

2.3 End of the Game: The game ends when all of the chips have been removed from the middle.

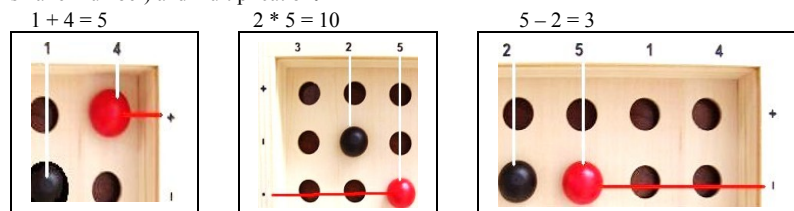
2.4 Final Score: The player with the highest score wins. Scoring is done as follows; a chip with a number or arrow and number scores the face number on the chip, a line scores 1 point and a rectangle scores 9 points

3. For Smart Calculators:

Instead of using the scoring described above, the throws can be scored as follows:

If none of the balls lands in a hole, score 0 points. If only one ball lands in a hole, then score 1 point.

In this variation the **red** ball is also the **Operator** ball. The **numerical values** on the edge of the box are read off for **both** balls and then **linked with the Operator** opposite the position of the **red** ball). The arithmetic operations are addition, subtraction (always the larger number minus the smaller number) and multiplication.



This is very suitable for learning the basics of arithmetic but can, of course, also be used for the games described above.

M+A Spiele, www.baumspiel.de © 2007-2009
Game created by: Armin Müller and Martin Arnold

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Each player must score at least **1 point more** than the previous **lowest score** – if not, the player is then "Nadir". At the **end of a round**, the player with the **lowest score** takes a **chip from the middle and turns it over**. Numbers or symbols will appear and these are important for the coming "Lay Out".

1.3 Special Rule:


If a player throws the highest score of **25**, he has "Chikugo" and **wins immediately**. If he already has chips in front of him, they will be **put aside** and take no further part in the game. This can occur during **Pick Up**.


1.4 Laying Out: When **all the chips from the middle** have been picked up and turned over, the "lay out" round starts. A player who has not had to pick up a chip is the winner and retires from the game.

Players still having chips in front of them then throw (one after the other) the balls into the box using only one hand. The scores are determined in the same way as before.

A chip having the numbers **2, 3, 4, 5, 8 or 12** can be laid out when the score thrown is **larger than or equal to** the number on the chip. ($\geq 2, 3, 4, 5, 8$ or 12).

A chip with $\vec{4}$ or $\vec{6}$ means "up to this number" and can be laid out when the score thrown is **less than or equal to** the number. ($\leq \vec{4}$ oder $\vec{6}$).

A chip with a line  can be laid out when the balls form a **horizontal** or **vertical** row. (2, 3, 4, 5)

A chip with a square  can be laid out when the balls form a rectangle (4, 9, 16, 25)

1.5. End of the Game: When a player has laid out all his chips, he retires from the game as a winner. The game ends when the "loser" is found (the last player to have chips).

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Kugelbox Game

CHIKUGO:

Ball game for 2-6 players 8 years old and older in which the players try to collect **as few chips as possible**.

1.1 Preparation: The 12 chips are placed **face down** (M+A side upwards) **in the middle**.

1.2 Picking Up: Each of the players (one after another) does the following; using one hand, throw the balls in the box. If none of the balls lands in a hole, score 0 points. If only one ball lands in a hole, then score 1 point.

If **both balls** land in holes, the score is determined **geometrically**, i.e. if the balls are in a row, the score is 2 plus the number of empty holes between the balls (see examples below).

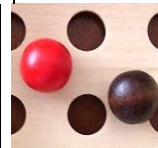
Example: 3 Points (Row)



4 Points (Row)



0 Points

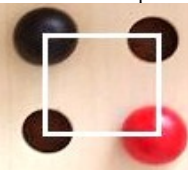


1 Points

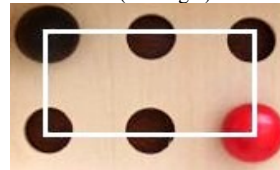


In all other cases the score is the number of holes contained in the **rectangle** defined by the position of the balls.

4 Points as a square



6 Points (rectangle)



9 Points (square) etc.



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2. TAKE IT:

Ball game for 2-6 players 8 years old and older in which the players try to collect chips **with the highest possible scores**.

2.1 Preparation: The 12 chips are placed **face down** (M+A side upwards) **in the middle**.

2.2 How to Play: Each of the players (one after another) does the following:

A. Throw the balls in the box using only one hand; determine the score using the method described above.

B. Turn over one of the chips in the middle.

C. Take one of the turned-up chips from the middle (scoring as in Chikugo)	If C. is not possible then D. take it from another player	Final Score see 2.4
Take a chip with 2, 3, 4, 5, 8 or 12 if your score is larger than or equal to 2, 3, 4, 5, 8, 12	A chip with the numbers 2, 3, 4, $\vec{4}$, 5, $\vec{6}$, 8 or 12	Number = Face Value
Take a chip with $\vec{4}$ or $\vec{6}$ if your score is less than or equal to $\vec{4}$ or $\vec{6}$	Only take from another player if you have thrown the EXACT number	
Take a chip with a line if you throw a horizontal or vertical row (2, 3, 4, 5)	A chip with a line if you have thrown a horizontal or vertical row (2,3,4,5)	Line = 1
Take a chip with a square if you throw a rectangle (4, 9, 16, 25)	A chip with a square if you have thrown a rectangle (4,9,16,25)	Rectangle = 9

E. Place your own chips clearly visible in front of you. The next player then takes his throw. If a chip cannot be **removed (C)** or **taken from another player (D)**, then the next player takes his turn.

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