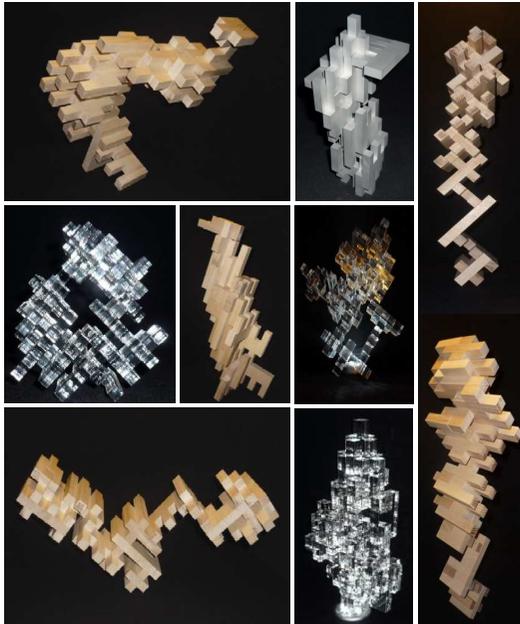


**An infinite variation of
DECORATIVE SCULPTURES.**

Only one rule should be followed: make yourself happy.
Reveal your artistic nature and realize a unique work that you can, all along, vary
according to your inspiration ...

The possibilities are without limits !



Let your creativity be free !

**DéfiZen exists in different materials:
wood, acrylic, aluminium, foam and ... different sizes.**

The wood version is made in Jura. All the used species are from local forest farm and meet the PEFC criteria.

Warning: Wood is a living material which reacts to climate changes.

It comes raw. You can oil it, but never varnish it, (avoid using polishes because of turpentine)

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DéfiZen has met the requirements of European Standard EN 71

ENTER THE WORLD OF DEFIZEN



AND DISCOVER ...

**A game where pleasure and reflection, simplicity and technicality gather ,
where beauty is coincidence, a game which is the most serious way of learning.**

To change the world, if not save it ...

This is an ambitious assertion for a game and it needs to be explained.! Our civilization is based on competition. It's a great cause to go beyond ones limits if it isn't against the others. But by nature, the podium having only three steps and the human being wanting to be on the highest one , the limits of our model are getting more evident every day.

**The aims to be reached
require the union of forces**

The major achievements of this world are rarely the result of only one man, because without the contribution and skills of several persons, major visionary projects would never get beyond the step of a drawing. Every human being all over the world is unique. Because of his experience, his culture and his knowledge, the way he looks at a situation is unique. Sharing that vision, those who join in a plan ,whatever it is, change their way of seeing the world and overpass the limits of what is possible.

And it's my experience which makes me say so...

Indeed, when DéfiZen was first presented in public, it was defined as a set of constructions for children, together with a family game, which outcome could be kept as a piece of decoration. I was far from thinking how the vision of those of you I was going to meet, would open my eyes on the "so much more" this game could offer .

How would I know the interest it could have for medical professionals such as occupational therapist, speech therapists, psychomotor therapists or psychiatrists, for teachers, classes from primary schools to high schools for engineers and architects , for training, or even that some of the possible sculptures would be worth being shown in art galleries.

**To all those who, by sharing their knowledge, have enriched mine
and expanded the fields of application of this game, I say thank you.**

**DéfiZenment yours,
Olivier Bessas**

AN ETHIC AND EDUCATIONAL GAME

Based on the cooperation between the players
& the discovery of rules for balance
(centre of gravity and out of plumb)

Before you begin :

And if for once the object of the game was not to crush the opponent but to get together and build the tallest tower defying the rules of balance ...

1 to 4 players (reasonably), but DéfiZen being composed of 20 pieces, it is possible to think of a game with 20 players.

All parts will be set on a playground chosen for its qualities of flatness and stability (preferably ... but it is up to you!).

An architect and a master builder are chosen and the remaining players are team builders.

Playing the game :

The master builder chooses the first piece of the building. The second player is the architect. His role is most important since he will choose the second piece and assemble the previous one , thus defining the parameters of the game. He decides the type of construction (vertical / diagonal / plan or free) and he will give more or less stability to the base of the building (which permits adaptation, specially when young players are concerned).

The architect has given his instructions, he guarantees the compliance with the rules and the good process of the construction ... the game may begin.

Each player, at his turn, will now select a piece which seems to best fit the situation, grasp it and insert it into the building. Every piece which is taken must be played (that's why, like in real life, you should think before you act !...).



However, the game not being based on competition, the player may proceed by trial and error: he holds the building when he puts his piece in the building and releases it slightly to ensure its stability. If the balance is broken , he may repeat the operation and move his piece. When he thinks he has reached the balance, he takes his hands off and lets the next one play.

The blow should answer three conditions to be valid :

1. Maintain balance and cohesion of the whole (fully recessed pieces with at least 4 faces of contact)
2. The minimum height should be the one of the highest piece of the building.
3. In all cases it's forbidden to block the next player.

When the piece which has been chosen does not answer to the above conditions, the player passes his turn until he is able to place his piece in the game

Trick of the inventor :

It is recommended to quickly get rid of small pieces each time a double opening occurs to avoid blocking the game and not being able to place them at the end of the game..

End of the game:

The game ends when all the pieces have been used according to the rules.

Knowing that there are several millions possible combinations, it is advisable to take a picture of the work once it's finished.

For those who wish, and for purely pedagogic purpose :

All players, regardless of their status, who have taken part in this joint work are credited with 10 points.

The architect taking responsibility, the completed contract allows him to receive a bonus of 30 points plus 10 points if he has decided to increase the risk by reducing the base at the beginning of the game..

In case of failure, only the player responsible for the collapse of the building will be penalized with 50 points. But in real life as in the game, you have to accept the consequences of your choices and actions: the architect, a responsible man will bear a penalty of 25 points.

Author's Note to the attention of purists : The amateurs of cooperative games ignore the carrot and the stick because their fun is elsewhere. But they are not many! So this game and its rules are a first step to open their world to the rest of the world!

VARIATIONS :

If you have two copies of DEFIZEN or more, you can either :

- Increase the height of the building, by mixing games,
- Or create as many teams as the number of games and see the infinite number of potential outcomes as well as the infinite variety of interactions between the members of each team.

A MATHEMATICAL GAME

to learn while having fun!

Creating subsets

Each piece is composed of 3 to 7 elements (or sticks).

The twenty pieces which are part of the game form a whole.

We may, at first, look for the pieces which have as a common characteristic, a same number of elements.

We may also gather the asymmetric pieces on one hand and the symmetric ones on the other, then, within this second group, distinguish two distinct subsets, one composed with the pieces beginning or ending by small parts, the other by big parts.

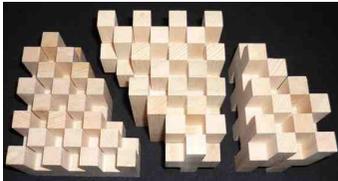
The game being based on a ratio of proportions, the length of each element is equal to a multiple of the thickness, which allows to think with equivalent cubes.

- There are elements of 2 cubes, 4 cubes and 6 cubes
- They are assembled in 3 different ways: 2 cubes with 4 cubes, 2 cubes with 6 cubes and 4 cubes in between them.

Find the error

We can sort the 20 pieces into three groups and then arrange the pieces in ascending or descending order within each group.

However, in one group one piece is missing. ..



When organizing the pieces to create a staircase (or checkerboard), one can easily visualize the 3 suites, find out the incomplete one and guess the shape of the missing piece.

Two by two or alone !

Create two groups:

- The pieces which have an even number of sticks.
- The pieces which have an odd number of sticks.

In the group of pieces with odd number of sticks, one looks for the complementary part (positive / negative or male / female).

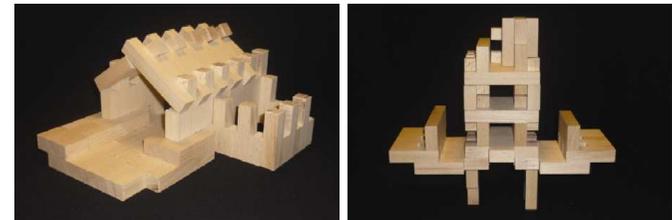
In the group of pieces having an even number of sticks you should turn twice each piece to get its negative copy or auto complementary.

A CONSTRUCTION GAME

By interweaving, to stimulate imagination and creativity.

What could be simpler than making a symmetrical construction with a lot of similar pieces ?

But when all the pieces are different and moreover, some of them are asymmetrical, intuition, intellect and reflection will combine with imagination to increase your creativity !



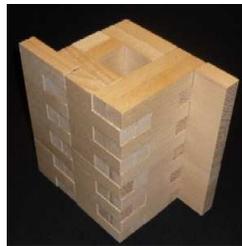
YOUR TURN !

A BRAIN TEASER
With many different levels of difficulty,
which challenges logic and observation skills.

There are many ways to gather and organize the 20 pieces of the game
 Among which :

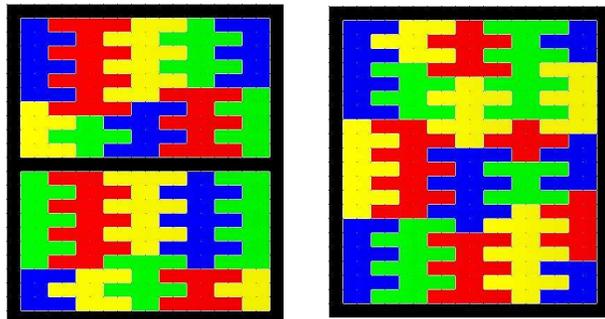
- To make a filled rectangle,
- To make three full rectangles of equal width but different heights,
- To perform two filled rectangles of the same width but with different heights and for which all pieces are interdependent,
- To perform two filled rectangles of equal size, for which all pieces are interdependent,
- And finally to make a single rectangle for which all pieces are interdependent (you can in this case, by adjusting vertically the whole set with a rigid support, suspend the puzzle just holding it with two fingers).

When the 2D solutions will no longer have any secrets, reconstruction of this model in 3D will be your ultimate challenge.



A GEOMETRIC PUZZLE

To rebuild the puzzle with the model seems to you like a simple child game ? Never rely on appearances, they are often misleading: several pieces look alike, be careful !

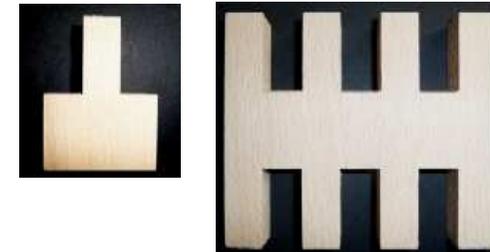


A MATHEMATICAL GAME
to learn while having fun!

Additions and multiplications

You can assign each piece a numerical value, equivalent cubes.

- The smallest part of the game is composed of: (2x2 cubes + 1x4 cubes), its value is equal to 8.
- The biggest piece consists of: (4x6 + 3x2 cubes cubes), then 30.



There are 12 even numerical values between 8 and 30 (8,10,12,14 ...) but the game is composed of twenty different pieces. This means that some pieces, even if they are different, have the same value, that's to say the same volume and, if they are made of the same material, the same weight.

It is also possible to check the value of a small building or to try to achieve a structure having a given value, which in one case as in the other, requires to make additions and multiplications.

Note :

The different possibilities of putting the pieces together outlined in the chapter "brain teaser" refer to a mathematical function called "combinatorial".

The use of a twelve-sided dice numbered with the even numbers from 8 to 30, would make it possible to let chance decide which piece should be put into the game at a certain time... and, at the same time, approach the calculations of probabilities.