

GRAVITY BOARD GAMES®

INTELLIGENT GAMES FOR BRILLIANT MINDS



Gravity Board Games
- unique board games based on the rules of gravity

On the following pages you can read about
Gravity Board Games's products

GRAVITY _____ BOARD GAMES®

INTELLIGENT GAMES FOR BRILLIANT MINDS

Gravity Board Games has developed and produced six entirely new and unique two-person board games in cooperation with Syddansk Teknologisk Innovation.

The board games are unique because – as the name suggests – they all have the concept of gravity as a part of the game concept. All six board games can be won if you're best at moving weight from one half of the playing field to another – but they can also be won in other and more traditional ways along the way. With this, a new dimension has been added to the board games.

It doesn't involve just winning in a traditional way by moving pieces. It also involves the fact that the pieces have a weight in addition to a function that can have critical importance for the game's outcome.

The games have been designed over a see-saw device. Under the rules about "force times arm", a piece that is close to the centre line does not weigh the same as a piece that is far from the centre line.

There's a lot to think about, therefore, when you play one of Gravity Games's board games.

The games are easy to learn but difficult to master, and you quickly discover that you'll get better and better the more games you play.

Gravity Board Games has been proven significantly motivating for students within math and science classes by Aalborg University in Denmark 2017.

The games are stimulating and educational, as the rules about "force times arm" and range of events with a throw of the dice will be of great use in the games.

Hungry Higgs

The easiest game is Hungry Higgs. The game is played with two dice with sides 1, 2 and 3. Hungry Higgs can be learned by children from age 7 on, but is also well-suited to older children and adults.

The game is well-suited to schools, recreational clubs, and adult-child game.

The game also appeals to adults as a fast competition game, possibly in gaming clubs and in cafés.

Quick rules:

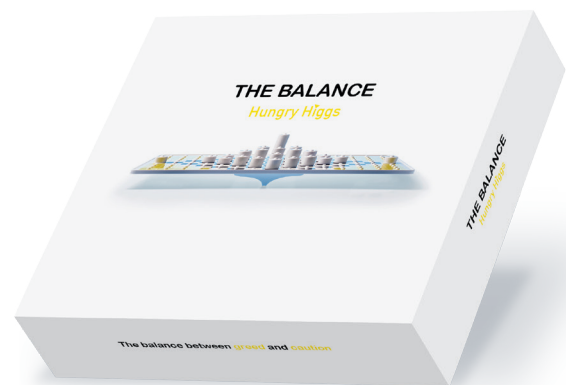
In Hungry Higgs you have to try to get the most possible weight placed on your own half of the playing field.

The game is played with one game piece for each person. The game piece has to move on the board and try to capture as many prey pieces as possible. You move your game piece in relation to the number of dots that you throw with two dice.

How you win in Hungry Higgs:

1. When you have collected so much weight on your own half of the playing field that the game support can no longer be brought to a horizontal position, even if the counterbalancing portion is in the outermost position.
2. When you can knock your opponent's game piece home.
3. If you don't win in one of the ways above during the game, you can win if you have the most weight on your half of the paying field when all the prey pieces have been taken. A Hungry Higgs game is best of 5 rounds. You can thus win 3-2, 3- or 3-0 in a game. The loser of a round has the "serve" at the next round and starts by rolling both his or her dice.

Check our APP for Hungry Higgs with coming features for entertainment and Education



In Hungry Higgs, a balance must be struck between caution and greed

Gaining Gravity

Gaining Gravity is a little more difficult. This game is also played with two dice with sides 1, 2 and 3.

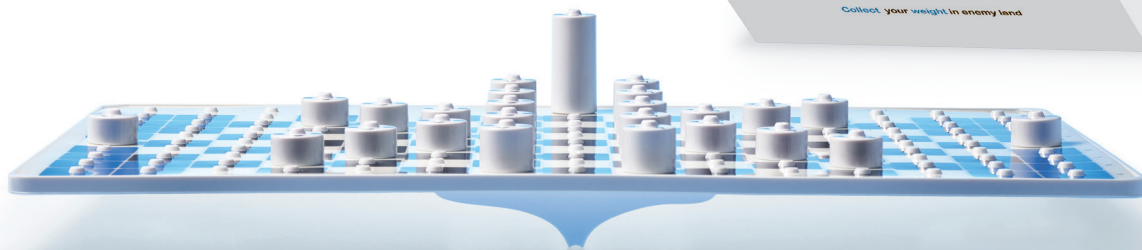
Gaining Gravity can be learned from the age of 8. The game is well-suited to schools, recreational clubs, educational institutions, as an adult-child game and the like. But the game also appeals to adults as a fast competition game, possibly in gaming clubs and cafés.

Quick rules:

In Gaining Gravity you have to try to get the most possible weight placed on your own half of the playing field. The game is played with one game piece for each person. The game piece has to move on the board and try to capture as many prey pieces as possible. You move your game piece in relation to the number of dots that you throw with two dice.

How you win in Gaining Gravity:

1. If you have collected so much weight on your own half of the playing field that the game support can no longer be brought to a horizontal position, even if the counter-balancing portion is in the outermost position.
2. If you can knock your opponent's game piece home. You can only knock your opponent's game piece if your game piece with collected prey weighs the most.
3. If you don't win in one of the above ways during the game, you win if you are first to have brought all your own prey home from the game board and placed on the blue fields. A Gaining Gravity game is best of 5 rounds. You can thus win 3-2, 3-1 or 3-0 in a game. The loser of a round has the "serve" at the next round and starts by rolling both his or her dice.



In the gaining Gravity Games, it's best out of five

Dangerous dip

Dangerous Dip is the third game in the series. This game can be learned from the age of 9 and has a strategic basis like backgammon. It's played with two regular dice. The game is well-suited to schools, educational institutions, as a tournament game in organisations and clubs and as a café game.

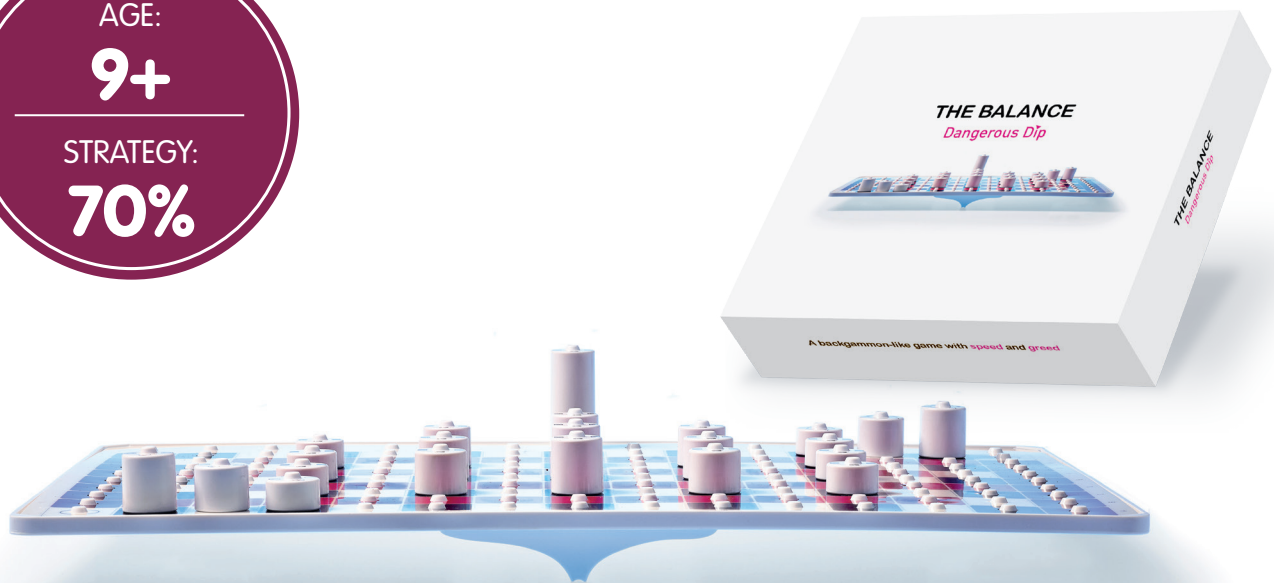
Dangerous Dip can be played as a single game or with double dice for a combined 17 points.

Quick rules:

In Dangerous Dip you have to try to get the most possible weight placed on your own half of the playing field. The game is played with three game pieces for each person. The game pieces have to move on the board and try to capture as many prey pieces as possible. You move your game piece in relation to the number of dots that you throw with two dice.

How you win in Dangerous Dip:

1. If you have collected so much weight on your own half of the playing field that the game support can no longer be brought to a horizontal position, even if the counter-balancing portion is in the outermost position.
2. If you get to the goal first with all three of your game pieces. When your game pieces have been through the whole playing field, they can individually leave the field beyond the start field and be placed on the back-most line. You can play by finishing one game piece at a time. You cannot land – or touch down – on a field that is occupied by two or three your opponent's game pieces.



Strategically, this game involves either getting quickly through the field or collecting as much prey as possible

Gravity Gammon

Gravity Gammon is the most strategic of Gravity Board Games's dice games. This game is played with two regular dice, and it can be learned by children from the age of 10.

The game is well-suited to schools and educational institutions, to organisations and clubs, as a café game and tournament game. Gravity Gammon can be played as a single game or with double dice for a combined 17 points.

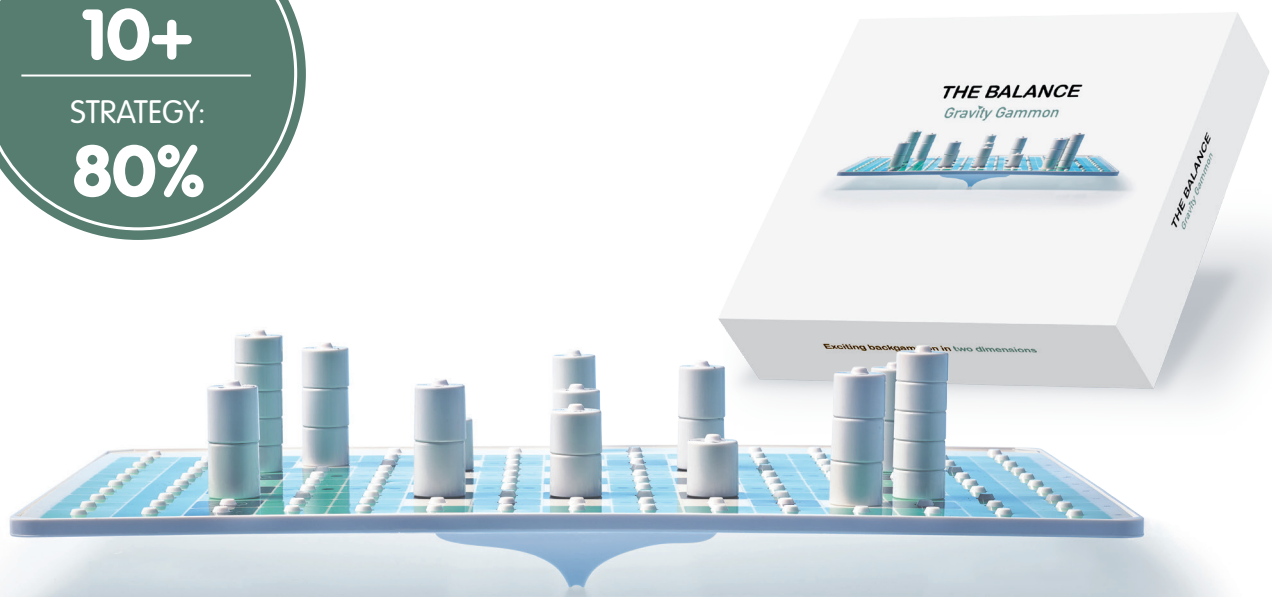
Quick rules:

In Gravity Gammon you have to try to get the most possible weight placed on your own half of the playing field. The game is played with fifteen game pieces for each person. The game pieces have to move on the board and try to get through the field as quickly as possible.

You move your game pieces in the same way as in Backgammon. It means that your pieces have to be moved in relation to the number of dots that you throw with two dice.

How you win in Gravity Gammon:

1. If you have collected so much weight on your own half of the playing field that the game support can no longer be brought to a horizontal position, even if the counter-balancing portion is in the outermost position.
2. If you get to the goal first with all fifteen of your game pieces. When your game pieces have been assembled in your homeland, they have to be knocked off the playing field.



Inspired by famous Backgammon with a new dimension

Gravity Chess

Gravity Chess is played without dice and is a purely strategic board game. It can be learned by children from age 11 on, but the game can be played all one's life.

The game is well-suited to schools, colleges and educational institutions. It's suitable for a tournament game in organisations and clubs. Gravity Chess is a chess game with new and exciting dimensions.

This game can be won in three different ways, and the game is very exciting and entertaining.

Quick rules:

In Gravity Chess you have to try to get the most possible weight placed on your opponent's half of the playing field. The game is played with 16 game pieces for each person. The game pieces have to move on the

board and try to get as far forward on the game board as possible. Your game pieces can knock one of your opponent's pieces by taking over the field on which your opponent's piece is located.

When you have knocked one of your opponent's pieces, it's taken out of the game and placed on one of the purple fields behind your opponent's pieces.

You have to start by placing knocked pieces on the line that is closest to the middle.



A new Chess dimension and strategically capturing the opponent's king guiding one's own king forward to the center line or moving the most weight down to the opponent's half of the playing field

Changing Challenges

Changing Challenges is the most strategic of Gravity Board Games's products. It can be learned by children from age 12 on, but the game can be played all one's life. The game is well-suited to schools, colleges and educational institutions. It's suitable for a tournament game in organisations and clubs.

This game may remind one of Gravity Chess, but there are still more dimensions of thinking here, as instead of knocking a piece, it can be possessed and thereby change character to your own game piece.

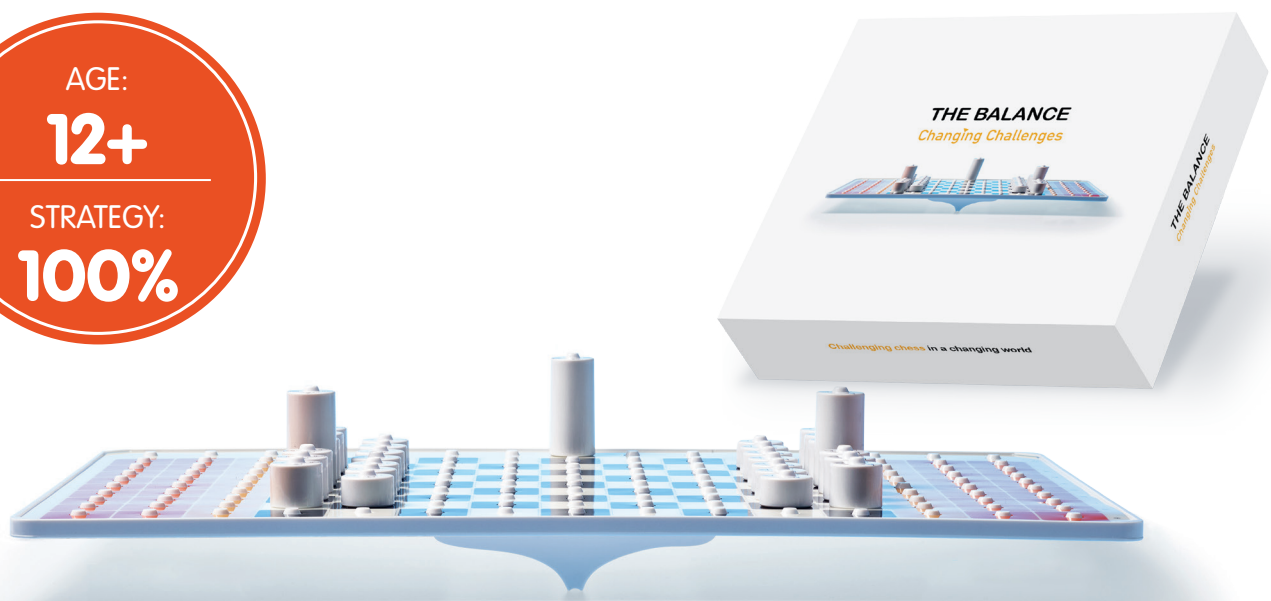
Quick rules:

In Changing Challenges you have to try to get the most possible weight placed on your opponent's half of the playing field. The game is played with fourteen game pieces for each person. The game pieces have to move on the board and try to get as far forward on the game board as possible.

Your game pieces can knock one of your opponent's pieces by taking over the field on which your opponent's piece is located. When you have knocked one of your opponent's pieces, it's taken out of the game and placed on one of the orange fields behind your opponent's pieces. You have to start by placing knocked pieces on line 6.

How do you knock the pieces in Changing Challenges?

A piece can only be knocked in Changing Challenges if through the collision it comes to weigh more than four units. It means, for example, that if a pawn knocks (takes) a pawn, then it becomes a bishop. If a bishop knocks (takes) a pawn, then it becomes a rook and so forth.



Gravity Board Games most challenging game with play pieces shifting function and adapting strategies