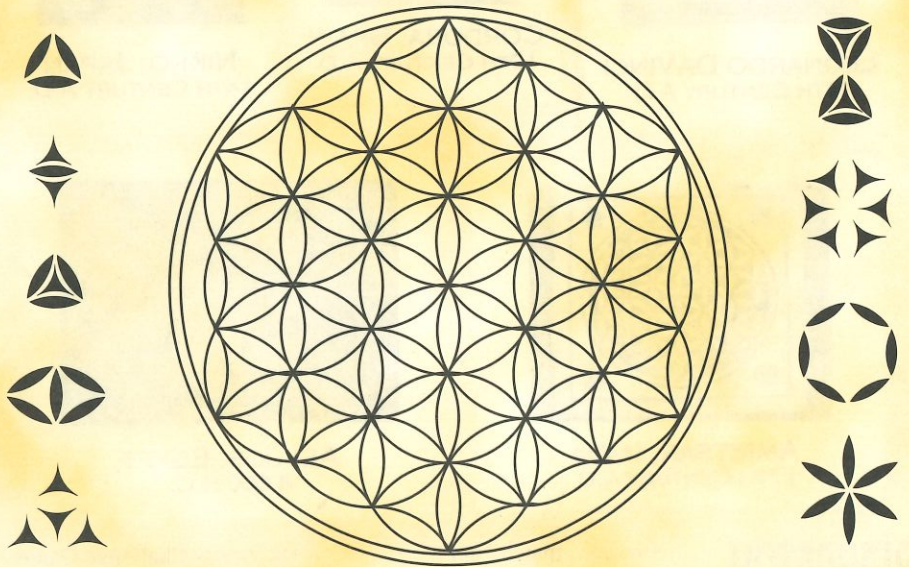# DaVinci's
CHALLENGE (TM)
THE ANCIENT GAME OF SECRET SYMBOLS

The Story of Da Vinci's Challenge

Da Vinci's Challenge is a game that contains mysteries as old as the pyramids. The pattern of circles that forms the game board is called the Flower of Life. It is one of the oldest symbols known to man, first inscribed on Pyramid walls by the Egyptians over 6,000 years ago. It can be found in the temples, art, and manuscripts of cultures from all over the world. Leonardo da Vinci studied its form and its mathematical properties. Throughout human history, philosophers, artists, and architects have known the Flower of Life symbol for its perfect form, proportion, and harmony. It is a visual expression of the connections life weaves through all mankind.

The ancients knew the many secrets hidden within the Flower of Life...

What mysteries will Da Vinci's Challenge reveal to you?

Turn the page and learn more about the mysteries of the Flower of Life.

DaVinci's
## CHALLENGE (TM)
THE ANCIENT GAME OF SECRET SYMBOLS

The symbol called the Flower of Life, the Language of Silence, and the Language of Light has been used as a focus of teaching and meditation since the beginning of civilization. It was known to cultures throughout time and around world as a metaphor for the flux and interconnected reality of the universe.
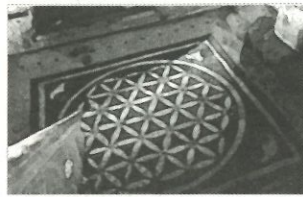
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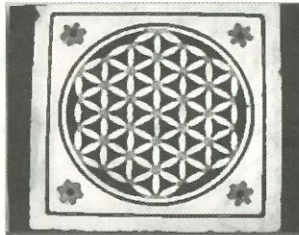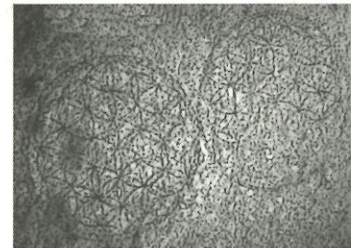1ST CENTURY A.D.

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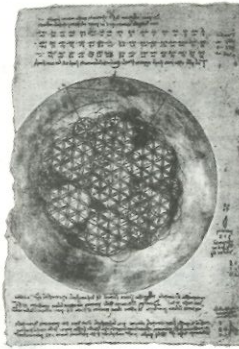
LEONARDO DAVINCI
15TH CENTURY A.D.

CORDOBA, SPAIN
10TH CENTURY A.D.

NIKKO, JAPAN
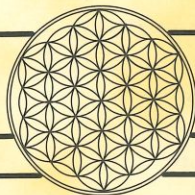14TH CENTURY A.D.

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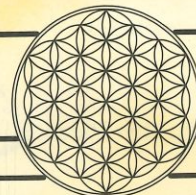17TH CENTURY A.D.

ABYDOS, EGYPT
4,000 B.C.

DaVinci's Challenge (TM)

GAME RULES

CONTENTS:
- Game Board • Scorepad • 72 Light Color Pieces (Ovals and Triangles)
- 72 Dark Color Pieces (Ovals and Triangles) • Game Rules

OBJECTIVE:

Score the most points by using your Pieces to create Patterns (Secret Symbols) worth different point values. Your Pieces can also be used to block your opponent from creating Patterns.

GAME RULES:
- Choose the color of your game Pieces, either Light or Dark.
- On your turn, place one of your Pieces on the board in any space that matches the shape of that Piece. Declare any Patterns you have created.
- Record your score on your Scorepad by placing a mark in the tally box for each pattern you created. Your turn is over.

HINTS:
- You can block your opponent from making a Pattern by placing one of your Pieces to break up that Pattern. *(See example at right.)*

Dark Patterns blocked by a Light Oval Piece

- You can only score on Patterns formed by the Piece you are placing.
- It is possible to score more than one Pattern in a single turn, so pay attention to the formations around the Piece you are placing!
- Once your turn is over, you cannot go back and score points for any Patterns that you have previously made, but did not notice.

Examples of scoring Multiple Patterns by placing one Piece:

- Placing this Piece forms:

triangle	gem	Total
1 Point	5 Points	**6** Points

- Placing this Piece forms:

gem	hourglass	Total
5 Points	10 Points	**15** Points

- Placing this Piece forms:

triangle	gem	hourglass	Total
1 Point	5 Points	10 Points	**16** Points

*More **examples** of scoring Multiple Patterns by placing one Piece:*

- Placing this Piece forms:

  triangle + eye = **Total 6 Points**

  1 Point + 5 Points

- Placing this Piece forms:

  triangle + triangle + eye = **Total 7 Points**

  1 Point + 1 Point + 5 Points

- Placing this Piece forms:

  triangle + triangle + gem + eye = **Total 12 Points**

  1 Point + 1 Point + 5 Points + 5 Points

TEAM CHALLENGE (4 Players):

• Choose a teammate; all game rules remain the same. Your team places one Piece on the board when it is your team's turn.

WINNING DA VINCI'S CHALLENGE:

• The game is over when no more Patterns can be made by either side.
• To determine the score for each side, multiply the number of tally marks for each Pattern by its point value. Record the result in the "Points" column for each of the Patterns.
• Add the Totals for all of your Patterns to get the final score.
• **The player with the higher final score wins Da Vinci's Challenge!**

POINT VALUES

triangle: 1   **diamond: 1**   **gem: 5**

eye: 5   **pyramid: 10**   **hourglass: 10**

star: 10   **circle: 25**   **flower: 25**

DAVINCI'S CHALLENGE (TM)

SCORE SHEET
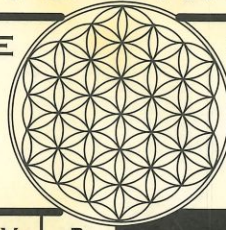
NAME				NAME

PLAYER 1	SCORE TALLY	VALUE	POINTS	PLAYER 2	SCORE TALLY	VALUE	POINTS
▲	TRIANGLE	1		▲	TRIANGLE	1	
◆	DIAMOND	1		◆	DIAMOND	1	
▲	GEM	5		▲	GEM	5	
◉	EYE	5		◉	EYE	5	
▲	PYRAMID	10		▲	PYRAMID	10	
⧗	HOURGLASS	10		⧗	HOURGLASS	10	
✳	STAR	10		✳	STAR	10	
◯	CIRCLE	25		◯	CIRCLE	25	
✾	FLOWER	25		✾	FLOWER	25	
TOTALS				TOTALS			