

Ludography

1996	quarks	Three combinations of colours lead to success
1996	camouflage	A game with unidentifiable pieces
1996	blocker (as Blockade)	A game on knight's tour
1996	citadel (as Zitadelle)	A race game to the centre of the board
1996	sixon	Reflecting upon edges guide to victory
1996	triade	A game of position on a hexagonal board
1996	acropolis (as colonna)	A Halma variant with stackable pieces
1996	hedron (as Tetrade)	Three-dimensional game building up pyramids
1996	barrier (as Barriere)	conquering the hostile fort away from the barrier
1996	bicolor	A new game of position building triangles
1996	carrée	Square reflecting will lead to success
1996	osmosis	A race game with strategic elements
1999	montero	Simplification of the game Osmosis
1999	adversa	Cubicon – but placing hostile pieces as well
1999	hindernis (as obstacle)	Barriervariant on an octagonal board
1999	diamonds (as karo)	Game of position on the 9 x 9 - board
2000	menhir	Who will construct the higher column?
2000	quadron	New game of position on a hexagonal board
2000	centro	To the centre by combining and throwing the dice
2000	undercover	Undercover into the hostile range
2000	flip	Neutralize your pieces – or jump overboard
2000	turns	Variant of the game Annexis – for children
2000	draai (board only)	Game of Nim on a smaller Lascaboard
2000	pyrrhus	Making sure the slightest advantages

2003	xox	Solitaire game – for children
2003	poly	Solitaire game on a hexagonal board
2003	sisyphus	Solitaire game – as bad as rolling stones
2003	monk	Solitaire game with the Sisyphus-move
2008	ypps	Solitaire game with the Ypsilon-move
2008	tripode	Solitaire game with the triangular move
2008	squares	Complex game of position with great deep
2008	krypton	Who keeps the overview?
2008	placet (board only)	Game of Nim on a new board
2008	limes	Combinations of three give the winning position
2008	giants	Game variant on the 8 x 8 - board