

Quarto :



PRESENTATION

- A tray of 16 boxes
- 16 different pieces, each 4 characters.

OBJECT OF THE GAME

Create an alignment on the set of 4 pieces having at least one common characteristic. This alignment may be horizontal, vertical or diagonal, giving a total of 10 possibilities.

CONDUCT OF A PARTY

- The first player selects one of 16 pieces and gives it to his opponent.
- This should place it on one of the squares on the board and then choose one of the 15 remaining pieces to give to his opponent.
- In turn, this places it on an empty square and so on ...

Abalone :

PRESENTATION

The game is pierced with a hexagon circles supporting 61 balls .

Each player has 14 marbles are placed initially according to the position indicated in the rules.



OBJECT OF THE GAME

A player playing with white balls, the other with black marbles. The goal is to be the first to get 6 balls of opposing game plan by pushing them with his own ball.

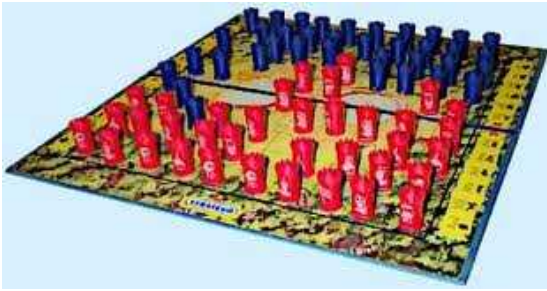
CONDUCT OF A PARTY

The player with the black ball begins.

In turn the players move 1, 2 or 3 balls a move to neighboring cells. Displacement can be done online or sideways.

To push the ball of his opponent, the player must be in position Sumito, that is to say on the power play.

Stratego :



PRESENTATION

a square board of 92 squares (10 squares of side 2 lakes less than 4 square boxes each). Each player has 40 pieces. The pieces are military units and have two faces. One side can not be seen by only one player at a time, the other seeing the color of the room. The parts are placed so that the player sees that the rank of his own plays.

OBJECT OF THE GAME

The goal is to capture the opponent's flag or eliminate enough of the opponent's pieces so that the opponent can no longer make trips.

CONDUCT OF A PARTY

At the beginning of the game, each player positions his pieces on his first four lines as he wants. This pre-phase of the game is strategic and decisive for the rest of the game. Each player moves a piece one square per turn. An attack occurs when the player moves his piece on a square already occupied by the opponent. Each player then turns his play to disclose to the opponent. The strongest piece remains in play, the other is eliminated, and in case of a tie, both are eliminated.

Here are the parts ordered from highest to lowest:

Marshal (1), General (1), Colonels (2), commanders (3), Masters (4), Lieutenants (4), Sergeants (4), deminers (5), scouts (8), the spy (1),

To these moving parts are added six bombs and flag that you can't move.

Mandala

When a person draws a mandala, **it gives a color or colors to its mood of the moment**. Ment it can also provide a symbolic form to his experience, animal or plant form, it can give it a movement, a texture. It projects well out of herself, her emotions. The MANDALA is a mirror that allows the person to express his experience easier, here now.

To participate in a workshop MANDALA it is not necessary to know how to draw, drawing is not the purpose of the workshop. The MANDALA allows letting go. It is a time of meditation, self-presence, a moment of silence.

