



OLYMPIC
WANDERRINGS
LOGIKAI JÁTÉK
LOGICAL TOY

JÁTÉKISMERTETŐ
DESCRIPTION OF THE GAME

100
ATLANTA
1996

The right side of the paper features a grey background with a vertical column of five circular holes. At the top is a gold laurel wreath containing the Olympic rings and a red bar above them. At the bottom is another gold laurel wreath containing the text "100 ATLANTA 1996".

Dear Player Friends,

May I greet you as the newest players
of the game **"Olympic WanderRings"**.

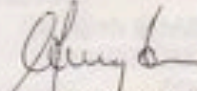
"Olympic WanderRings" is the name of the new logical
game having chosen as its leading motivation the wandering of
the five-colour rings the chain of which represent the well known
Olympic symbol of five continents.

Our game would like to bring just a particle of the Olympic mentality
and idea to the heart and memory of those who will take
in hand this game and will spend pleasant hours with it.
We also hope that any time you just catch a glimpse of the device
or try to find one of the many variations of solution you will
remember for a moment the Olympic Flame blazing in Atlanta
or the anniversary of 100 years since when the movement
of Modern Olympic Games has started from
Athens in 1896.

During 100 years, the five Olympic rings were wandering
from city to city, continent to continent and now, in 1996 are
about getting from Europe (Barcelona) to America (Atlanta).

I hope, also this logical game can make the way from
Europe-Budapest to many other continents, among others,
to America-Atlanta, site of the Olympic Games, awaking the spirit
of competition in the heart of any Homo Ludens.

Yours sincerely,


(Vilmos Serestey)
Author of the Game

DESCRIPTION OF THE GAME

A./ Technical Accessories

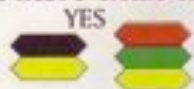
- Main components of the device are 25 rings and one holder element.
- The rings are made in 5 different colours (5 in total) and numbered 1 to 5.
- The rings are located on columns of the holding element. The height of these columns is complying with the height of 7 rings.

B./ Logical System

- Starting from a given structure, the rings wandering from one column to another will reach the desired final formation after a continuous regrouping.
- The initial structure and the envisaged solution can offer an enjoyable game with several versions and different grades of difficulty.

C./ General and Main Rules of the Regrouping

- 1.) Not more than two or three rings may be transferred from a column to another.



NO



- 2.) During transfer, the mutual succession and number of the rings picked up are invariable.

- 3.) Rings may be placed on the column on the condition that the total number of rings found on the same column does not exceed seven at any time. (In other words, 0 to 7 rings may be located on each column).

on the same column max. 7

D./ Possibilities of the Game

The basic game can be played in three different grades of difficulties, named Bronze Medal, Silver Medal and Gold Medal as an allusion to the Olympic Games.

E./ Bronze Medal Version

- a.)** Initial situation of rings: five rings of identical colour placed on each of the columns. Regrouping is made according to the rules presented in Item C. above. The **Solution** is to group one ring of each colour onto each column but striving after the same colour succession on the columns. It would be an elegant solution e.g. to reach a succession of blue - yellow - black - green - red upwards from below.



- b.)** Another initial situation could be the solution itself described in Item a), i.e. having five rings of different colours on the same column. Taking the rules of regrouping into account, the **solution** would be to reach rings of the same colour on each of the columns. It would be outstanding to strive after rings of a colour complying with the colour of the relevant column.

The game can be exerted on the hand, too.



F./ Silver Medal Version

A system similar to the Bronze Medal version but also the numbers engraved on the rings should be considered. The game can be exerted on the hand, too.

a.) In addition to the succession of colours received in Item E./a), only rings of the same number may be found on the same column.
An interesting **solution**: rings nr. 1 on the blue column, nr. 2 on the yellow, nr. 3 on the black, nr. 4 on the green, nr. 5 on the red column, respectively.



b.) Among the rings of the colour obtained as a **solution** similar to Item E./b), the numbers 1 to 5 should be e.g. in increasing series.
A decreasing series is also allowed, but series of the same nature should be obtained on each column.

G./ Gold Medal Version

This is the most difficult version and cannot be recommended but to those who had been familiarized with the safe and experienced solution of the first two ones. The game may start from positions E./a.) or E./b.) (or any other arbitrary position of the rings).

The rearrangement of rings may occur according to the rules specified in Item C.

Solution:

- one ring of each of the five colours should be in each line;
- one ring of each of the five colours should be in each column;

- numbers from 1 to 5 should be found in each line;
- the numbers from 1 to 5 should be on each column but in a succession increasing from bottom to top.

*(Different series are obtained on each of the columns, specifically:
1-2-3-4-5, 2-3-4-5-1, 3-4-5-1-2, 4-5-1-2-3, 5-1-2-3-4.)*

H./ Variations

The best players at the Olympic Games are awarded medals. Players reaching almost the same results, remaining only a few dozens of seconds or centimetres are not more than place winners.

Despite of that, their performance is huge, meriting a recognition, a reward. Thus, in the non-official points competition also place winners nr. 4, 5 and 6 are considered.

Consequently, several other variations could be conceived in addition to the three medal versions just described which "merit" a place prize.

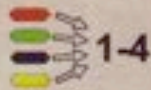
a.) Game for the Place Nr. 4

It can be played on four columns with four selected colours, four rings of each colour numbered 1 to 4.

(the 5th column omitted may not be used during the game!)

Rule: 1. picking-up not more than two or three rings at a time and placing them onto the another column;

2. rings in a number of 0 to 6 admitted on the same column. Thus, **not more than 6!**
Solution: starting from an initial situation as selected already at the Silver Medal version, the same final succession of rings should be striven after, but using not more than 4 colours and, respectively, 4 numbers. It could be played also on the hands.



on the same column
 max. 6

b.) Game for the Place Nr. 5

The number of columns to be used is 3, with 3 selected colours and 3 rings in each of the colours numbered 1 to 3. (The remaining two columns may not be used during the game!)
 Rules and solutions of the game may be applied in the manner already presented, however, the **maximum number of rings is 5** on the same column. (Number of rings admitted on the same column 0 to 5.)
 It can be played on the hands, as well.



on the same column
 max. 5

c.) Game for the Place Nr. 6

It can be played on two fingers, but only the same two selected fingers may be used during the game. The total number of rings is eight.
 Initial situation and solution are possible in two versions:

Version 1: Two colours selected, 4 rings in each of the colours, numbered 1 to 4 and placed on two fingers, the same colour on each of them. In transferring the rings the rule of two or three rings may be used. **All the 8 rings** may simultaneously be located on the same finger.



on the same finger
 max. 8

Solution: The colours are alternating on both fingers, 4 rings on each of the fingers, in the same succession (e.g. red - blue - red - blue). Starting from this situation, the game can be played in reverse order, as well, striving after rings of the same colour on each of the fingers, possibly involving a difficulty into the game by constraining to a certain succession of numbers.

Version 2: Four colours are selected, two rings by colour, carrying the same numbers (e.g. 1 and 2). Two colours, i.e. 2x2 rings are placed onto both fingers, but not mixed up.

Regrouping of the rings is made according to the rules described above.

Solution: striving after the appearance of each of the four colours on our both fingers. A more difficult version is to make appear the same rings on the same finger.

 1	 1
 2	 2
 1	 1
 2	 2



Dear Players!

We would like to wish you much success and amusement to the game. We hope, you can successfully solve each of the versions and to obtain better and better results. You can be considered good players if you can solve

- Bronze Medal version within 5 to 7 minutes;
- Silver Medal version within 10 to 15 minutes;
- Gold Medal version within 20 to 25 minutes.

In addition to the eight versions of the game your individual fantasy may certainly innovate further interesting, unique variations.

We would appreciate your information in this respect.

The olympic **WANDER RINGS**

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Plastics: **PANNONPLAST Rt.** 1025 Bp., Nagytétényi út 216.

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