



## HALMA classic

The classic board game with grand proportions.

This game is part of the generation games range from intellego holzspiele



### HALMA classic

Board made from beech wood,  
49 cm x 49 cm

2 x 19 tokens made from two  
different woods, e.g. pear and acacia

2 x 13 tokens made from two  
different woods, e.g. maple and larch

Recomm. retail price: EUR 179.00

**You probably recognise Halma, but we think you'll be more impressed by our version. It is made from fine woods and has an attractively-designed board.**

The name 'Halma' originates from the Greek word for 'jump.' The game was invented in 1883 by the American surgeon Howard Monks and it is now seen as a classic.

The aim of the game is for each player to get all of their tokens into the opposite target spaces of the board by moving and jumping. Whoever manages to do this first wins the game. Jumping is much more effective than moving. A player can jump their token over a neighbouring token belonging to the other player, or one of their own.

In a four-player game, two neighbouring players can form a team. This means that each player whose go it is can also move their partner's tokens if they think it is a good idea. The seesaw principle makes game-play wide-ranging and more sophisticated. Here, players can jump their token over a number of spaces behind and in front of another token.

The game is played on a board made from beech wood with tokens made from native woods such as pear, acacia, maple and larch. It is manufactured in Germany to the highest standards of quality.

**Protected by design patent**

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