStar-7, in velour pouch. Always fun for age 10-adult. \$14







OCHOMINOESTM (*left*) — One of our most versatile sets ever, 24 octagon dominoes with 0 to 6 squares attached let you make hundreds of lively, exquisitely beautiful designs, in and out of the 8½" tray. Explore amazing possibilities of symmetries, color separations and color matches. Six vivid, luminous colors. Find nicknames for the shapes, like the teddybear, the cat, mouse, and penguin. Created by Dan Klarskov, games by Kate Jones. For 1-4 players, ages 8-adult. \$65

INTARSIATM (right) — On Games 100 list of best puzzles, 2009. Just two kinds of reversible trapezoidal acrylic tiles form billions of striking designs, playable art at its finest. Invented by Henrik Morast, developed by Kate Jones. Play 5 games of strategy. All acrylic, in 11" display frame. With easel. For 1-2 players, age 10-adult. \$95

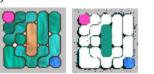


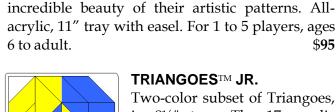


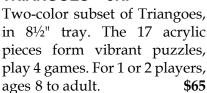
DIAMOND STAR™ (*left*) — Game invented by John Ring, set developed by Kate Jones. The 23 hand-inlaid tiles in 5 shapes of up to 3 rhombs joined, in 3 colors, form awesome optical illusions: spot the 12 stars? All-acrylic, 11" tray, many puzzle challenges. 9 pawns in 3 colors each play the game, "Rhombomania". With easel. For 1-3 players, age 10-adult.

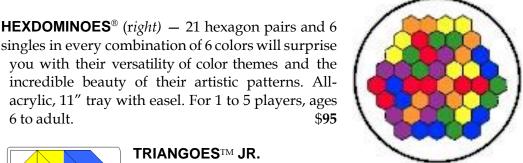
GARDEN PATCH TM

5x5 grid with dozens of 3 flower spots, 8 green or white acrylic tiles for summer or winter. In pouch with textured grid and booklet.

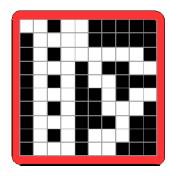








TRIANGOES™ (*right*) — On 1988 *Games* 100 list of best games. Grand creation: squares, parallelograms, and triangles pair 5 colors. 80 unique, handfitted acrylic tiles for hundreds of puzzles, 15 games. Two-sided 13x36" vinyl gameboard/banner (shown), artwork to hand on wall. For 1-10 players, age 8-adult. \$225



QUINTAPATHSTM—Scott Kim's creation has 20 white sticks of 5 squares in a row, with all the possible positions of 0 through 5 black squares on top. Explore horizontal and vertical arrangements of the sticks to form unbelievably beautiful patterns—islands, loops, paths, symmetries. With game rules. Acrylic, hand-built in 10" red-framed tray with easel. 1-2 players, age 10-adult. \$95



The Fine-Touch Collection

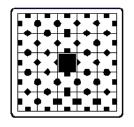
The MULTI-TOUCHTM **Series** — This group of puzzles is adapted from our popular Multimatch series, transformed to have contours instead of colors on the edges or corners of the tiles. Striking-looking and suitable for age 10 and up, they are especially apt for visually impaired or blind players to exercise their fine touch by matching tiles around distinctively shaped spaces. In 4 designs, each in black or white acrylic, in $8\frac{1}{2}$ square and 12" triangular trays.

MultiTouchTM I - 24 square tiles shaped with three kinds of edge, plus a regular square for measuring. Age 8-adult. \$59

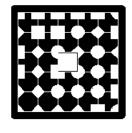
MultiTouchTM II -24 square tiles with corners shaped three different ways, plus a regular square. Age 10-adult. \$59

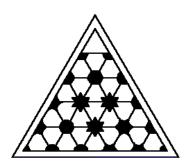
MultiTouch[™] **III** — 24 triangular tiles with four different kinds of edge, plus a regular triangle. For age 10-adult. \$59

MultiTouchTM **IV** - 24 triangular tiles with four different corner cut-outs, plus a regular triangle. For age 12-adult. \$59

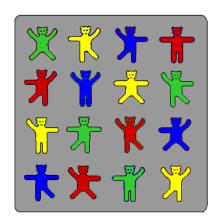








Also for "touch" solving and for visual perception even for youngest players:



BEAR HUGSTM and BEAR HUGSTM JR.

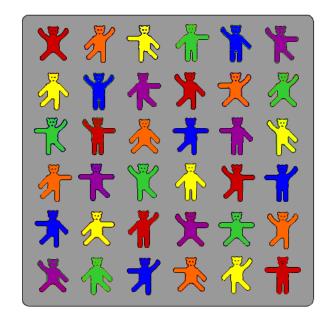
Fit 36 (or 16) little teddybears into their unique cut-outs. Then get 6 (or 4) different colors in each row, horizontally and vertically. The large set (23" tray) has 2^15 ways to fit the bears by shape; the small one (15" tray) has 64. Trays reverse to circles where any bear fits. Age 3-Ph.D.

Bear Hugs, \$195 (+\$15 shipping surcharge)

Bear Hugs Jr., \$98

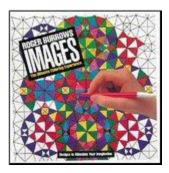
Also good for "touch" solving:

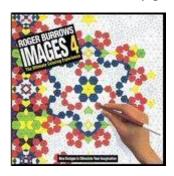
- Snowflake Square/Super Square™
- StarHex-II™p
- Trifolia[™]
- Hexnut[™] Jr.
- Mini-lamond Ring™
- Polv-5™
- MiniTouch-I™
- Four on a Match™



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These four volumes of *IMAGES*, geometric tilings by Roger Burrows, contain an infinity of hidden scenes, forms, patterns, potentialities. They stimulate visual creativity. Each book is 9"x9" with 48 sheets per book. Each volume is a new and fresh collection for you to color with your imagination. More suited for grown-ups than for kids! *Each book*, \$7

POLYOMINOES by Solomon W. Golomb. The original, definitive pentominoes book, by their inventor. Updated, revised, full of new puzzles, patterns and packings. 248 pgs., 243 figs. Princeton University Press, 1994.

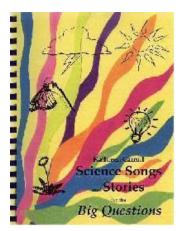
Hardbound, \$39

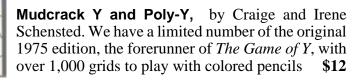


Science Songs and Stories, by Kathy Carroll. A charming, fascinating book and CD for ages 6 to 12, exploring amazing phenomena like Monarch butterflies, scientific proofs and hypotheses, a wealth of material. Fun for adults, too. The two together, book and CD,

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