

SPROCKET™ #600

Un jeu de stratégie avec des mouvements mécaniques. Surpassez vos adversaires en créant des tours avec les pièces de rotor. Le premier joueur qui réussit à introduire tous ses crochets dans le jeu, gagne la partie.

PARADUX^{MC} #601

Un jeu de stratégie où chaque déplacement doit être effectué en fonction de la balle de l'adversaire! Pour gagner, alignez quatre balles.

ONE UP^{MC} #602

Le compteur est placé sur le numéro un et chaque joueur déplace un jeton d'une case. Lorsque le compteur est déplacé d'une case ONE UP^{MC}, chaque joueur bouge ses jetons de deux espaces. Plus le nombre de coups augmente pour en arriver à dix, et plus le dé et le niveau d'excitation créé par ce jeu astucieux croissent également.

KNIGHT MOVES^{MC} #622

Comme les cavaliers aux échecs, les adversaires doivent mener leurs pièces vers le côté opposé. La partie mêle alors passion et compétitivité.

QUIRKY^{MC} #625

Le but de ce jeu de stratégie compétitif est de former des triangles en trois dimensions.

SPROCKET™ #600

A strategic game of mechanical moves. Try to outsmart your opponents by creating gears with the rotor pieces. The first player to add all of their lugs into play, wins the game.

PARADUX™ #601

It's a strategic game of parallel play when each balls' move is made in conjunction with an opponent's! Line up 4 to win.

ONE UP™ #602

With the counter starting at number one, each player moves a bearing one space. When the counter is moved ONE UP™, each player moves their play pieces two spaces. As the number of moves escalates to ten, so does the challenge and excitement level of this skillful game.

KNIGHT MOVES™ #622

Moving like Knights in the game of Chess, each rival sets off for the opposite side, producing both captivating and competitive play.

QUIRKY™ #625

This amusingly odd yet competitive game has players gaining points by building 3-D triangle shapes.

STRATUM™

OBJECT OF THE GAME

To cover more of your opponents' pieces while exposing more of your own.

GAME PREPARATION

Decide who plays what color and distribute the game pieces as follows:

For 2 players: 18 beige, 18 dark brown.

For 3: 12 beige, 12 dark brown, 12 brown.

For 4: 9 beige, 9 dark brown, 9 brown, 9 orange.

GAME PLAY

Decide who plays first. In turn, players position one of their pieces on the board, keeping within the grid pattern (fig. 1). The pieces may be placed in any direction; vertically, horizontally, or diagonally. When all available space has been covered up on one level, the game continues ON TOP of the previously played pieces following specific layering laws:

fig. 1

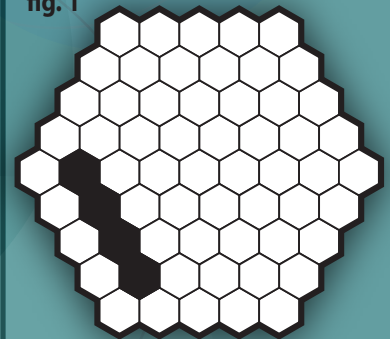
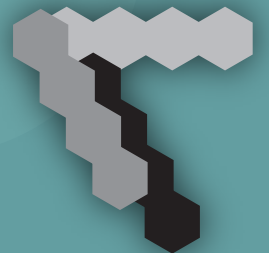


fig. 2



- 1) A new piece must cover a minimum of two different pieces (fig. 2). It may not completely cover up only one piece. There is no concern for colour.



Manufactured and distributed by / Fabriqué et distribué par **FAMILY GAMES INC.**
P.O. Box 97, Snowdon, Montreal, Qc, Canada H3X 3T3
www.familygamesamerica.com

STRATUM™ UNDER LICENSE BY LUIS NAVAS TORRES © 2006