



Mitro
OFFICINA DE CRIAÇÃO



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Boardgame Encyclopedia

A rescue of thought and cultural habits that tell the story of the toy and the play of humanity



An exclusive collection that brings you complete games from the most ancient antiquity to the current, modern and original games created to amuse, educate and entertain any age.

Each copy consists of:

- Tray in the form of a book in reforestation mdf.
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Agon

CÓD MR32



Agon's origin is somewhat mysterious. Dating from the 18th century, the first known board was found on a French table top, produced by Parisian Adan Vaugeois in 1780. After a period of neglect, the game reappears, almost a century later, during the Victorian era. Agon is also known as the Royal Guard, or The Queen's Guard. The game is somewhat reminiscent of Tablut due to the presence of a central house called "The Throne" and the type of pieces used (King / Queen and Guard); however, curiously opposed to Tablut, the throne is the Queen's goal. The shape of the board is the main feature of this game and it is the first game that is known to use the hexagonal pattern in the squares of the board. Agon is a game that can be considered as a mix between battle and race. Each player has six guards and a queen and aims to take his queen to the center of the board with the help of his guards.

Number of participants: 2

Recommended from 8 years old

Contains: 1 MDF board

6 pieces + 1 red queen of wood; 6 pieces + 1 blue queen of wood
game history, rules and instructions for playing

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm

Bagha Chall

CÓD MR03



It is the national game of Nepal. Bagha Chall means Change of Tigers and simulates a strategy battle for life and death between Tigers and Goats. Each player has a different number of pieces with different goals but it can be a balanced game, with different strategies for tigers and goats.

Playing as Goats allows you to develop the human nature of collectivity, group thinking and companionship. Playing like tigers allows you to reflect on the human nature of individuality, develop a spirit of leadership and expand your strategic vision by reconciling individuality with the group

Number of participants: 2

Recommended from 7 years old

Contains: 1 MDF board

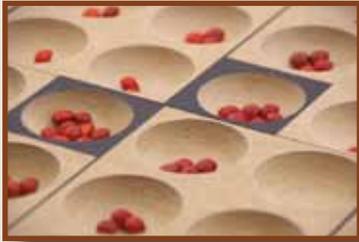
4 Tiger in resin wood powder
20 goats in powdered resin wood
rules and instructions for playing

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm



Bao e Onweso

CÓD MR09



Two different games, using the same board. They are part of the Mancalas family, considered the oldest games in the world, with about 7 thousand years of culture. They have the particular characteristic of the pieces being common to both players, representing the act of sowing and reaping. The winner of the match is the one who gathers more seeds or who can prevent his opponent from continuing to play. They are classified as 4th grade mancala and are very popular in Zanzibar, Zambia, Ethiopia, Kenya and Malawi. Bao is known as the most intricate and attractive of all mancala games, offering strategic and tactical variations to its players, comparable to that of Chess. It has the characteristic of being able to drastically change a situation on the board with a single movement. Rapid changes make it difficult and, at the same time, encourage advance planning of moves.

Number of participants: 2
Contains: 1 MDF board
64 pieces of Brazilian tree seeds
brochure with rules and instructions for playing

Recommended from 10 years old

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm

Barricade

CÓD MR23



In this game, participants will go on a treasure hunt. You find a very old treasure map. He doesn't know if the map is real or not and he doesn't know what to do. There is only one way to find out: follow the map and find out what's in the marked location. Gather some friends, gather supplies and everything and go in search of the probable treasure. What treasure is this? You will need to find out. Without realizing it, other people discover its secret and also form groups to search for the treasure. Your opponents try, however, to hinder you to find the treasure beforehand. When they least expect it, they are involved in a treasure hunt race where many obstacles await them and will have to overcome all of them to win in this adventure. Barricade has a very simple concept, however, it provides maximum fun and tension. A very funny game for players of all ages who want to reach the goal with a certain amount of persistence and insight. The game can acquire considerable differences between the participants, right at the beginning, if an important barricade is reached and placed in a strategic position to disrupt the opponent as much as possible.

Number of participants: 2
Contains: 1 MDF board; 20 pieces of wood (5 red, 5 green, 5 blue and 5 yellow); 11 obstructions (wooden), 1 die; rules and instructions for playing

Recommended from 6 years old

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm



Bizingo

CÓD MR33



Bizingo is an abstract strategy game for two players. Its origin is uncertain, however, it is known that it was created sometime in the 1850s in the United States. One of the peculiar features of this game is its triangular shaped board that contains houses, also triangular, that alternate between dark and light houses. Another peculiar feature is that the players' pieces move through different squares, that is, one player walks through the dark squares and the other player walks through the light squares. The capture method is by custody, that is, the opponent's pieces can be captured by surrounding them with their pieces. Due to the triangular design of the board, each player's pieces are positioned differently on the board. The two armies face each other separated by a line of triangles. Players will move their pieces throughout the game only in their own colored triangles and aim to capture the opponent's pieces leaving him with only 2.

Number of participants: 2

Recommended from 8 years old

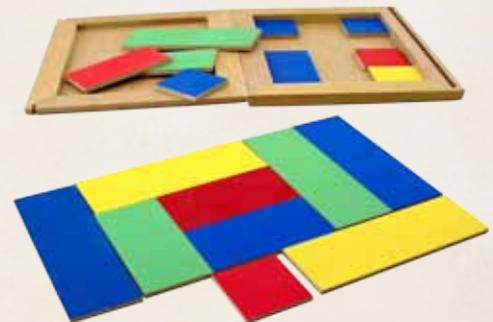
Contains: 1 MDF board

16 pieces + 2 red wooden captains; 16 pieces + 2 blue wooden captains
game history, rules and instructions for playing

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm

Chroma 4

CÓD MR11



The color challenge is a paradox where one must divide and build a space, organizing it in a playful but rational way. Chroma 4 is a puzzle that can be played as:

- individual challenge
- group challenge
- game for 2 or more people
- match between teams
- dominoes with hidden pieces that must be opened according to the game

It is a competitive game with particularities that make it cooperative and was developed based on a mathematical theorem of the "Topology of the 4 colors". The theorem says that "4 colors are enough to color any map so that two nations of the same color do not have a common limit". A challenge that entertains adults and children, also known as Domino of the Four Colors.

Number of participants: 1 or +

Recommended from 7 years old

Contains: 1 MDF book box

6 colored pieces of 5 x 5 cm; 6 colored pieces of 5 x 10 cm; 6 colored pieces of 5 x 15 cm
rules and instructions for playing

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm



Dablot

CÓD MR47



Originating in Lapland, the land of São Nicolau (or Santa Claus) being the first reference found is from 1892 in a catalog of the Stockholm museum. The “lapões” or “saami”, are characterized as an indigenous people, natives who live in the Nordic regions, above the Arctic circle. Saami have their own culture and are distinct from other Nordic cultures, are nomadic and have been quite innovative over the centuries when it comes to board games. Dablot or Dablot Prejjesne is an example of this which, despite having some similarities with other games, is a pure Sami creation.

Dablot Prejjesne in the Sami language means “to play Dablot on a board”

Dablot recalls historic struggles between nomadic Sami warriors and Finnish colonists who, in the first millennium AD, arrived in the lands of southern Lapland in search of fertile land for cultivation. On the board are represented, on one side, King Sami, the prince and his warriors, while the other side is known as the landlord, his son, and his farmers. Despite the differences in names the sides are completely equal in number and power, making this an impartial and balanced game.

Number of participants: 2

Recommended from 8 years old

Contains: 1 Board

1 King Sami, 1 Prince Sami and 28 Warriors, all in dark wood

1 landlord, 1 son of the landlord and 28 farmers, all in dark wood

game history, rules and instructions for playing

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm

Damas (Checkers)

CÓD MR19



It is one of the best known and most practiced games in the world. The rules, as we know them today, came up with the name “Fierges”, in the Low Middle Ages. The game ended up becoming very popular and spread to the rest of the world as a consequence of the European expansion, but, there is information that goes back to Ancient Egypt. In order to capture all the opponent’s pieces, this game manages to entertain children and adults of all ages. As in a game of chess, whoever manages to anticipate, in strategy, the greatest number of moves, has a greater chance of winning the game. Stimulates and exercises the abstract spatial perception, creativity, reasoning and the relationship of the game and play as a living, dynamic and attuned cultural and social agent with our time.

Number of participants: 2

Recommended from 6 years old

Contains: 1 MDF board

12 light wooden pieces; 12 pieces of dark wood

rules and instructions for playing

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm



Dou Shou Qi

CÓD MR14



Traditional Chinese board game, known as Battle of the Animals or Game of the Jungle. Dou Shou Qi means animal fighting game and its origin is still a mystery. Some claim that this game appeared in China around the 5th century. The board represents the jungle with its lakes and traps and the pieces are animals such as the elephant, lion, tiger, mouse ... each having their own characteristics of attack and movement . It has a hierarchical and cyclical capture mechanism where the strongest capture the weakest, but the weakest of all can defeat the most powerful. The player who dominates his opponent's hole wins. It is a strategy game that simulates combat between animals. Dynamic and fast, you need to have agile thinking and a broad and attentive vision to get an advantage over the opponent and win the match.

Number of participants: 2

Contains: 1 MDF board

8 pieces in light wood representing the animals

8 pieces in dark wood representing the animals

rules and instructions for playing

Recommended from 7 years old

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm

Excalibur

CÓD MR44



Excalibur is the name of the sword that belonged to King Arthur. According to legends, Excalibur was forged on Avalon, the magical island of the priestess Morgana, the Lady of the Lake, located in the south of England. There are two versions of how the sword came to belong to Arthur, in those related to Lancelot and the Holy Grail, Excalibur was embedded in a stone and, in the other version, Excalibur was given to Arthur by Morgana, the Lady of the Lake.

Excalibur could only belong to someone with a good heart, with extraordinary character and integrity, whoever achieved it, would be the future king of Britania, the former name of England when the tale emerged.

In this game, knights from two different kingdoms will have to fight and at the same time face the Celtic witches, among the marshes, to have the right to conquer Excalibur, which is again stuck in the stone, right in the middle of Avalon. Only a true Arthur heir will be able to accomplish this feat.

Number number of participants: 3

Contains: 1 MDF board

Set of 4 red, blue and yellow wooden pieces

One piece in gray wood

game history, rules and instructions for playing.

Recommended from: 6 years old

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm



Fanorona

CÓD MR02



A game unlike any existing game, developed over many centuries on the island of Madagascar. He is a descendant of the game Alquerque, more than 5000 years old, however, he is alive, dynamic and in tune with our time. It allows a tactical and strategic skill that combines the simplicity of Queen's movements with the complexity of Chess combinations and uses a unique capture method in the game universe, having to eliminate the opponent's pieces. The ancient inhabitants of Madagascar used it to create friendly relations with their neighbors and the monarchs of Madagascar used to receive their guests with a departure from Fanorona.

It is a journey through time and space to the fascinating secrets of a people who knew how to create, like few people, an original and healthy way of life.

A lesson in wisdom from a culture that, being less strong, cannot be considered less important.

Number of participants: 2

Recommended from 9 years old

Contains: 1 MDF board

22 pieces in light wood; 22 black wooden pieces
rules and instructions for playing

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm

Futebox

CÓD MR08



Recreate the excitement of a football match, in a simple, dynamic and very fun board game.

It is an intuitive game where children learn the rules quickly and can create new rules and possibilities from the original ones.

It mixes luck and strategy, one complementing the other.

Each participant chooses the colors of the team of his heart and is the coach of his own team, placing the players (the pieces) according to their best strategy.

It was created by the Brazilian, designer and caricaturist, Emilio Damiani Jr.

Number of participants: 2

Recommended from 6 years old

Contains: 1 MDF board

6 white pieces; 6 black pieces; 1 die; 1 card with colored numbers
rules and instructions for playing

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm



Gammon

CÓD MR10



A course game, that is, the player who first removes his pieces, after making them go all the way across the board, is the winner. Its origin, still uncertain, may be related to the Sumerian and Egyptian civilizations. Popular with the Roman nobles, he was known as Ludus Duodecim Scriptorum ("game of the 12 lines"), later replaced by Tábula, both very similar to our current Backgammon. Tábula became a great success in Europe, in the Low Middle Ages, when it became known as "the game of Kings and the King of games" The current version, resulted from the meeting of Nard (similar game, popular among Persians and Arabs) with Tábula, from the Romans. He was persecuted by the church, in Europe, mainly in England. In the century. XV competed in popularity with Chess and gradually disappeared, resurfacing in the century. XVII, gaining strength and popularity with other names until today.

Number of participants: 2

Contains: 1 MDF board

15 pieces in light wood; 15 black wooden pieces; 2 dice
rules and instructions for playing

Recommended from 9 years old

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm

Go

CÓD MR21



The game of Go can be considered as very easy and simple but very deep. The main fascination of this game is the simplicity of the rules and the complexity that the game achieves. It is so profound that many have devoted their lives to fully mastering the potential of this game. A court game of Chinese emperors, Shogun, samurai and monks in feudal Japan. Go is often regarded as the "Art of Harmony" of "mysterious depth" and "abstract subtlety" and that strengthens your perception and cognitive skills. Like any other skill game, it is a struggle to achieve victory but its essence is a struggle with yourself. The right attitude to play a game of GO, both internally and to progress more quickly is always to face situations with modesty and sympathy, always enjoying great pleasure, regardless of the results. For this reason, Go was also called "Martial Art of the Spirit". It is an amazing reflection of human nature, be it adventurous, prudent, optimistic, pessimistic, romantic or realistic. A game of Go can give us a good opportunity to understand the essential character of our opponent and, suddenly, help us to become intimate with him as well as give us the possibility to get to know ourselves better.

Number of participants: 2

Contains: 1 MDF tray; 85 light wooden pieces; 85 pieces of dark wood; brochure with rules and instructions for playing

Recommended from 9 years old

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm



Halma

CÓD MR12



Halma means “jump” in Greek. It is the only internationally known classic game from the 19th century, originated in the United States.

It was created by the surgeon, cardiologist and professor Dr. George Howard Monks between 1883 and 1884 based on a British game called “Hoppity”.

It gave rise, in its version for up to 6 people, to the game known as “Chinese Lady” which was initially launched as “star halma” (star halma) but had its name changed, by a marketing strategy, to make it more exotic.

Halma is a game of conquering territory where, whoever wins, who forms strategies in order to shorten distances in each movement. Attention is essential to avoid delivering shortcuts to opponents and requires a spatial view of the set to define their movements.

Number of participants: 2 or 4

Recommended from 9 years old

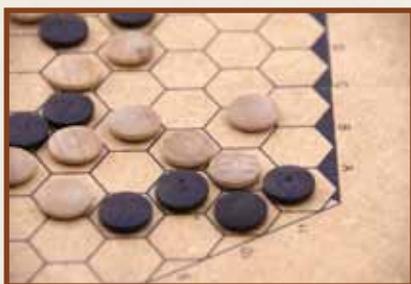
Contains: 1 MDF board

76 wooden pieces, 19 yellow, 19 red, 19 blue and 19 green
rules and instructions for playing

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm

Hex

CÓD MR06



Connectivity game for 2 people.

Players must make a connection between the two opposite edges of the board, continuously and without interruption, using their pieces, before the opponent does the same. A fast and dynamic game that requires agile and attentive thinking and that never ends in a draw.

Created by the Danish mathematician and poet Piet Hein, in 1942, based on the famous “Topology Theorem of the 4 Colors” and, modernly known as Hex, it was baptized by Hein as “Con-Tac-Tix.

Introduced by the Niels Bohr Institute, it became popular in Denmark under the name of Polygon.

He had a series of challenges or problems published by the Danish newspapers, to the amusement of his readers.

Albert Einstein kept a copy on a shelf in his study.

Number of participants: 2

Recommended from 9 years old

Contains: 1 MDF board

40 pieces in light wood; 40 pieces in black wood
rules and instructions for playing

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm



Hnefatafl

CÓD MR25



The Viking Game. This is an old Nordic game. Hnefatafl (or hneftafl) [Nhev-eh-HTA-full] means the “king of the council”. Before the introduction of Chess (Skak-Tafl in the Old Norse language) in the 11th and 12th centuries, Scandinavians stimulated their strategic thinking by playing a game known as Tafl. Tafl, in the Old Norse language, means “table” and, until the end of the 12th century was used to call a wide variety of board games.

As a goal, Royal defenders must lead the King safely to one of the 4 refuges, in the corners of the board. Mercenaries win if they manage to immobilize the King without leaving room for the King to walk.

Number of participants: 2

Recommended from 8 years old

Contains: 1 MDF tray;

1 King; 36 pieces of wood (12 of one color and 24 of another color);
rules and instructions for playing.

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm

Jarmo

CÓD MR24



It is an abstract strategy game for two players. According to an ancient Polish and Tatar legend, Batu Khan, grandson of Genghis Khan, carried a copy of this game during military campaigns and always played a game before each battle to prepare and incorporate the warrior's disposition. Even today, a variant of this ancient Tatar game called Jasir Jarmo is played in parts of Poland and other countries in Eastern Europe. The game has several regional variations, but the basic structure is always the same. Jasir means “archer” in Tartarus, and the pieces used in the game are called archers.

An interesting aspect of Jarmo is that the board is asymmetrical. Each player has a different view of the game from their side of the board. The lines connecting the squares are not the same for each side of the board (most games have a symmetry on the board).

Number of participants: 2

Recommended from 8 years old

Contains: 1 MDF board

5 pieces in light wood; 5 black wooden pieces
rules and instructions for playing

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm



Jogo Real de Ur (Real Game of Ur)

CÓD MR39



The Royal game of Ur is a Sumerian game, discovered by the English archaeologist Sir Leonard Wooley, during the excavations made between 1922 and 1934, in the region where the royal cemetery was, in the ancient city of Ur. Not everything about the game is known, including its name. That is why it is called the Royal Game of Ur, in reference to the place where it was first found. He is considered the inspirer of backgammon and, in the 20th century, of Monopoly. According to the Bible, Ur is the birthplace of patriarch Abraham and was already an important urban center in the third millennium BC. The most important figures of the Sumerian nobility were buried together with their personal possessions, consisting mostly of weapons, jewelry, utensils, musical instruments and game boards with pieces and data dating from 2500 BC. This demonstrates the importance of the game in its day. It is known that the same boards were still in use in the 1st or 2nd century BC because archaeologists discovered the rules, as they were played at that time in cuneiform inscriptions found on clay plates dated 177/176 BC.

Number of participants: 2

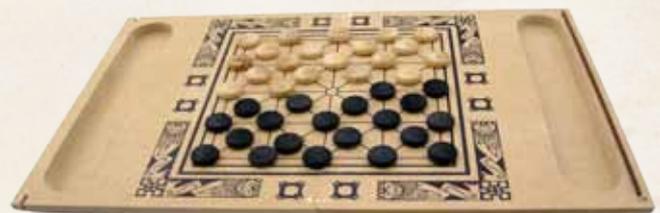
Recommended from 7 years old

Contains: 1 MDF board, 3 pyramidal dice; Set of 7 pieces in light wood; Set of 7 pieces in dark wood
game history, rules and instructions for playing

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm

Kharbaga

CÓD MR34



Kharbaga is a game belonging to the Zamma game family and is very common in Morocco. It is a variant of African checkers played in a special pattern similar to the pattern of the Alquerque. The board is essentially the grid of the Alquerque with twice the number of diagonal lines allowing greater freedom of movement. The result is a different game dynamic. It is a very attractive variant of the game of checkers and, although the number of squares is only 41, the freedom of movement of the pieces makes it a complex game. As in checkers, the pieces must move, always forward until, arriving on the opposite side, they are crowned "Mullah" (or "Sultan"). Mullah can move in any direction. Two similar games are played by North American Hopi natives from the Arizona region, USA, which may suggest a historical link between Kharbaga and Alquerque in general.

Number of participants: 2

Recommended from 7 years old

Contains: 1 MDF board
20 light colored wood inserts; 20 dark colored wood inserts
game history, rules and instructions for playing.

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm



Konane

CÓD MR35



The ancient Hawaiians harbored a treasure in board games. Many of them required verbal and mental skills. With the arrival of the missionaries, these games gradually disappeared from the islands. One of the most popular, even today, is Konane, a kind of checkers game, played on a board, or on a lava rock slab. In Lapakahi Park, there is an ancient Konane board carved out of a lava rock slab with a beautiful view of the Pacific. Fishermen should have played on this board while keeping a watchful eye on the ever-changing ocean. The board is called Papamu Konane (papa means flat surface). The game appears to be authentically Hawaiian. It consists of capturing "men" for justice and sacrifice. To this end, black and white pebbles were moved from hole to hole. The central hole was commonly called "Pika" which means navel. Few dared to describe Konane's rules. It was said that in 1924 a 90-year-old woman was the only living person who still knew how to play.

Number of participants: 2

Recommended from 7 years old

Contains: 1 MDF board

31 light colored wood inserts; 31 dark colored wood inserts
game history, rules and instructions for playing.

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm

Ming Mang

CÓD MR36



Originating in Tibet, the term "Ming Mang" translates as "many eyes", it is also used as a generic term for the word "game" in Tibet. It was mostly played by aristocrats and some communities of monks. It was popular with Tibetan monks before they were expelled by the Chinese invasion in 1959, when they took refuge in other places around the world and disseminated the game to other cultures and countries. The principle is similar to GO, since the objective is to capture the opponent's pieces, and dominate the largest area possible. Each player places their pieces along two perpendicular edges of the board. The movements are like that of the chess rook. The form of capture is very similar to that of Reversi, or Othello. A piece or group of pieces that are aligned is captured, if it is trapped between two enemy pieces, horizontally or vertically, as in Reversi, although here the diagonal is not considered. When captured, the pieces changed their property and color, becoming the opponent's. It is very likely that Ming Mang was the inspiration for Reversi.

Number of participants: 2

Recommended from 8 years old

Contains: 1 MDF board

14 light colored wood inserts; 14 dark colored wood inserts
game history, rules and instructions for playing.

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm



Oware

CÓD MR15



With more than 7,000 years of history, this game has been widely spread around the world. Only in Africa, its continent of origin, there are more than 200 variations and different names of mancala, forming a family of games. Oware or variations of this name like Warri, Awale, Awele, Awari is one of the most popular versions, called 2nd degree mancala, due to the number of rows of armholes that make up the board. The pieces are common to the two players who first learn to share, sowing their seeds in both fields, and then harvest. The winner is whoever picks the most seeds in his opponent's field. This game has been recognized, as a very useful educational tool, used for the education of children for thousands of years and has been brought to the classroom today by an increasing number of schools worldwide. Intuitively develops mathematics, strategic thinking and a cooperative spirit, encouraging socialization or just as a good reason for people to meet, have fun and spend time. It follows 3 different rules of Mancala including the Abapa version of Oware, used in international competitions and championships.

Number of participants: 2

Recommended from 6 years old

Contains: 1 MDF board

48 seeds (from native plants in Brazil) + 2 reserve seeds
rules and instructions for playing

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm

Polaris

CÓD MR17



A game with simple rules and very easy to learn and that allows you to form great strategies.

Whoever manages to push 6 opponent's pieces off the board wins.

Stimulates and exercises the abstract spatial perception, creativity and reasoning, which can be compared to a Sumo wrestling, a typical sport in Japan where the winner is whoever manages to push the opponent outside the limits of the fighting area.

A modern game that entertains children and adults of all ages.

As in a game of Chess, the one who can anticipate the greatest number of moves has the greatest chance of winning.

Number of participants: 2

Recommended from 8 years old

Contains: 1 MDF board; 14 pieces (wooden spheres) clear; 14 pieces (wooden balls) dark
rules and instructions for playing

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm



Puluc

CÓD MR37



Also called Bul, Buul, Boolik or simply corn game, it is originally from Central America. It is a game for two players or two teams where the winner is who can capture all the opponent's pieces. Historically, there are doubts about whether or not the popularity of this game among pre-Columbian Mayan civilizations came after the Spanish conquerors. The ancient Maya used it as a game of chance that was quite common in most Mesoamerican cultures. Bets were placed so high that the loser not only lost his wealth but also his freedom, giving himself up as a slave to pay his debt. The capture method is unique, because the captured piece is not removed immediately, but is instead placed under the capturing piece and moves with it. It can only be removed from the board when the capturing piece returns to its initial position.

Number of participants: 2

Recommended from 6 years old

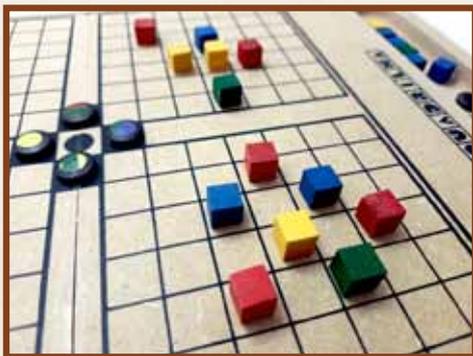
Contains: 1 MDF board

5 light colored wooden discs; 5 dark colored wooden discs; 4 2-sided wooden dice
game history, rules and instructions for playing

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm

Quadrilha

CÓD MR13



Created by the Brazilian designer and caricaturist Emilio Damiani Jr, it is a modern and attractive game of conquering territory that requires concentration and a lot of attention.

Stimulates observation and reflection in an intelligent and dynamic way.

A fast game where you need to be aware of your opponents' movements to win and still encourage socialization.

It requires strategic and mathematical reasoning and having a broad, spatial and accurate vision is essential.

Number of participants: 2 to 4

Recommended from 8 years old

Contains: 1 MDF board

10 black wooden pieces with color indications
48 wooden pieces, 12 yellow, 12 red, 12 blue and 12 green
rules and instructions for playing

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm



Quarto

CÓD MR30



Fourth is a game that requires, when making a move, the visualization and consideration of multiple dimensions to keep the mind aware of the various attributes of the game pieces. A simple and very challenging game that improves spatial vision and strategic thinking in addition to testing your judgment, your organizational competence and the ability to categorize the multiple characteristics in each situation. Played in a four-by-four array with sixteen distinct pieces, it is a slightly more complex version of Tic-Tac-Toe. To win, a player must be able to place four pieces in a row where all four share the same quality. There are a total of 322,560 possible combinations to win. The interesting complexity in the game Fourth is that a player is not allowed to choose his own piece. Your opponent must select the piece to be placed on the board.

Number of participants: 2

Contains: 1 MDF board

16 pieces of wood

rules and instructions for playing

Recommended from 8 years old

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm

Queops

CÓD MR16



It is a simple game but it allows you to form great strategies by stimulating and exercising abstract spatial perception, creativity and reasoning.

It creates new situations and meanings by stimulating the formation of already known images, in this case the Queops pyramid.

Players compete to place the last piece at the top of the pyramid through movements that test their skill, vertical thinking and the strength of friendship!

Number of participants: 2

Contains: 1 MDF board

15 pieces (wooden spheres) clear

15 pieces (wooden balls) dark

rules and instructions for playing

Recommended from 8 years old

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm



Reversi

CÓD MR40



Reversi, also known as Othello is a game whose story nobody knows for sure. It is a game that uses an 8 x 8 board for two players with pieces in the shape of discs with a black side and a white side that can be turned during the game. Some believe that the game was invented in China under the name Fan Mian. Others believe it was created in London by John W. Mollett or Lewis Waterman in the 19th century. The board used in international tournaments comes from the game Othello invented by the Japanese Goro Hasegawa in 1971, inspired by the strategy game "Go". Hasegawa sought to create a game that was rich in strategy, but still accessible to the casual player, and resulted in a game that differs from Reversi only in the way the game starts and in the sharing of pieces between players. Reversi / Othello although it is an easy game to learn, it is not necessarily easy to master all the strategic nuances provided, so those who want to become "experts" in this game will need to practice and play continuously, going a long way, to perfect their strategy .

Number of participants: 2

Recommended from 7 years old

Contains: 1 MDF board

Set of 64 wooden pieces with a symbol engraved on one side.
game history, rules and instructions for playing.

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm

Senet

CÓD MR04



A very popular board game in ancient Egypt, it could possibly be one of the ancestors of Backgammon. One of the oldest references dates from 5500 years. It is a game of course, that is, the player who first removes his pieces wins, after making them go through the entire path of the board. In ancient Egypt, this game may have acquired a magical or mystical quality, becoming something of a ritual within itself. It was believed that it was necessary to win a game of Senet against the God Ra, after death, to be able to enter paradise and perhaps that is why it came to be known as the "Game of passing the soul to another world". The game would symbolize the player's soul struggle against evil or with enemy forces, who wander in Nothing and the drawings on the board would be of use to the dead on their way into the afterlife.

Number of participants: 2

Recommended from 7 years old

Contains: 1 MDF board

5 pieces in light wood; 5 black wooden pieces; 4 wooden pieces, used as dice
rules and instructions for playing

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm



Shogi

CÓD MR57



Known as Shogi (which means game of the generals), shôgui (Brazilian Portuguese), shogui (European Portuguese) and also called Japanese chess. While most of the world plays traditional chess, Japan and some Asian countries have their own version of chess: Xiang Qi in China, Jonggi in Korea, Makruk in Thailand, Sittuyin in Siam, etc.

It is said that shogi was introduced in Japan in the Nara period (AD 704 to 790). If this is the case, then it is possible that shogi does not have origins in Chinese chaturanga or chess. There is a notable difference between them.

The objective of the game is the same as that of western chess, "to capture the opposing king". But the pieces and the board are changed. Japanese chess evolved in the opposite direction to that of western chess. In western chess, derived from chaturanga, the pieces became stronger and stronger. In Japanese chess, they gradually became weaker but more aggressive, as they generally lost their defensive capacity. In Japan, Shogi is played by almost 60% of people, far surpassing the traditional Chess modality. It is a more competitive game as it allows for great twists in your situation because you can be almost out of pieces and have the opportunity to win them back.

Number of participants: 2

Recommended from 10 years old

Contains: 1 MDF board

40 arrow shaped wooden pieces
rules and instructions for playing

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm

Siege

CÓD MR29



SIEGE is a creation of GMK - Games Modern Knowledge, a Brazilian company specialized in game development. A game that develops concentration and strategic vision, portrays the ancient struggles between kingdoms, where besieging the enemy was one of the most common tactics. SIEGE (siege or siege in English) was a very common military tactic in the Middle Ages to avoid a bloody pitched battle. The army that intended to conquer a certain castle or fortification was positioned around this building, preventing enemies from leaving the place. They were activities that consumed time and resources. For those who defended themselves, it was necessary, first of all, to prevent themselves by investing in military architecture when building the fortifications. Another common tactic of the armies that launched the attack was to stimulate betrayals or rebellions among the besieged, strategies that helped to win the battle with almost no casualties. It is the reproduction of the siege of a kingdom, the theme of this game.

Number of participants: 2

Recommended from 10 years old

Contains: 1 MDF board

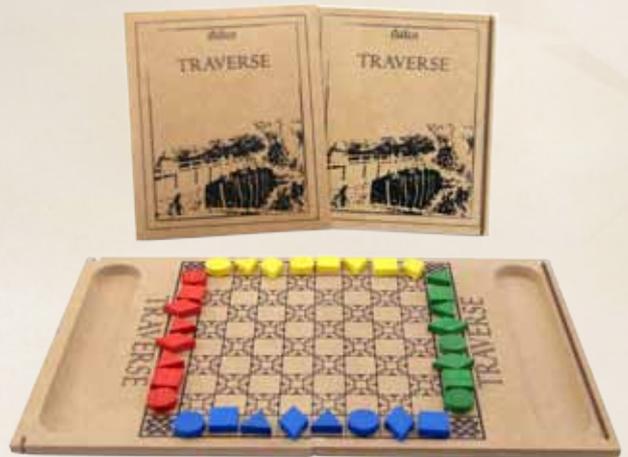
16 red pieces of wood; 16 yellow pieces of wood
rules and instructions for playing

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm



Traverse

CÓD MR41



Traverse is a captivating and challenging game created by Michael Kuby and John Miller in 1987. Some say that the game is older, as it is found in Sweden by the name of Taifho and presented as an old Japanese game. It has a clear similarity to the game Halma, but in contrast to this game, there are four different pieces that move in four different directions. Traverse plays are compared to crossing a large avenue outside the pedestrian lane, where we need to observe many elements simultaneously so that we can do it safely. Questions such as knowing where to go, where to look, which direction of the cars, the speed of the cars and whether it is necessary to walk fast are fundamental to ensure the achievement of the objective. It is a fun game and quite easy to learn, but challenging, since the pieces have individual characteristics and each player has the freedom to place them in the squares of his base according to his will at the beginning of the game. Defining the proper positioning of the pieces at the beginning of the game is essential for a good performance in the game.

Number of participants: 2 or 4

Recommended from 7 years

Contains: 1 MDF board

8 pieces of each color (blue, red, yellow, green) of which: 2 triangles, 2 lozenges, 2 circles and 2 squares.
game history, rules and instructions for playing.

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm

Trilha (Nine Men's Morris)

CÓD MR18



Of Phoenician origin, around 1000 BC, the Trail Trail was the symbol of power and represented the extensive universe of conquests of its people. The board was the sea, the center of Tiro, the capital, and the houses corresponded to its numerous colonies such as Cadiz in Spain and Carthage in North Africa.

Defined as a game by the "Morris" or "Merels" family, which includes the Tic Tac Toe, Tapatan, Tsoro, etc. It is known in the East as the "Three Paths game". Currently known as the "mill game" in France, it was originally called Mérelles and also, Merils, Morell or Marelle. Among the Basques it is known as Lez-marellas which means "sea of islands". All of this shows that there is a connection with the Phoenician origin and also with Amarelinha, a very popular game among children, which in France is called Marelle.

Number of participants: 2

Recommended from 6 years old

Contains: 1 MDF board

12 light wooden pieces; 12 pieces of dark wood
rules and instructions for playing

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm



Xadrez (Chess)

CÓD MR42



Until the end of the 19th century, the game of chess was believed to have arisen in the region of ancient Persia. Then it was credited that it was invented in India in AD 570. Called Chaturanga, the game would have preceded Persian chess (Chatrang), Arabic chess (Shatranj), Chinese chess (Xiangqi), Japanese chess (Shogi) and everyone else you know. Virtually every Westerner, at a certain cultural level, seems to know or at least accept as a scientifically proven fact that chess was invented in India. However, with new archaeological discoveries and a more detailed analysis of the authors' sources, it was concluded that Indian chess was a variant of another game even older: Liubo. It was played at least 700 years before the Christian era, and is considered the ancestor of Xiangqi, the Chinese chess whose movements of the pieces are practically the same as chess, with a difference in the number of pawns: only five in Xiangqi, against eight in the Western model. When chess went from China to India, it was played on a 9x9 Go board. When the Indians (or Persians or Arabs, whichever came first), who knew nothing about Go, saw that, they simply and naturally removed the pieces from the stitches and put them in the houses. Thus, a 9x9 Go board became an 8x8 chess board.

Number of participants: 2

Recommended from 7 years old

Contains: 1 MDF board

16 pieces of light wood; 16 pieces of dark wood
rules and instructions for playing

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm

Xiang Qi

CÓD MR38



Xiangqi, evolved from an ancient Chinese game called Liubo created around 1500 BC. During the Han Dynasty, a new game called GeWu or Saizhang appeared, derived from Liubo. GeWu evolved into a game with many pieces (in addition to generals and pawns) during the Tang dynasty and was known as Xiang Xi. During the Zhou Bei Dynasty, Emperor Wu (Di) summarized and improved this popular game and documented it in an article called Xiang Jin. Based on the available information, it appears that Xiang Xi was very likely to be the initial version of the modern Xiang Qi. Xiang Qi, is perhaps the most popular board game in the world, played by millions of people in China, other parts of Asia, and wherever the Chinese settle. Xiang qi exercises the brain in the same way as Western (international) chess, but it is much faster and more dynamic. The movement of the pieces tends to be more fluid and the positions more open. It can be said that Chinese chess is more a tactical game than a strategic one.

Number of participants: 2

Recommended from 10 years old

Contains: 1 MDF board

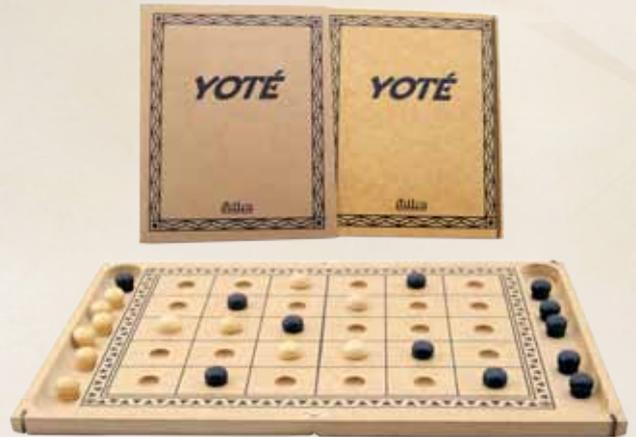
Set of 16 wooden pieces with symbols in blue
Set of 16 wooden pieces with symbols in red
game history, rules and instructions for playing.

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm



Yoté

CÓD MR07



A passionate game that has become a ritual among the peoples of West Africa. It is considered an elite game that requires players to have quick thinking and good knowledge of strategy and has the peculiarity of allowing a wide variety of movements. It has the characteristic of causing rapid imbalances in the course of the matches because, for each piece captured by the opponent ("jumping" on it, as in the "queen") any other piece of the opponent is removed, and can turn a small handicap into a victory intoxicating or humiliating defeat. It is a game as exciting as, the so-called "games of chance". One of its variants, Tioki, was banned and playing it was the privilege of the bosses. In West African countries: it is up to the father - or an uncle - to teach boys the rules of the game. Only after they reach a certain level as players do young people come to know the "game plan" of the family - or the tribe.

Number of participants: 2

Contains: 1 MDF board

12 pieces in light wood; 12 black wooden pieces
rules and instructions for playing

Recommended from 7 years old

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm

Zener

CÓD MR50



Zener is a game that involves surprising strategies, where opponents are forced to move pieces according to the opponent's movement. The goal is to overtake the opponent's front row with a single piece. The white player places his pieces face down in the first row. Black's player then places his own with them open. Then the white player turns them over and for each match of the same symbol, in the same column, the black player advances them one space ahead. Then, in turn, each player has one mandatory move and one free move. You must move the piece with the same symbol that your opponent did last and then move any other piece, except the one you just moved. The pieces always move one place horizontally or vertically, never diagonally. One piece can be on top of another if they have the same symbols blocking the one underneath and if a player is unable to make the mandatory move because the piece is blocked, he will then make only his free move.

Number of participants: 2
years old

Contains: 1 MDF board

Set of 5 pieces in light mdf and 5 pieces in dark mdf
rules and instructions for playing

Recommended from 6

Dimensions: closed - 21 x 26 x 3 cm; open - 26 x 42 x 1.5 cm



Diverse games

Belo Jardim (Beautiful Garden)

CÓD MR48



This game is a game that requires from players, more than luck, good observation and cleverness to go through the figures and reach the end of the path, experiencing the main elements that we know of a cozy and beautiful garden. An invitation to arouse interest in being closer to nature and interact with the sensations that this tour offers.

Number of participants: for 2, 3 or 4 players or 1 team

Recommended from 5 years

Contains: 42 cards with colored figures composed of 3 equal sets of 14 figures

1 felt representing the garden

4 yellow wooden pawns (1 red, 1 green, 1 green and 1 blue)

5 pebble stone markers

rules and instructions for playing

Dimensions: 21 x 26 x 3.5 cm

Bezette

CÓD MR01

It is a game originating in the city of Zanzibar, which was adapted by the French to become a light and fun pastime.

Number of players: 2 to 5

Recommended age: from 3 years

Material: 25 rings,

1 stem base

3 dice.



Dimensões aproximadas: 12 x 12 x 35 cm



Bloqueio

CÓD MR31

A fun and exciting game where players must cross the entire board by-passing the blocks that opponents are placed in the way.

Number of players: 2 or 4

Recommended age: from 6 years

Material: 1 Board with 81 houses and deposits for the blocks

4 colored pins, 1 yellow, 1 green, 1 red and 1 blue

20 locks



Approximate dimensions: 35 x 35 x 5 cm

Carrom

CÓD MR49

Carrom is a unique game and could be defined as a flickering billiard, even though the player has to pocket all his pieces and receives a punishment if he inadvertently pockets an opponent's piece.

Carrom or Karom has been played for a long time in India and Southeast Asia, but it became better known in the rest of the world after the First World War. It gained popularity in Europe and the United States, where it was introduced by the Indian diaspora. Carrom, as we know it today, has been played for almost two hundred years, although similar games have been played for thousands of years. Some believe that it originated in India, although there is no concrete evidence, believe that Carrom was created by an Indian Maharaja (Marajá) and reveal the nature of this game, where tradition and history reveal great variety and differences. At the end of the 18th century, the English-speaking world was familiar with the word in the context of the game of "billiard carrombola", a game played on a snooker table.

Number of participants: 2 players

Recommended age: from 6 years

Material: 1 Tray with 4 pockets

18 pieces (wooden discs), 9 light and 9 dark

1 queen (red wooden disk)

2 striker (release disc)



Approximate dimensions: 80 x 80 x 6 cm



Crokinole

CÓD MR20

Originating in Canada, it is a light and fun time spent where you should make the most points by throwing the discs with a flick. It is related to the Burmese Carron but also has characteristics of the German "Knipps-brat".

Number of players: 2 or 4

Recommended age: from 6 years

Material: 1 octagonal tray

24 wooden discs, 12 light and 12 dark



Approximate dimensions: 80 x 80 x 6 cm

Crokinolinho

CÓD MR26

Smaller version of Crokinole, requires less space but more skill and sensitivity when launching discs. A stronger flick and the disc comes out of the board.

Number of players: 2 or 4

Recommended age: from 6 years

Material: 1 square tray

24 wooden discs, 12 light and 12 dark



Approximate dimensions: 80 x 80 x 6 cm

Go official

CÓD MR22



A fun and exciting game where players must cross the entire board bypassing the blocks that opponents are placed in the way.

Number of players: 2 or 4

Recommended age: from 6 years

Material: 1 Board with 81 houses and deposits for the blocks

4 colored pins, 1 yellow, 1 green, 1 red and 1 blue

20 locks

Approximate dimensions: 51 x 53.5 x 7.5 cm



Jogo da Cachola

CÓD MR46



The Game of Cachola is a memory game that proposes the recognition of the figures that are hidden under a screen. It is played with the aid of a color die, to determine when the player will try to guess the images. It can be considered both a light and fun pastime and a pedagogical support insofar as it can direct or lead the game in the development of specific skills and abilities, as well as a therapeutic resource in the prevention and treatment of attention and memory disorders, for example. It is indicated for children over 3 years old, as well as for adults in old age. Its main characteristics are linked to the ability to concentrate to learn and social life, seeking to help some important points of education, from respect for others to self-knowledge itself: concentration, attention, vocabulary, anxiety control, among other functions. easily worked with this original game.

Number of participants: from 2

Recommended from 4 years

Contains: 1 wooden color dice
42 cards with colored figures
6 boxes in 6 different colors
rules and instructions for playing

Dimensions: 21 x 26 x 3.5 cm

Jogo da Onça

CÓD MR61



The Game of Onça ou Adugo (jaguar, in the Bororo language) is a game of the family of hunting and chase games and played by several Brazilian indigenous peoples. Many scholars attribute its origin to the Brazilian Indians, but the structure of its board, the quantity of pieces and what they represent indicate that it originated in the Komikan (from Mapuche Kom Ikan "to eat everything") of the na_vos Mapuches that was also played by Incas who knew him by the name of Taptana, Komina, Comina, Cumi, Puma or Inca Chess. It is known throughout South America as El León y las Ovejas, which literally means "The Lion and the Sheep". Several authors describe this game as an expanded Alquerque board (a game from 1400 BC). It is likely that Adugo and Komikan are the same game and reached the indigenous peoples of Brazil through the interaction between them and the natives of the Andes.

Recommended from 6 years

Number of participants: 1

Contains: - 01 board
- 14 dos, 1 Jaguar

Dimensions: 23 x 23 x 2.5 cm





Mancala

CÓD MR05

Ancient game with approximately 7,000 years of history has been widespread worldwide with more than 200 different variations and names. Your board may have been originally used for calculation or for guessing. The pieces (seeds) are common to the two players who first learn to share, sowing their seeds in both fields, and then harvest. The winner is whoever picks the most seeds in his opponent's field.

Number of participants: 2 Recommended from 6 years old
Contains: 1 MDF board
48 seeds (from native plants in Brazil) + 2 reserve seeds
rules and instructions for playing



Approximate dimensions: closed - 15 x 29 x 3 cm
open - 29 x 29 x 1.5 cm

Mistério das 7 Torres

CÓD MR45

The game Mysteries of 7 Towers was created from the book The museum of the Seven Towers, authored by Nereide Santa Rosa, published in 2010 by Editora Moderna. Each tower represents a work of art from the history of universal art and the icons of Brazilian art, covering since the Renaissance period, developing with works from Baroque, Neoclassicism, Romanticism, Realism, Impressionism, about African Art, about Impressionism, Expressionism, Cubism, Surrealism and Abstractionism.

The objective is to conquer the tower, rescuing a work of art, until having the largest number of works among the participants. To achieve the objective, the participant must enter one of the towers and draw a "mystery" card with questions about the artwork: 'who made it,' the title of the work and 'what'. When combining the mysteries, he goes in search of the work that answers his questions. However, nothing is very easy, because in this route, the players face different situations of dispute making it difficult to access the towers.

Number of participants: 2 to 4
Contains: 1 MDF board
1 die
4 colored pins
3 sets of 21 mysteries / tips
3 sets of 7 towers cards
rules and instructions for playing



Recommended from 7 years old

Dimensões: fechado - 30 x 40 x 3,6 cm; aberto - 53 x 53 x 0,6 cm



Prumo

CÓD MR52

Inspired by Jenga, the origin of this game is uncertain. The best known and most accepted is that it was created by Leslie Scott, based on a wooden block toy that he received as a gift from his family and that was purchased from a local craftsman in Takoradi, Ghana, in the early 1970s. Scott manufactured and launched the game at the London Toy Fair in 1983 selling it through its own company, Leslie Scott Associates. In Jenga, players take turns to remove blocks from the bottom of a tower, balancing them at the top, creating an increasingly tall structure as the game progresses. The word "jenga" is the imperative form of "kujenga", the Swahili verb for "build".

Number of participants: for 1, 2 or +

Contains: 54 wooden blocks



Recommended from 6 years

Dimensions: 9.5 x 9.5 x 37 cm

Prumo Emoções (Emotional Prumo)

CÓD MR52-1

Created in partnership with the psychologists CRIS RAYES and MARI CIAMPI, due to the importance of socioemotional development. PRUMO is a game that requires skill, dexterity, impulse control, visual-motor coordination and attention. Now it is even more complete. We add to your goals the development of EMOTIONAL INTELLIGENCE, through the knowledge and exploration of a vast vocabulary of feelings and emotions (used by us as synonyms), identifying and naming a variety of different emotions, in addition to the fun already guaranteed.

Emotions guide us to evaluate alternatives, offering motivation to reflect, change or do something. They reveal our needs.

Relating what we think to what feelings and behaviors we have, develops our self-knowledge and self-control, which allows for emotional regulation. Recognizing our difficulties, abilities, developing self-confidence and self-esteem, leads us to a strengthening as people, family or social group. Identifying emotions facilitates decision making, preparation and motivation to act.

Number of participants: for 1, 2 or +

Contains: 54 wooden blocks



Recommended from 6 years

Dimensions: 9.5 x 9.5 x 37 cm

Pucket

CÓD MR60

Fast and fun game that requires dexterity, reflex and aim. Each player starts with 6 discs and wins the first one who is left with no disc on his side.

Number of participants: 2 players

Recommended from 6 years

Contains: 1 50 x 30 cm tray;
12 wooden discs with 6 discs for each player





Shogi Official

CÓD MR58

Also known as Japanese Chess, its objective is the same as that of Western chess "capturing the opposing king" but the pieces and the board are different. Japanese chess evolved in the opposite direction to that of western chess. In western chess, derived from chaturanga, the pieces became stronger and stronger. In Japanese chess, they gradually became weaker but more aggressive, as they generally lost their defensive capacity.



Dimensões: 9,5 x 9,5 x 37 cm



It is said that shogi was introduced in Japan in the Nara period (AD 704 to 790). So it is possible that shogi does not have the same origins as chaturanga or Chinese chess. It is a more competitive game as it allows for great twists in your situation because you can be almost out of pieces and have the opportunity to win them back.

It helps to improve the ability to solve problems, as well as analyze different results and plan future actions based on what is expected to happen. The real-life applications of what is being improved through shogi are also many!

Number of participants: 2

Recommended from 6 years old

Contains: 1 Board (official size)
40 wooden pieces shaped like an arrow
rules and instructions for playing

Toca do Tapiti

CÓD MR51

Toca do Tapiti is a cooperative memory game in which it is necessary to remember the amount of tapiti under the den before the wolf can capture 7 of them. You will need simple addition and subtraction accounts along with memorization, not just once but six times, as there are six dens where you can hide from the Wolf.

It is played with the aid of a color die to determine which hole the player will try to remember the amount of hidden tapitis.

It can be considered both a light and fun pastime, as well as a pedagogical support insofar as it can direct or lead the game in the development of specific skills and abilities, as well as a therapeutic resource in the prevention and treatment of attention and memory disorders.

Number of participants: from 2 players or teams

Contains: 1 wooden color dice
42 cards with colored figures
6 boxes in 6 different colors
Flyer with rules and instructions for playing



Recommended from 5 years

Dimensions: 21 x 26 x 3.5 cm



Decision Games

The Decision Games were designed to develop physical and mental health in people of any age and, consequently, improve their decisions regarding achievements and the continuity of life. For this, they playfully play the essence of decisions, responsible for moving the main gears of the human organism's decision system.

Jogo da Ordem (Game of Order) CÓD MR54



The Game of Order, necessarily, is a game to be played individually where, for the practice of the game, it is allowed to rotate it and with that, always seek the best view of the situation, to choose the best Organized Situation to be sought with the less effort. The objective is, starting from a Random Situation, to reach an Organized Situation, with the lowest possible Energy Expenditure.

Number of participants: 1

Contains: - 01 board
- 25 colored cards, 5 of each color

Recommended from 6 years

Dimensions: 23 x 23 x 2.5 cm

Jogo da Estrategia (Strategy Game) CÓD MR54

This game basically consists of a number dispute, having the advantage of those who manage to form the largest numbers in each of the lines and in the first column of their board. Considering that each player has equal amounts of numbered chips, it will depend on the strategy of each one to form the largest number.



Number of participants: 2

Contains: 2 boards, one for each player
2 sets of cards numbered 0 to 9
18 point markers, 15 red and 03 yellow
3 blue round plugs

Recommended from 6 years

Dimensions: 23 x 23 x 2.5 cm



Jogo da Sustentabilidade

(Sustainability Game)

CÓD MR54

This game basically consists of a number dispute, having the advantage of those who manage to form the largest numbers in each of the lines and in the first column of their board. Considering that each player has equal amounts of numbered chips, it will depend on the strategy of each one to form the largest number.



Number of participants: 2

Contains: 1 tray

- 1 four-sided die (D4)
- 2 blue (large) rectangular plugs;
- 6 green (small) round plugs
- 1 yellow (medium) square plug
- 1 yellow (medium) round plug
- 4 black round (medium) tokens
- 2 round plugs (small), one red and one blue,
- 8 black (small) round plugs



Recommended from 6 years

Dimensions: 23 x 23 x 2.5 cm

Pocket's Collection

Line of pocket games with new approaches to primitive games, from popular origins that will require you, a good dose of reasoning and patience.

Inversão

CÓD CP01

Its principles of exchange of positions have already given this game numerous political, economic and social interpretations. It is a game of the solitaire class, of French origin where it is necessary to use a repetitive succession of movements in a regular order.

Number of participants: 1 Recommended from 9 years old

Contains: 1 MDF board, set of pieces, game rules.



Approximate dimensions: closed - 6 x 21 x 3 cm / open - 12 x 21 x 1.5 cm



Kaooa

CÓD CP08

Known as the "Vulture and Jackdaw" game, very popular in India, it belongs to the family of hunting and chasing games where each player has different goals.

Number of participants: 2

Recommended from 7 years old

Contains: 1 MDF board, set of pieces, game rules.

Approximate dimensions: closed - 6 x 21 x 3 cm / open - 12 x 21 x 1.5 cm



Lau kati Kata

CÓD CP09

It is a strategy game from India, also known as the Butterfly game, in Mozambique. It originates in Alquerque from where the capture system was based.

Number of participants: 2

Recommended from 7 years old

Contains: 1 MDF board, set of pieces, game rules.

Approximate dimensions: closed - 6 x 21 x 3 cm / open - 12 x 21 x 1.5 cm



Mosona

CÓD CP03

It is a game of capture originating from the Zuñi Indians of New Mexico, probably introduced in Central America by the Spaniards around the 16th century.

Number of participants: 2

Recommended from 7 years old

Contains: 1 MDF board, set of pieces, game rules.

Approximate dimensions: closed - 6 x 21 x 3 cm / open - 12 x 21 x 1.5 cm



Mu Torere

CÓD CP04

Of Maori origin from New Zealand, it is a typical children's game where the winner is the one who takes advantage of a simple hesitation of his opponent.

Number of participants: 2

Recommended from 7 years old

Contains: 1 MDF board, set of pieces, game rules.

Approximate dimensions: closed - 6 x 21 x 3 cm / open - 12 x 21 x 1.5 cm





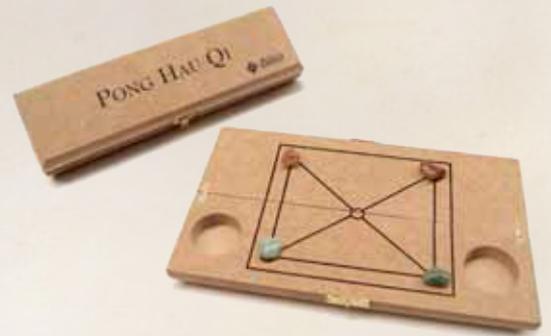
Pong hau Qi

CÓD CP05

Similar to the tic-tac-toe game, the fun of this Chinese game lies in learning to force a tie between opponents.

Number of participants: 2 Recommended from 6 years old
Contains: 1 MDF board, set of pieces, game rules.

Approximate dimensions: closed - 6 x 21 x 3 cm / open - 12 x 21 x 1.5 cm



Queah

CÓD CP10

Queah is an abstract strategy game from Liberia, more specifically from the Queah tribe. It is played on an inclined board with only 13 squares.

Number of participants: 2 Recommended from 6 years old
Contains: 1 MDF board, set of pieces, game rules.

Approximate dimensions: closed - 6 x 21 x 3 cm / open - 12 x 21 x 1.5 cm



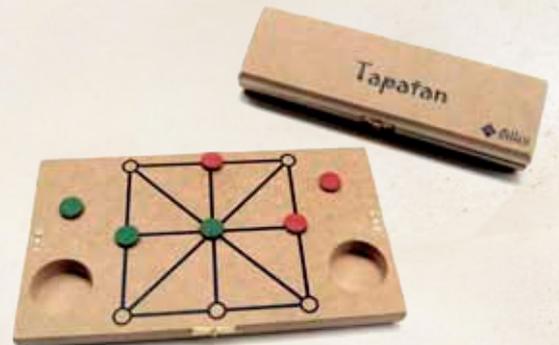
Tapatan

CÓD CP07

A game from the Philippines, very popular with its people. It is a relative of the Track game and the family of the 3-in-a-row or "Marell" games.

Number of participants: 2 Recommended from 6 years old
Contains: 1 MDF board, set of pieces, game rules.

Approximate dimensions: closed - 6 x 21 x 3 cm / open - 12 x 21 x 1.5 cm



Tchuka

CÓD CP02

A puzzle derived from an old Siberian game, considered a 1st grade Mancala and one of the oldest games in the world.

Number of participants: 1 Recommended from 6 years old
Contains: 1 MDF board, set of pieces, game rules.

Approximate dimensions: closed - 6 x 21 x 3 cm / open - 12 x 21 x 1.5 cm





Tsoro

CÓD CP06

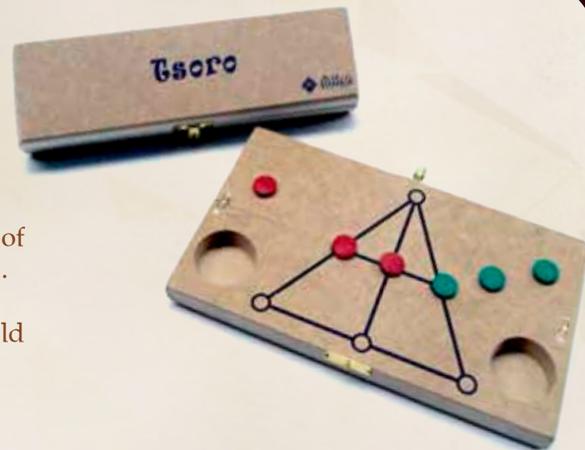
Its full name is "Tsoro Yematatu" with origin in Zimbabwe, it is a relative of the game of Track and of the family of the games of 3 aligned or "Marell".

Number of participants: 2

Recommended from 6 years old

Contains: 1 MDF board, set of pieces, game rules.

Approximate dimensions: closed - 6 x 21 x 3 cm / open - 12 x 21 x 1.5 cm



Mini Games

Reduced size line of games from primitive games and popular origins that can be taken anywhere.

Mini Bloqueio

CÓD MR27

Smaller version of the Lock. A fun and exciting game where players must cross the entire board bypassing the blocks that opponents are placed in the way.

Number of players: 2 or 4

Recommended age: from 6 years

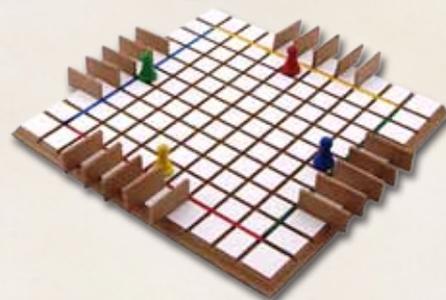
Material: 1 Board with 81 houses and deposits for the blocks

4 colored pins, 1 yellow, 1 green, 1 red and 1 blue 20

locks

rules and instructions for playing

Approximate dimensions: 25 x 25 x 4.5 cm



Mini Mancala

CÓD MR28

Smaller version of Mancala or Oware is a game where pieces (seeds) are common to the two players who first learn to share, sowing their seeds in both fields, and then harvest. The winner is whoever picks the most seeds in his opponent's field.

Number of participants: 2

Recommended from 6 years old

Contains: 1 MDF board

48 seeds (from native plants in Brazil) + 2 reserve seeds

rules and instructions for playing

Dimensions: 15 x 20 x 0.9 cm





Mini Mu Torere

CÓD MJ01

Of Maori origin from New Zealand, it is a typical children's game where the winner is the one who takes advantage of a simple hesitation of his opponent.

Number of participants: 2 Recommended from 7 years old
Contains: 1 MDF board, set of pieces, game rules.

Dimensions: 13.5 x 14.2 x 2.7 cm



Mini Pong Hau Qi

CÓD MJ02

Similar to the tic-tac-toe game, the fun of this Chinese game lies in learning to force a tie between opponents.

Number of participants: 2 Recommended from 6 years old
Contains: 1 MDF board, set of pieces, game rules.

Dimensions: 13.5 x 14.2 x 2.7 cm



Mini Tsoro

CÓD MJ03

Its full name is "Tsoro Yematatu" with origin in Zimbabwe, it is a relative of the game of Track and of the family of the games of 3 aligned or "Marell".

Number of participants: 2 Recommended from 6 years old
Contains: 1 MDF board, set of pieces, game rules.

Dimensions: 13.5 x 14.2 x 2.7 cm



Mini Tapatan

CÓD MJ04

A game from the Philippines, very popular with its people. It is a relative of the Track game and the family of the 3-in-a-row or "Marell" games.

Number of participants: 2 Recommended from 6 years old
Contains: 1 MDF board, set of pieces, game rules.

Dimensions: 13.5 x 14.2 x 2.7 cm





Mini Kaooa

CÓD MJ05

Known as the “Vulture and Jackdaw” game, very popular in India, it belongs to the family of hunting and chasing games where each player has different goals.

Number of participants: 2 Recommended from 7 years old
Contains: 1 MDF board, set of pieces, game rules.

Dimensions: 13.5 x 14.2 x 2.7 cm



Mini Queah

CÓD MJ06

Queah is an abstract strategy game from Liberia, more specifically from the Queah tribe. It is played on an inclined board with only 13 squares.

Number of participants: 2 Recommended from 6 years old
Contains: 1 MDF board, set of pieces, game rules.

Dimensions: 13.5 x 14.2 x 2.7 cm



Mini Tic Tac Toe

CÓD MJ07

Also known as Jogo da Velha or Jogo do Galo (European Portuguese), its origin is unknown but it is mentioned in trays excavated from 3,500 years old. You may be related to the family of the Trail game.

Number of participants: 2 Recommended from 6 years old
Contains: 1 MDF board, set of pieces, game rules.

Dimensions: 13.5 x 14.2 x 2.7 cm





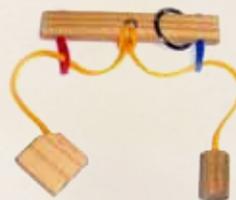
Puzzle Collection

Line of pocket games with new approaches to primitive games, from popular origins that will require you, a good dose of reasoning and patience.

Anel Prisioneiro (Prisoner Ring)

CÓD CD44

Approximate dimensions: 10 x 18 x 3 cm



Arrumadinho

CÓD CD14

“Arrumadinho” is an individual game that challenges you to fit all the pieces of the puzzle to form a perfect cube.

Approximate dimensions: 8 x 8 x 11 cm



Desenlace

CÓD CD01

A game that requires a small amount of thinking and, of course, patience. Your goal is to drop the two pieces that make up this puzzle.

Approximate dimensions: 8 x 15 x 2 cm



Escape

A puzzle of many possibilities. Your objective is to remove the large square piece by sliding it through the opening on the side of the board. To do so, you must slide the other pieces horizontally or vertically in such a way that you can take the piece in the direction of the opening. There are many possibilities for the initial position of the pieces and, depending on this initial arrangement, your challenge can be easy, medium or difficult.

Escape Ratinho

Cód. CD 47



Escape Futebol

Cód. CD 46





Feles Et Mus

CÓD CD09

"Feles et Mus", which means "Cat and Mouse" in Latin, is a puzzle that arose from a challenge by the German chess player Max Bezzel who proposed the following, in 1848: "How many more queens can be placed on a chessboard without being friendly to each other? "

"Feles et Mus" is a challenge that goes beyond that, the board, reduced to 5 x 5 houses and the queens replaced by 3 cats and 5 mice, has only one solution.

Pão Duro

CÓD CD09

A thematic adaptation, of a popular game to rethink material values, mainly in the matter of the good use of money, its financial applications and its economic life.

You must loosen the ring with the dollar sign (\$) that is attached to the main piece.

Approximate dimensions: 10 x 18 x 2.5 cm



Passa-Passa

CÓD CD02

Passa-Passa is a variant of a puzzle very widespread among the populations and tribes of West Africa, known as the African Ring. It is necessary to transfer the balls from one loop to the other of the cord, passing them through the ring and the central knot.

Approximate dimensions: 9 x 22 x 2.5 cm packaging



Pirâmide

CÓD CD03

Your objective is to assemble a pyramid, joining the four loose pieces that make up this puzzle.

The biggest winner is the one who knows how to overcome his own limits.

Approximate dimensions: 9 x 8 x 15 cm packaging

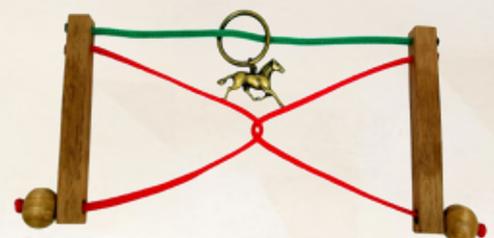


Porteira

CÓD CD07

A thematic adaptation, of a popular game to remember the pleasure of a day on the field. It is necessary to open the gate to release the horse.

Approximate dimensions: 10 x 15 x 2 cm packaging





Rampa

CÓD CD13

Make the ball go up the stem. Also known as the inclined plane, the ramp challenges your skills and motor coordination.

Approximate dimensions: package 7 x 9.5 x 30 cm



Roda das Bandeiras (Flag Wheel)

Cód. CD 30

This Puzzle is a recreation of Mitra from a traditional challenge game (Color Wheel).

It consists of 7 wheels with 6 points represented by the flags of some of the main states in Brazil. The wheels are very similar, but they are not the same. This makes the challenge attractive and smart.

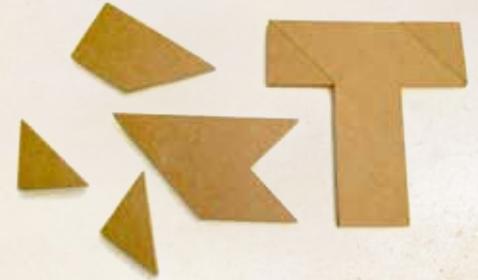
Purpose of the game: to be able to place the 7 wheels (on the board), making the correspondences of the Flags at the points in contact.

"T" Chinês

CÓD CD16

A variation of the ancient Tangran, your challenge is to form a "T" with the four pieces that make up this puzzle. It is possible to form other figures as well.

Approximate dimensions: 9 x 15 x 1.6 cm packaging



Tetربول

CÓD CD08

Your objective is to assemble a faceted tetrahedron, joining the four loose pieces that make up this puzzle.

Approximate dimensions: packaging 8 x 9 x 14 cm



Tio Peixe

CÓD CD06

A thematic adaptation of a primitive game to rethink a modern environmental issue. By quickly saying "Take the fish away", you will discover the origin of the name of this intriguing puzzle.

Approximate dimensions: 9 x 20 x 2.5 cm packaging



Trebelho 1

CÓD CD04

A variant of a puzzle widespread among West African populations and tribes, known as the African Ring.

Approximate dimensions: 9 x 12 x 2.5 cm packaging



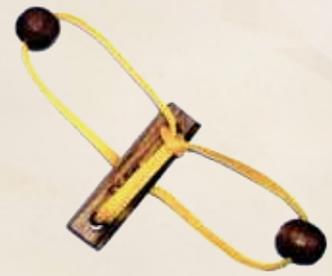


Trebelho 2

CÓD CD05

A variant of a puzzle widespread among West African populations and tribes, known as the African Ring.

Approximate dimensions: 9 x 12 x 2.5 cm packaging



Puzzle and Balance Game

A circular Puzzle line where the big challenge is not to fit the pieces but to balance them vertically creating harmony, movement and space between all the pieces.

QC Araras do Brasil

Cód. CD 45



QC Araras Azul do Brasil

Cód. CD 45

QC Tucanos do Brasil

Cód. CD 21



QC Mico Leão

Cód. CD 22



QC Peixe Boi do Brasil

Cód. CD 33



QC Rio de Janeiro

Cód. CD 24



Tangran Tradicional

Cód. CD 48



Tangran Coração

Cód. CD 50

Tangran Ovo

Cód. CD 49





Toys

Oficina de Pião (Spinning Workshop) BQ12

A set of pieces for painting, assembling and playing. It is possible to mount ten different tops. Comes with a marker pen that highlights colors well so you can see the effects with the tops in motion.

Recommended from 5 years

Approximate dimensions: packaging 30 x 40 x 5 cm



Giants Games

Line of games in large format for outdoor activities or to be played in teams.

Giant Chroma 4

CÓD JG12

The challenge of colors is a paradox where one must divide and build a space, organizing it in a playful but rational way. Chroma 4 is a puzzle that can be played as individual challenge, group challenge, game for 2 or more people, game between teams or dominoes with hidden pieces that must be opened according to the game

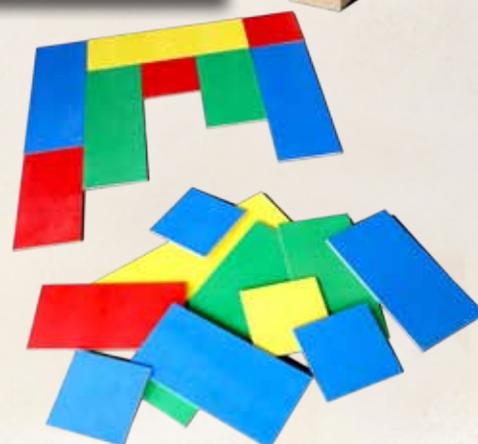
It is a cooperative game with particularities that make it competitive and was developed based on a mathematical theorem of the "Topology of the 4 colors". A challenge that entertains adults and children, also known as Domino das Quatro Cores.

Number of participants: 1 or +

Recommended from 7 years old

Contains: 6 colored pieces of 15 x 15 cm; 6 colored pieces of 15 x 30 cm; 6 colored pieces of 15 x 45 cm; game rules.

Dimensions: pieces 15 x 30 cm; packaging 17 x 9 x 47 cm





Giant Checkers

CÓD JG04



It is one of the best known and most practiced games in the world. The rules, as we know them today, came up with the name "Fierges", in the Low Middle Ages. In order to capture all the opponent's pieces, this game manages to entertain children and adults of all ages. Stimulates and exercises the abstract spatial perception, creativity, reasoning and the relationship of the game and play as a living, dynamic and attuned cultural and social agent with our time.

No. of participants: 2 Recommended from 6 years old
Contains: 1 canvas tray; 24 wooden discs (12 of each color); game rules.

Dimensions: JG04 - Tray 1.5 x 1.5 m, pieces Ø 12 cm / JG04-01 - Tray 2.5 x 2.5 m, pieces Ø 20 cm; Packaging - JG04: tube 8 x 150 cm + box 27 x 15 x 36 cm / JG04-01: tube 8 x 250 cm + box 43 x 27 x 36

Giant Domino

CÓD JG11

Dominoes are believed to have originated in China in the 12th century, although Egyptian or Arab origins are also theorized. The word "Domino" is the French designation for a black and white hoodie worn by Christian priests in winter and is probably where the game's name derives from. Dominoes, like card and dice games, can be defined as a generic game device. They are simple building blocks that can be assembled in countless ways to create a wide variety of games, ranging from the simplest to the most complex, where the gameplay is almost mechanical but which requires great skill and strategy.

Number of participants: 2, 3 or 4 players or 2 teams
Recommended from 6 years
Contains: 28 pieces of MDF; game rules.

Dimensions: pieces 15 x 30 cm; packaging 20 x 36 x 32 cm



Jogo dos Sapinhos (Little Frogs Game)

CÓD JG07

Created by Nob Yoshigahara, it was inspired by a smaller version of a very popular puzzle in 1899 called "The Great Thirteen". It has several challenges presented in the cards that accompany the game, which will evolve in a degree of difficulty according to the position and the initial quantity of the pieces.

Number of participants: 1 or + Recommended from 8 years old
Contains: 1 canvas tray; 12 wooden discs (11 green thrush and 1 red thrush); 38 challenge cards with solutions; game rules.

Dimensions: tray 1.5 x 1.5 m, pieces Ø 20 cm;
tube packaging 8 x 150 cm + box 33 x 22 x 36 cm





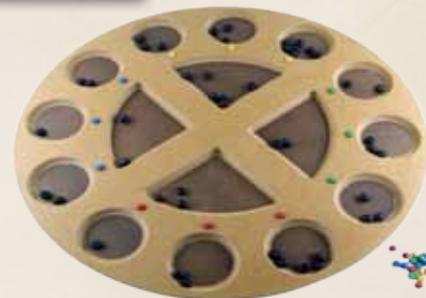
Giant Mancala

CÓD JG05



Ancient game with approximately 7,000 years of history has been widespread worldwide with more than 200 different variations and names. The pieces (seeds) are common to the two players who first learn to share, sowing their seeds in both fields, and then harvest. The winner is whoever picks the most seeds in his opponent's field.

Number of participants: 2, 3 or 4 Recommended from 6 years old
Contains: 1 MDF tray; 48 pieces (seeds or rolled stones); 32 markers in 4 different colors, 8 of each color; game rules



Dimensions: tray 80 x 80 x 1.8 cm; packaging 80 x 80 x 6 cm

Giant Polaris

CÓD JG13

A game with simple rules and very easy to learn and that allows you to form great strategies. Whoever manages to push 6 opponent's pieces off the board wins.

Stimulates and exercises the abstract spatial perception, creativity and reasoning, which can be compared to a Sumo wrestling, a typical sport in Japan where the winner is whoever manages to push the opponent outside the limits of the fighting area.

A modern game that entertains children and adults of all ages.

As in a game of Chess, the one who can anticipate the greatest number of moves has the greatest chance of winning.

Number of participants: 2 Recommended from 8 years old
Contains: 1 MDF tray; 28 wooden spheres, 14 of each color; game rules.



Dimensions: tray 60 x 60 x 1.5 cm; pieces Ø 5 cm;
packaging: 60 x 60 x 7 cm

Giant Prumo

CÓD JG02

Plumb is a game of physical and mental skill and cunning to create the highest tower possible. Inspired by Jenga, the origin of this game is uncertain. More

known and accepted is that it was created by Leslie Scott, based on a wooden block toy that he received as a gift from his family

Number of participants: 2 or + Recommended from 6 years old
Contains: 1 box with 54 wooden blocks; game rules.



Dimensions: tower 18 x 18 x 70 cm, block 18 x 6 x 3.8 cm
packaging - box 33 x 22 x 36 cm



Giant Puluc

CÓD JG09

Also called Bul, Buul, Boolik or simply corn game, it is originally from Central America. It is a game for two players or two teams where the winner is who can capture all the opponent's pieces. The ancient Maya used it as a game of chance that was quite common in most Mesoamerican cultures. The capture method is unique, because the captured piece is not removed immediately, but is instead placed under the capturing piece and moves with it. It can only be removed from the board when the capturing piece returns to its initial position.

Number of participants: 2 Recommended from 6 years old
Contains: 1 canvas tray; 10 wooden discs, 5 of each color; 4 wooden side 2 dice; game rules.

Dimensions: JG09 - board 1.5 x 1.0 m; pieces Ø 10 cm / JG09-01 - 2.3 x 1.5 m tray; pieces Ø 20cm; packaging: tube 8 x 150 cm + box 27 x 15 x 36 cm (JG09) / box 32 x 27 x 22 cm (JG09-01)



Giant Quarto

CÓD JG10

Fourth is a game that requires, when making a move, the visualization and consideration of multiple dimensions to keep the mind aware of the various attributes of the game pieces. A simple and challenging game that improves spatial vision and strategic thinking in addition to testing your judgment, your organizational competence and the ability to categorize the multiple characteristics in each situation. In the game Room, a player is not allowed to choose his own piece. Your opponent must select the piece to be placed on the board.

Number of participants: 2 Recommended from 8 years old
Contains: 1 canvas tray; 16 pieces of mdf; game rules.

Dimensions: tray 1.5 x 1.5 m, pieces 14 x 14 cm; packaging: tube 8 x 150 cm + box 33 x 22 x 36 cm



Giant Queops

CÓD JG03

A simple game that allows you to form great strategies by stimulating and exercising abstract spatial perception, creativity and reasoning. Players compete to place the last piece at the top of the pyramid through movements that test their skill, vertical thinking and the strength of friendship!

Number of participants: 2 Recommended from 8 years old
Contains: 1 MDF tray; 30 wooden spheres, 15 of each color; game rules.

Dimensions: tray 51 x 51 x 3 cm
packaging - box 60 x 60 x 7 cm





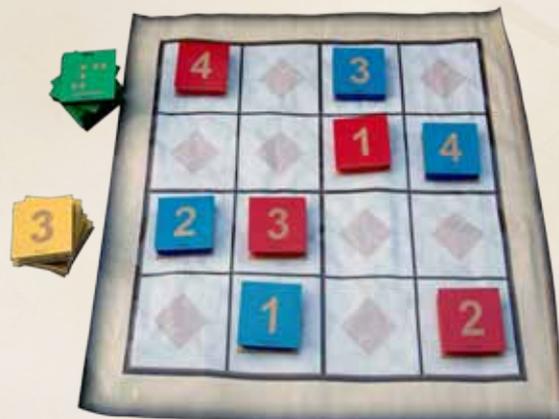
Giant Sudoku

CÓD JG01

With a grid of 4 rows by 4 columns, it is a simplified version of the original created by Howard Garns, based on the Latin square. In this version, it can be played by color, by number (normal or in Braille) and by color and number.

Number of participants: 1 or + Recommended from 6 years old
Contains: 1 canvas tray; set of pieces in mdf and coated foam;
game rules.

Dimensions: tray - 140 x 140 cm / pieces - 20 x 20 x 3 cm
packaging - tube 8 x 150 cm + box 33 x 22 x 36 cm



Reversi Gigante

CÓD JG08

Reversi, also known as Othello, is a game whose story nobody knows for sure and which may have been invented in China under the name of Fan Mian or that was created in London by John W. Mollett or Lewis Waterman in the 19th century. It uses an 8 x 8 board for two players with two-colored disc-shaped pieces that can be turned during the game. It is a game rich in strategy, but easy to learn and accessible to the casual player whose characteristic is the sharing of pieces between players.

Number of participants: 2 Recommended from 7 years old
Contains: 1 canvas tray; Set of 64 bicolor MDF discs; game rules.

Dimensions: tray 1,5 x 1,5 m, pieces Ø 9 cm;
packaging: tube 8 x 150 cm + box 27 x 15 x 36 cm



Giant Trilha

CÓD JG06

Of Phoenician origin, around 1000 BC, the Trail Trail was the symbol of power and represented the extensive universe of conquests of its people. Defined as a game by the "Morris" or "Merels" family, which includes the Tic Tac Toe, Tapatan, Tsoro, etc. It is known in the East as the "Three Paths game". Among the Basques it is known as Lez-marellas which means "sea of islands". All of this shows that there is a connection with the Phoenician origin and also with Amarelinha, a very popular game among children, which in France is called Marelle.

Number of participants: 2 Recommended from 6 years old
Contains: 1 canvas tray; 24 wooden discs (12 of each color); game rules.

Dimensions: tray 1,5 x 1,5 m, pieces Ø 12 cm;
Tube packaging 8 x 150 cm + box 27 x 15 x 36 cm





Mitra
OFFICINA DE CRIAÇÃO