



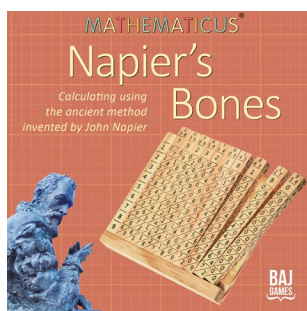
Mathematicus is the most comprehensive mathematical game ever produced, for players aged from 8 to 99 years old. It can be played in “basic” “intermediate” and “advanced” modes.

The 176-page book provides useful knowledge for playing in advanced mode. Expanded descriptions of the topics featured on the game squares can also be found in the book alongside hundreds of mathematical curiosities and ideas for experiments.

## Mathematicus

*The game of mathematics*

Contents	Game board, 416 cards stored in a wooden case, 7 advanced game mode cards, Instruction manual (24 pages), Book (176 pages), Slide Rule, 40 Napier's Bones, 214 tokens, 4 dice, 5 pawns, 2 hourglasses. The box contains 525 pieces and printed parts featuring 1,214 illustrations.
Material	cardboard, paper, card case in wood, dice and pawns in plastic
Box	Cardboard box 26,5 × 26,5 × 10 cm



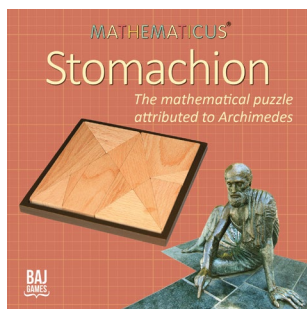
Dating back to their invention in 1614, for three centuries these calculation rods were the chief instrument used to perform multiplications and divisions.

The set of rods is a true reproduction of the original version designed by Napier as described in his work *Rabdology*. The attached booklet provides complete instructions on how to perform mathematical calculations, historical information and interesting snippets of information on the subject.

## Napier's Bones

*Calculating using the ancient method invented by John Napier*

Contents	base, 10 “bones” printed on 4 sides, 32 pages instruction booklet
Material	wood
Box	cardboard box 12,2 × 12,2 × 2,8 cm



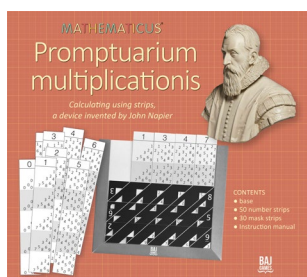
1500 years prior to the discovery of the Chinese Tangram, Archimedes described the *Stomachion*.

The attached booklet presents interesting mathematical features surrounding this artefact as well as recounting the eventful history of *Palimpsest*, a recently discovered ancient manuscript containing various missing works on Syracusan mathematics that had been overwritten with liturgic texts, among which was the *Stomachion*.

## Stomachion

*The mathematical game attributed to Archimedes*

Contents	case, 14 pieces, 32 pages instruction booklet
Material	wood
Box	cardboard box 13,4 × 13,4 × 1,4 cm



This rare and unusual tool, invented by John Napier in the 17th century and detailed in his work entitled *Rabdology*, is used to facilitate multiplication.

The attached booklet provides historical information, interesting facts, the tool's mathematical features and instructions for use.

## Promptuarium Multiplicationis

*Calculating using strips, a device invented by John Napier*

Contents	base, 50 strips, 16 pages booklet
Material	cardboard, paper
Box	box 23 × 22 × 1 cm



These constant width solids behave like spheres. This is possible because their diameter remains the same. This can be demonstrated by positioning a flat object, such as a hardcover book, on top of the solid where it will then roll as if placed on a sphere. Furthermore, these wonky shapes don't roll away. The shape is based upon a revolution of the Reuleaux triangle. Sold in sets of 3 pieces.

## Constant width solids

Contents	3 solids, instruction sheet
Material	wood, cardboard, paper
Box	box 14,8 × 5,6 × 4,4 cm