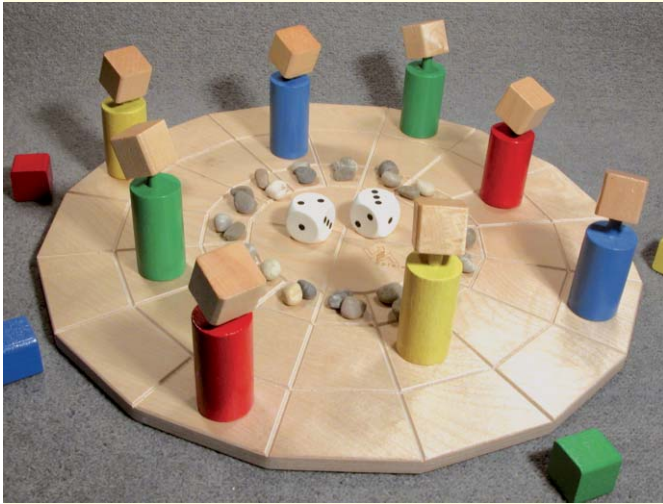


## Stone Circle ©



- ❑ 1 **16-edged, milled or varnished game board**, Ø approx. 39 cm
- ❑ 2 **special dice**
- ❑ 8 **VIA-gaming figures** approx. 9 cm large in four different colours
- ❑ 4 **cubes** in different colours
- ❑ 32 **pebbles**

Together the players attempt to break down the stone circle. Each time the dice are rolled and the VIA-play figures moved, two pebbles are removed from the stone circle.

The player with the most pebbles wins – but to win you **must be willing to share with the others**.

The simple instructions are easy to follow and make this cooperation-game suitable for everyone.

## Jumbo-sized Games

(Further information is available on request or on the internet)

- ❑ **Stone Circle 61**, Ø 61 cm, VIA-figures 14 cm
- ❑ **Trapped in the Web**, Ø 61 cm, forged spiders
- ❑ **Combi-Cubes**, 45 x 55 cm<sup>2</sup>, Cubes 8 x 8 x 8 cm<sup>3</sup>

## Make it Match ©



- ❑ 1 open **wooden box**, approx. 30 x 30 cm<sup>2</sup>
- ❑ 18 **wooden bars** with a big handle holds
- ❑ 3 **discarding maps**
- ❑ 1 **die**

For puzzle variations, there are many possible solutions.

The game can be played at different levels, alone or with a partner.

Regarding the variation using the die, not only luck but also tactic is involved.

## Shells on the Beach ©



- ❑ 1 **tinplate box** 
- ❑ 85 **playing cards**
- ❑ 1 set of **colourful playing instructions** (10-point-font)

Shells on the Beach – a card game by Udo Peise for 2 to 5 players ranging from 5 – 99 years old.

The players collect shells; They can play extra-carefully, carefully or risk a lot and lose everything. One thing is for sure: the next wave will surely come!

A booklet valuable information about the topic can be purchased.

The game and book are an ideal present for everyone who is eager to combine playing with learning.

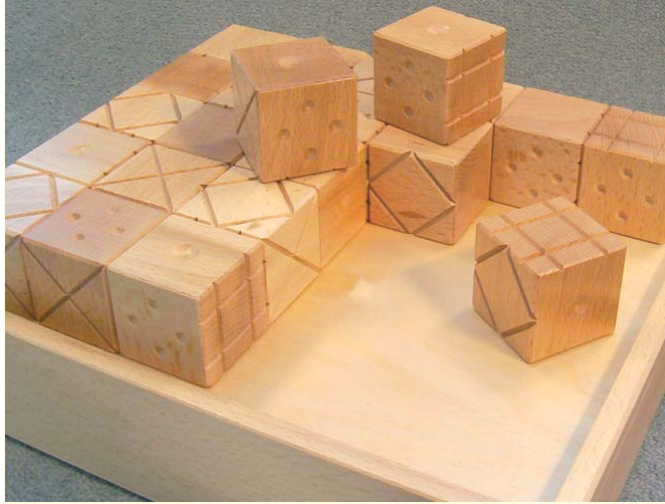


VIA - Paving the Way to Play.

Game and work material  
for young and old

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## Combi-Cubes ©



- ❑ 1 **wooden box** with sliding lid  
approx. 24 x 28 x 6.5 cm<sup>3</sup> lacquered
- ❑ 30 **wooden cubes**, milled surfaces  
approx. 4 x 4 x 4 cm<sup>3</sup>
- ❑ 1 set of **gaming instructions** with gaming rules  
for competition and different 3-D-puzzles
- ❑ If required, gaming rules are available in **braille**  
(full-form)

You can play at various levels

- **alone**
- or test your abilities in a **competition.**

On every cube, there are 6 different surfaces with touchable symbols in various order. This closed mathematical system enables both simple and difficult playing variations. „The proof of the pudding is in the eating“ -- mathematical-geometrical competence is playfully gained along the way.

All gaming variations enhance and aid players' spatial sense.

## Bingorello ©

- the game to bridge generations.



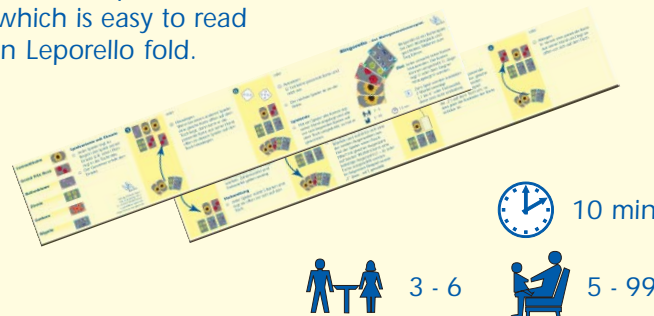
- ❑ 90 **playing cards**
- ❑ 1 set of **gaming instructions**
- ❑ 2 dice are additionally required to play.  
„1 bis 6“ or coloured dice are not included.

Bingorello is a card game won by the sheer luck of rolling the dice and the use of clever tactics.

**Object of the Game:** Each player tries to get rid of his / her cards. The cards can be turned over ☺, discarded ☹, or given to the opposing player ☺.

Bingorello attracts not only seniors, but also grandparents, parents, and children to play.

Colourful and illustrated instructions with a 12-point font size, which is easy to read in Leporello fold.



10 min



3 - 6



5 - 99

The **Bingorello Café** is a combination of a game, fun, and training the brain in a cultivated atmosphere. Information at [www.via-spiele.de](http://www.via-spiele.de).

## Time Travel through the 20th Century ©

This game is available in German language only.



- ❑ 1 **double-sided gaming board**
- ❑ 4 **VIA-playing figures**
- ❑ 1 **special die**
- ❑ 95 **postcards Officina Ludi**
- ❑ 100 **playing cards**
- ❑ 6 **historical list of events**

The time trip through the 20th century is a fun communicational game for 3 to 8 people.

The game

- gives an insight into life stories and contemporary history
- helps generate conversation between different generations
- supports biographically orientated work
- trains the memory

## Time Travel Add-On Cards ©

- ❑ 100 cards 12 cm x 17 cm



- ❑ Postal system – Communication (Germany & Switzerland)
- ❑ Around Rosenheim & entertaining wood science



Add-on card sets for 3 – 20 people for 15 – 99 years old can be additionally used at the table, but also independently.

Along with historical, relevant statements and biography-orientated questions there is also a focus upon everyday life stories.

# Memo 4tissimo

## - The Brain Massage



- ◇ 1 set of 36 cards, each 6 x 6 cm<sup>2</sup>
- ◇ 1  set of instructions, available in 

Memo 4tissimo is a unique memory game. This family game for all ages is a learning game both for beginners and for pros.

In Memo 4tissimo – BRONZE, pairs of equal cards must be found.

In the variants SILVER and GOLD, one must, by turning cards face up, find not only pairs of the same card but also the orientation of the cards is important.



But take heart, you can start with the simpler variants of the game and improve little by little.

The six variants offer something for everybody, from a pleasurable pastime to tricky marathons of mental exercise.

Author: Elfriede Pauli



1 - 4



5 - 99



10 - 45 min