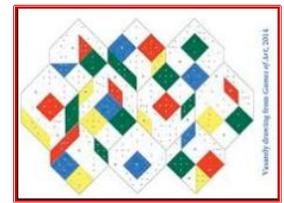
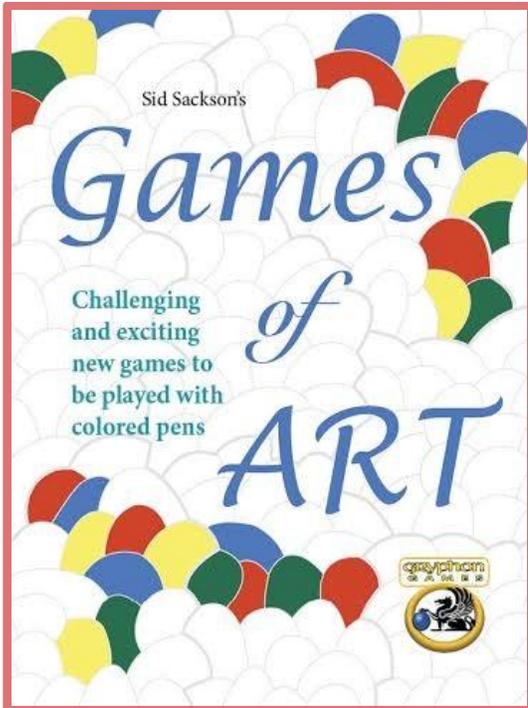


Games of Art



7 Dry Erase Game Pages



Games of Art, is a book of games, including seven classic games designed by Sid Sackson. Each game can be played in 15 to 60 minutes by 2, 3, or 4 players, with each wielding one of the four colored dry erase markers provided in the package. Each page is laminated and fully erasable, ensuring great re-playability. Each game includes a short biography of the title artist, followed by short, illustrated rules (less than one page per game) and a full-page diagram of the game. Teachers and players are encouraged to copy the diagrams so that everyone can play these games simultaneously. **Included are** games named after and reminiscent of the styles of the iconic **modern artists Piet Mondrian, Paul Klee, Joan Miro, Robert and Sonia Delaunay, Jean Arp, Ferdinand Springer, and Victor Vasarely.**

WARNING: Each time you play the game, you will be creating a work of art that you will be tempted to frame and hang!

In the words of Sid Sackson, *“Games mean many things to many people; to me they are an art form of great potential beauty. Just as a composer’s creation is brought to life by the performing musicians, a game inventor’s creation is brought to life by the players of the game. When the creation is inspired and the players are talented, a true work of art results. I have attempted to add a new visual dimension to the art of games. As each game is played, a colorful drawing is formed. Because these drawings are reminiscent in style of the works of different modern masters of abstract art, I have named the games in honor of the artists.”*

Game designed by Sid Sackson
Published by Gryphon Games
Made in China

Game Components

- 7 game diagrams with brief rules
- 7 short artist biographies
- 4 color dry erase markers: red, green, blue and yellow

Players:	2 , 3 or 4
Playing time:	15 - 60 minutes
Age:	8 and up
Case size:	12

Product Code:	101319
UPC:	609456647007
Size:	10.5" x 11" x .5"
MSRP:	\$24.99

Call: 270-259-8833

Email: Sales@eagle-gryphon.com



Target Audience:

- Casual to advanced gamers
- Fans of abstract games and modern art
- Bookstores, game, gift and museum shops

Core Information:

- Classic game by Sid Sackson first available in the book titled, "Beyond Tic Tac Toe" (1975)
- Develops strong geometry, logic and deductive reasoning skills
- Exercises memory, advanced planning & flexible thinking skills
- Develops appreciation and knowledge of modern art