

Game-Based Learning

Abstract Games GIPF Project



GIPF Project - GIPF (game 1)

by Kris Burm

Ages: 9+
2 players, 20 mins.

BGG 'Abstract Games' rank: 15 of 4,500

GIPF is a strategic game for two players based on a classic concept: in turns, players introduce one piece into play until achieving four-in-a-row. Players then remove their row and capture any of their opponent's pieces which extend that row. This principle of capturing pieces creates each time again completely changes situations on the board. The purpose is to form successive rows of at least 4 pieces, until the opponent has no piece left to bring into play.



GIPF Project - TZAAR (game 2*)

by Kris Burm

Ages: 8+
2 players, 30 mins.
BGG 'Abstract Games' rank: 2 of 4,500

2009 Games Magazine 'Game of the Year'

TZAAR is a game about making choices. Both players have 30 pieces, divided in three types: 6 Tzaars, 9 Tzarras and 15 Totts. The 3 types of pieces form a trinity: They cannot exist without each other. The aim is either to make the opponent run out of one of the three types of pieces or to put him in a position in which he cannot capture anymore. The tricky question the players will have to ask themselves on each of their turns is: "Shall I make myself stronger or my opponent weaker?" Meaning: Will you capture an opponent's piece and make him weaker, or will you jump on top of one of your own pieces and make yourself stronger? If you choose to jump on top of your own pieces too often, you will probably leave your opponent with too many pieces on the board. On the other hand, if you capture too often, you may end up with pieces that are not strong enough at the end of the game. What to do? Up to you to decide!

*TZAAR is actually 'game 7' in the GIPF Project, replacing [TAMSK](#) which was originally number 2 in the series. TAMSK was replaced because the designer felt the game no longer seamlessly integrated with the series since it had an unusual 'timer' mechanic (the pieces were actual hourglasses). TAMSK has become a collector's item, selling new for \$250.



GIPF Project - ZERTZ (game 3)

by Kris Burm

Ages: 9+
2 players, 30 mins.

BGG 'Abstract Games' rank: 6 of 4,500
2000 Mensa Select Winner

In ZERTZ, players compete to acquire sets of multi-colored balls. This is mostly accomplished by jumping one ball over one or more others, [Checkers](#)-style, on a hex board. A player's turn consists of either jumping (which can be forced) or placing any color ball on the board and removing an empty space from the edge of the board. In this manner, the play space continually shrinks, giving the endgame an almost claustrophobic feel.



GIPF Project - DVONN (game 4)

By Kris Burm

Ages: 9+
2 players, 30 mins.

BGG 'Abstract Games' rank: 3 of 4,500
2002 Mensa Select Winner
2003 Games Magazine 'Game of the Year'

DVONN is played on an elongated hexagonal board, with 23 white, 23 black and 3 red DVONN-pieces. In the beginning the board is empty. The players place the pieces on empty spaces of the board, without restrictions. They place the DVONN-pieces first and their own pieces next. Then they start stacking pieces on top of each other. A single piece may be moved 1 space in any direction, a stack of two pieces may be moved two spaces, etc. A stack must always be moved as a whole and a move must always end on top of another piece or stack. If pieces or stacks lose contact with the DVONN-pieces, they must be removed from the board. The game ends when no more moves can be made. The players put the stacks they control on top of each other and the one with the highest stack is the winner.



GIPF Project - YINSH (game 5)

By Kris Burm

Ages: 9+
2 players, 30 mins.

BGG 'Abstract Games' rank: 1 of 4,500
2004 Mensa Select Winner

The players each start with 5 rings on the board. Every time a ring is moved, it

leaves a marker behind. Markers are white on one side and black on the other. When markers are jumped over by a ring they must be flipped, so their color is constantly changing. The players must try to form a row of 5 markers with their own color face up. If a player succeeds in doing so, he removes one of his rings as an indication that he has formed such a row. The first player to remove 3 of his rings wins the game. In other words, each row you make brings you closer to victory-but also makes you weaker, because you have one fewer ring to play with.



GIPF Project - PUNCT (game 6)

By Kris Burm

Ages: 10+
2 players, 30 mins.

BGG 'Abstract Games' rank: 40 of 4,500
2007 Games Magazine 'Best New Abstract Strategy Game'

The goal of PUNCT is to connect two opposite sides of the board. A player's turn consists of either bringing a new piece into play or moving one already on the board.



GIPF Project -- GIPF Project - LYNGK (game 7)

by Kris Burm

[Riograndgames](http://Riograndgames.com)

2 player, 30 mins.

Gipf Project series (8th game if you include TAMSK which was one of the original 6 that was replaced by TZAAR).



GIPF Project -- Expansion Set 2

This includes two expansions for [GIPF](#) and one for [ZÈRTZ](#).

Contents:

- 6 DVONN-potentials for each player
- 6 ZÈRTZ-potentials for each player
- 12 ZÈRTZ rings

This expansion can integrate [DVONN](#) and [ZÈRTZ](#) with the original [GIPF](#) game. Additionally, it contains ring pieces to extend the [ZÈRTZ](#) board into new configurations.



GIPF Project -- Expansion Set 3

This includes three expansions for [GIPF](#).

Contents:

- 6 YINSH-potentials for each player
- 6 PÜNCT-potentials for each player
- 3 extra basic pieces for each player

For the very brave amongst players, this allows GIPF with 21 basic pieces and all 5 different kinds of potentials (the integration of all 6 games).