Reversi

Reversi is a classic strategy board game.

Objective: Finish the game with more buttons in your colour on the board than your opponent.

Number of players: 2

Age: 5-99

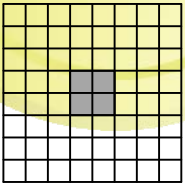
Contents:

one 8x8 uncheckered board – a 4 piece puzzle.

64 identical buttons, which are red on one side and blue on the other.

Rules:

Each player chooses a colour to play with - blue or red. The buttons are divided equally between the two players.



The younger player goes first. Afterwards, players take turns placing buttons on the board with their chosen colour facing up.

The game starts on an empty board and the first four moves are made in the central four squares; no buttons are turned in those moves.

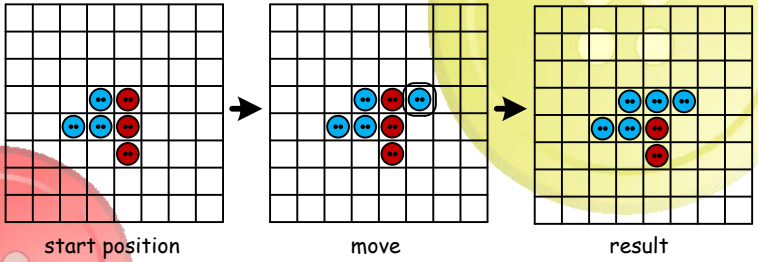
For all the following moves, you play a button when you flank one or more opponents' buttons between your new button and any other of your own buttons, in the same horizontal, vertical or diagonal line. The opponents' buttons that are flanked will be flipped over in your colour.

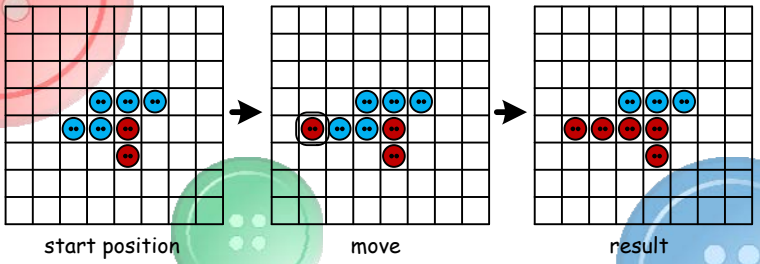
You CANNOT place a button on the board without "capturing" at least one button of the opposite colour. If you have no valid moves you pass your turn.

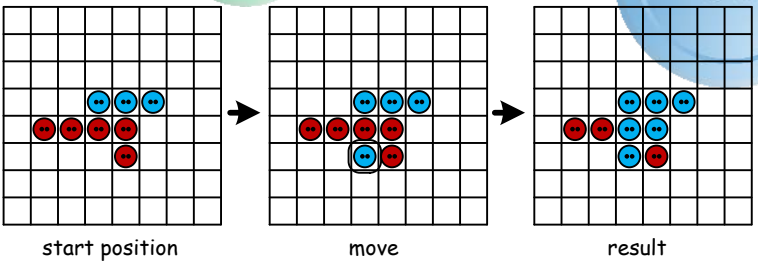
In a single move you can turn buttons in several directions.

The game ends when all squares are filled or neither of the players has a valid move.

The winner is the player with more buttons in his/her colour on the board.







For more information:

www.toys-bg.com

Rules in English:

Chinese Checkers

Chinese checkers is a classic strategy board game.

Objective: Be the first to race all your buttons across the board into the opposite triangle.

Number of players: 2, 3, 4 or 6.

If the players are 4, the game starts in two pairs of opposing triangles - each player must be directly opposite an opponent.

A two-player game also starts in opposing triangles and you have to move all your buttons to your opponent's starting triangle. Two players may play with two or three sets of buttons and the winner is the first to race one of their sets to its opposing triangle. Also, the players may decide the winner to be the first player to move ALL his/her buttons to their opposing triangles.

When 3 play, they take three triangles equidistant from each other.

The game can be played in teams of 2 with teammates taking opposing corners of the star.

Age: 4-99

Contents:

One board – a 4-piece puzzle.

10 red buttons, 10 blue buttons, 10 yellow buttons, 10 green buttons, 10 white buttons, 10 black buttons.

Rules:

Each player chooses a colour to play with and a starting triangle for his/hers 10 buttons.

The youngest player begins and then the players take turns in clockwise order.

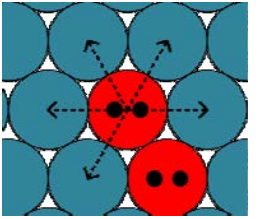
Players move a single button of their own colour per turn.

Once a button has reached the destination triangle, it may move only within the triangle without leaving it.

There are two different ways to move a button to a new position on the board. A player may choose only one of these ways for a single turn without combining them:

- A player moves one of his/hers buttons to an adjacent unoccupied position in any direction.

You cannot jump over unoccupied positions.

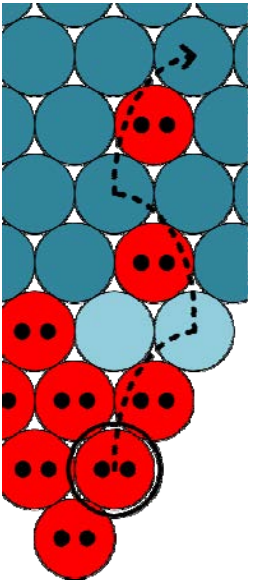


- A player hops over other buttons in any direction.

Each hop must be over ONE adjacent button and into the vacant position directly beyond it. (Players may not jump over a row of buttons).

Each hop may be over a button in any colour including the player's own.

A series of jumps may be made in one turn as long as you use the same button for all jumps.



You may decide to stop hopping in a turn for strategy reasons (even though more jumps are possible) – in order to take a position that will help your future moves or hinder the progress of your opponents.

If any position in your target triangle contains a button belonging to another player, you win when all positions in the triangle are occupied irrespective of the colour of the buttons there. This rule prevents players from intentionally "blocking" positions in the target triangles of their opponents.

For more information:

www.toys-bg.com

Rules in English:

Halma 8x8

Halma 8x8 is a variation of the classic strategy board game played on a 16x16 square board.

Objective: Be the first to race all your buttons across the board into the opposite corner.

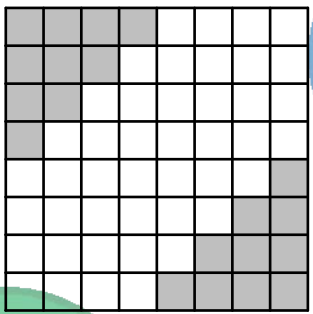
Number of players: 2

Age: 4-99

Contents:

One board – a 4-piece puzzle.

2 sets of 10 buttons each in 2 different colours.



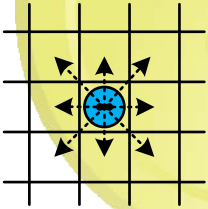
Rules:

Each player chooses a colour to play with and a starting corner for his/hers 10 buttons.

The younger player begins and then the players take turns in moving a single button of their own colour per turn.

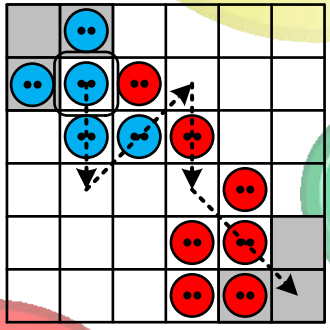
Once a button has reached the destination corner, it may move only within the corner without leaving it.

There are two different ways to move a button to a new position on the board. A player may choose only one of these ways for a single turn without combining them:



- A player moves one of his/hers buttons to an adjacent unoccupied position in any direction.

You cannot jump over unoccupied positions.



- A player hops over other buttons in any direction.

Each hop must be over ONE adjacent button and into the vacant position directly beyond it. (Players may not jump over a row of buttons).

Each hop may be over a button in any colour including the player's own.

A series of jumps may be made in one turn as long as you use the same button for all jumps.

You may decide to stop hopping in a turn for strategy reasons (even though more jumps are possible) – in order to take a position that will help your future moves or hinder the progress of your opponent.

If any position in your target corner contains a button belonging to the other player, you win when all positions in the corner are occupied irrespective of the colour of the buttons there. This rule prevents players from intentionally "blocking" positions in the target corner of their opponent.

For more information:

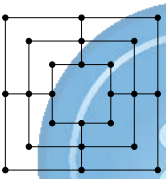
www.toys-bg.com

Rules in English:

Nine Men's Morris

Nine Men's Morris is a strategy board game dating back to at least 2 000 ago.

Objective: To form "mills" that allow you to remove an opponent's button from the game. You win by reducing the other player to two buttons or by leaving him/her without a valid move.



Age: 5-99

Number of players: 2

Contents:

One board – a 4-piece puzzle.

2 sets of 9 buttons – each set in a different colour.

Rules:

Each player chooses a colour to play with and has 9 buttons in this colour.

The younger player begins.

The game starts on an empty board. At first, players take turns placing buttons on vacant positions.

After all the buttons have been placed, players continue to alternate turns, this time moving a button along a line on the board to an adjacent intersection.

Players aim to form 'mills" - three buttons in a row along one of the vertical or horizontal lines of the board. When a player succeeds in forming a mill, he/she may remove one of the opponents' buttons from the board. A button, which has been removed, cannot return to the board.

A button in an opponent's mill can only be removed if no other buttons are available.

A player wins by reducing the opponent to two buttons or by leaving him/her without a legal move.

Go-moku or Five in a Row

Go-moku is an abstract strategy board game.

Objective: Be the first to form an unbroken chain of five buttons in any direction - horizontally, vertically, or diagonally.

Number of players: 2

Age: 5-99

Contents:

One board – a 9x9 grid - a 4-piece puzzle.

2 sets of 41 buttons in two different colours.

Rules:

Each player chooses a colour to play with and has 41 buttons in that colour.

The younger player begins.

The game starts on an empty board and players take turns placing a button of their colour on an empty intersection on the board.

The winner is the first player to form an unbroken chain of five buttons – either horizontally, vertically, or diagonally.

For more information:

www.toys-bg.com

Rules in English:

Leapfrog

Leapfrog is an abstract strategy board game.

It is played on a square board with 15 to 18 squares on each side. However, we have chosen a 12x12 board to adapt the game for younger children - a large board makes the game longer and they tend to lose interest.

Objective: Capture the largest number of buttons or the buttons that give you the highest score.

Number of players: 2+ Any number of people can play, almost without limit.

Age:3-99

Contents:

One board – a 4-piece puzzle.

66 red buttons, 51 blue buttons, 21 green buttons, 6 yellow buttons.

Rules:

Each square of the board is filled at random with a coloured button.

At the start of the game, the youngest player captures a piece from the board by simply removing it. Players then take turns in a clockwise direction.

A player captures a button after jumping over it with another button.

- Each hop must be over ONE adjacent button and into the vacant position directly beyond it. (Players may not jump over a row of buttons).

- A series of jumps may be made in one turn as long as you use the same button for all jumps.

- Hops are made in horizontal or vertical direction without diagonal movement.

- The player must capture a button or pass his/her turn.
- The button used for jumping remains on the board at the end of the turn.

The game ends when no buttons are left on the board or there are no more jumps to be made.

The winner is the player with either:

- the largest number of buttons (when younger children play), or
- the highest score. Different colours give buttons different value:

red - 1 point

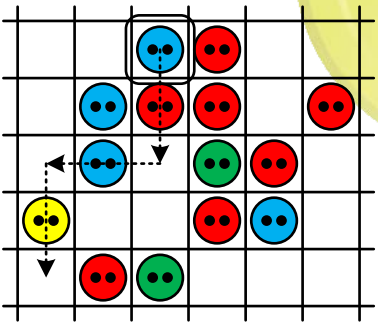
blue - 2 points

green - 3 points

yellow - 4 points

Example:

A player moves the blue button (in the square) and jumps over and captures 1 red button, 1 blue button and 1 yellow button.



For more information:

www.toys-bg.com

Rules in English:

Go

Go is an abstract strategy board game that dates back to more than 2500 years ago. It is considered the oldest board game that is still played today.

Go has simple rules, but the game is very complex, even more complex than chess. It has provided inspiration for mathematical research for decades and is still considered a challenge in the field of artificial intelligence.

The number of alternatives to consider per move is enormous and that computational complexity impeded the creation of a computer program that was a strong player. Thus, the first victory of a computer program against a professional Go player on a 19x19 board had not been achieved until 2016.

Bulgarian Go Association: https://bga.bg/

Go is typically played on the intersections of a grid of 19 lines by 19, but beginners play on a 9x9 board. As our games are created for younger children, we have chosen a 9x9 board.

Objective: Surround a larger total area of the board than your opponent.

Number of players: 2

Age: 5-99

Contents:

One board – a 9x9 grid - a 4-piece puzzle.

2 sets of 41 buttons in two different colours.

For more information:

www.toys-bg.com

Rules in English:

Rules:

Each player chooses a colour to play with and has 41 buttons in that colour.

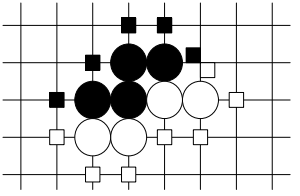
The youngest player begins.

The game starts on an empty board and players take turns placing a button of their colour on an empty intersection on the board. A player may decide to pass his/her turn and not place a button on the board.

Once placed on the board, a button cannot be moved to another position. However it may be "captured" and then it is removed from the board and becomes a "prisoner" of the other player.

Two or more buttons adjacent to each other horizontally or vertically form a chain, which cannot be broken later. A chain may have any form and is considered a single entity. Diagonally adjacent buttons do not form a chain.

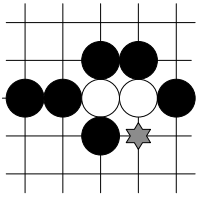
"Liberty" is an empty intersection beside a chain or a button. A basic principle of Go is that in order to remain on the board a chain or a button needs to have at least one liberty.



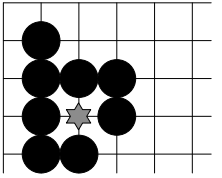
1 "chain" consisting of 4 black buttons with 5 liberties (depicted by black squares).

2 "chains" each consisting of 2 white buttons with 4 liberties per chain.

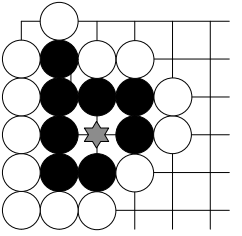
When a button or a chain is surrounded so it has no liberties, it is captured and removed from the board. The captured buttons are held "prisoners" by the opponent.



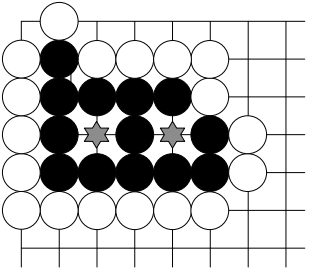
A black button, placed on the intersection depicted by the star, captures the white buttons and the "prisoners" are removed from the board. The intersections which were occupied by them become territory of the player with the black buttons.



The player with the white buttons is not allowed to play on the intersection depicted by the star. This move is considered "suicide" and is not valid.



However, if all the other "liberties" of the black buttons are taken, white may play the position depicted by the star. He/she captures all the black buttons and the territory which is freed when they are removed from the board.



In this situation white could capture the black buttons only if he/she played on the two stars simultaneously. However, this is impossible, as either move separately would be a "suicide" and is not allowed. Thus, the black buttons are safe – the chain is alive. The intersections depicted by the stars are called "eyes". A chain with two or more eyes is immune to capture.

A group is alive if the other player cannot capture it however he/she attacks it. Respectively, a group is "dead" if the opponent can capture it despite any defence the player may try.

Score:

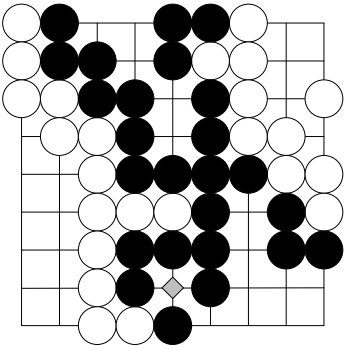
The game ends when both players opt to pass their turns in a row – neither one of them wants to make a move.

Then, all "dead" buttons and chains are removed from the board and are counted as "prisoners" of the opponent. (If you cannot determine if a chain is dead or alive, continue playing until the chain is captured or proven alive.)

Each intersection of territory surrounded gains one point for the player.

Also, a player scores a point for each "prisoner" he/she has taken.

The winner is the player with the highest score.



Black has surrounded a territory of 15 intersections (5 in the upper part of the board and 10 in the bottom part.)

Black's territory includes the position depicted by the gray rhombus, where a white button was captured and taken "prisoner".

Thus, the player with the black buttons has scored 16 points – 15 from territory + 1 "prisoner".

The player with the white buttons has surrounded 17 intersections and thus has earned 17 points.

The winner is the player with the white buttons.