

# **Ramble Gamble®**

## **FUN IN FURNITURE**

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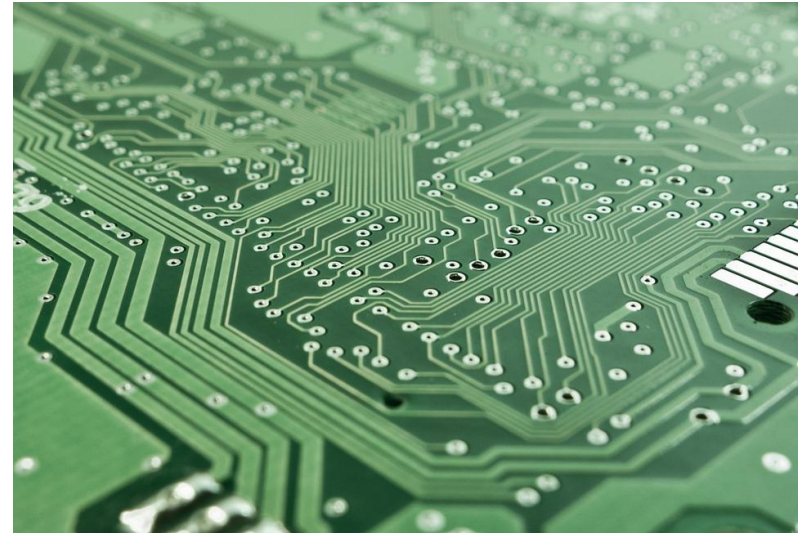
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# Preface

**We all live in a more or less technological world.**



## **Preface:**

**However, the more digital our society becomes, the more we long for emotional commitment, traditional values and haptic experiences.**



## **Preface**

**In this context, board games and parlor games, in particular, become more and more interesting to us and have, therefore, received quite a comeback lately.**



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## Idea

**Why should a coffee or side table always serve ONE purpose only?**



# Idea

**What if one were to take an ordinary coffee or side table...**





# Idea

...and combine it with a well known Labyrinth Game\*...

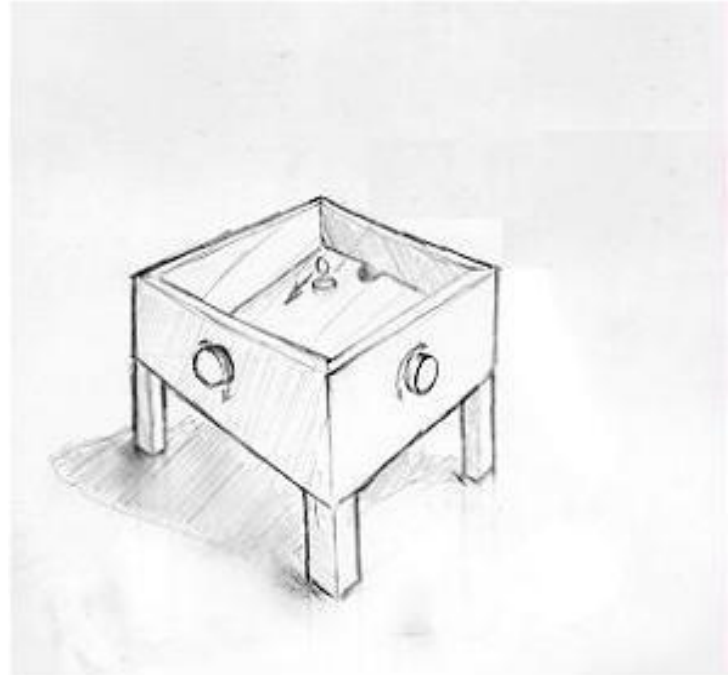
\* Playable always only for one person at a time.



## Idea

**...to create a new and exciting kind of table game to be played by TWO PEOPLE at the same time.**

**All this without losing the original idea and function of a coffee or a side table.**



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## Draft

At first glance RambleGamble© looks like any ordinary coffee or side table, indeed.



## Draft

**Looking at RambleGamble© from a distance, only the four turning knobs (one on each side of the table) as well as the interesting inside of the table stand out.**



## Draft

**RambleGamble© can be produced in any color, shape or material.**

**Rectangular, squarish or even round. Wood, plastic or metall.**



# Draft

**The design can be classic, modern or stylish. But always interesting and decorative.**



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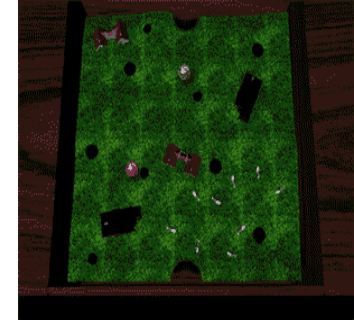
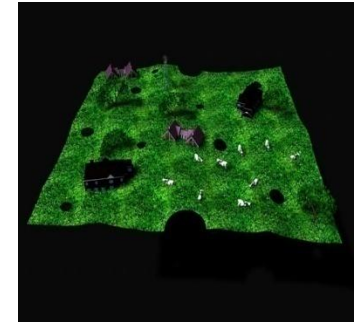
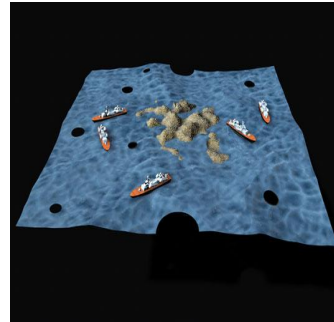
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# Principle

Having a closer look, one will quickly realize that Ramble Gamble© is not your average coffee or side table at all.

But it certainly is not your average Labyrinth Game either.



## Principle

**The rink within the torso of the table can be moved in steps and is easily to be exchanged.**

**The rink is being moved through a world-wide patented raster mechanism (knobs).**



## Principle

**A lot different to the average Labyrinth Game, the raster mechanism allows the players to navigate their playing balls fairly strictly and well focused.**

**In that matter all moves can be seen and heard by both players.**



## Principle

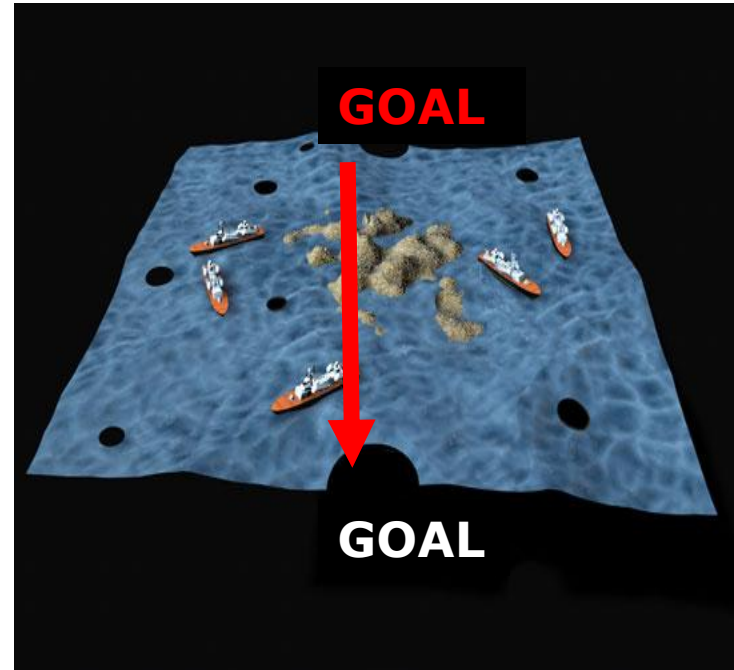
**The playing balls are thrown into the rink through a hole in the glass panel.**

**A dice determines how often a player is allowed to move respectively incline the rink for his own benefit.**



## Principle

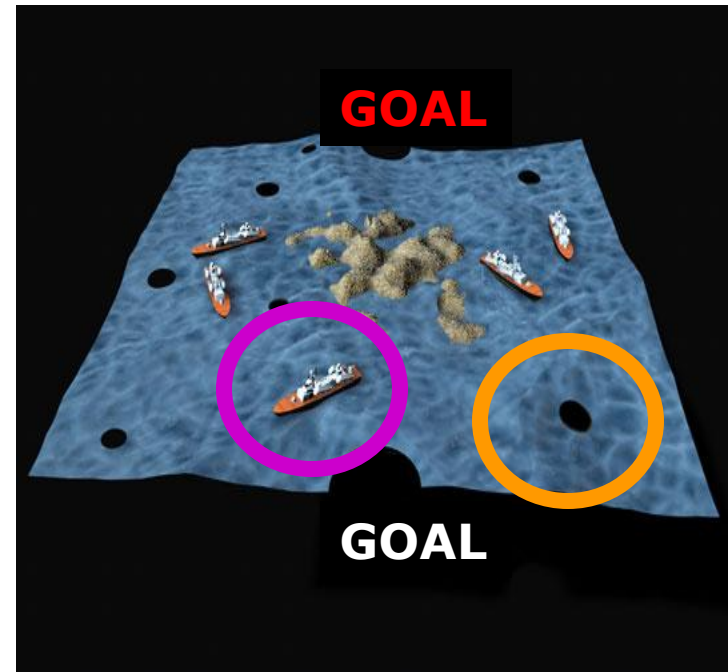
During the game, one of the main concerns is to evade all traps and obstacles on the way towards the opposite goal.



# Principle

If balls fall through any of the many **traps** or are being held off by **obstacles**, the balls are lost for this game.

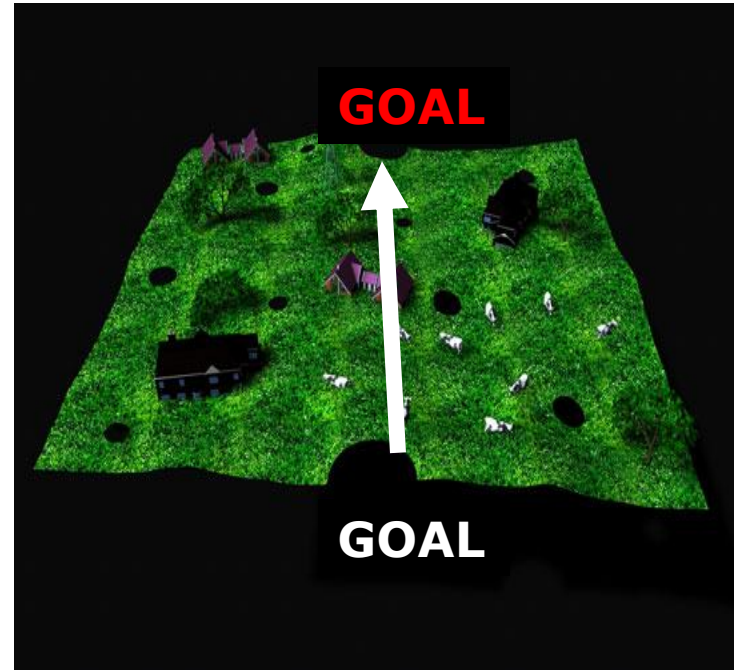
The playing balls can have different sizes, weights or ratings (points).



## Principle

As soon as one player has finished his moves, the other player is on.

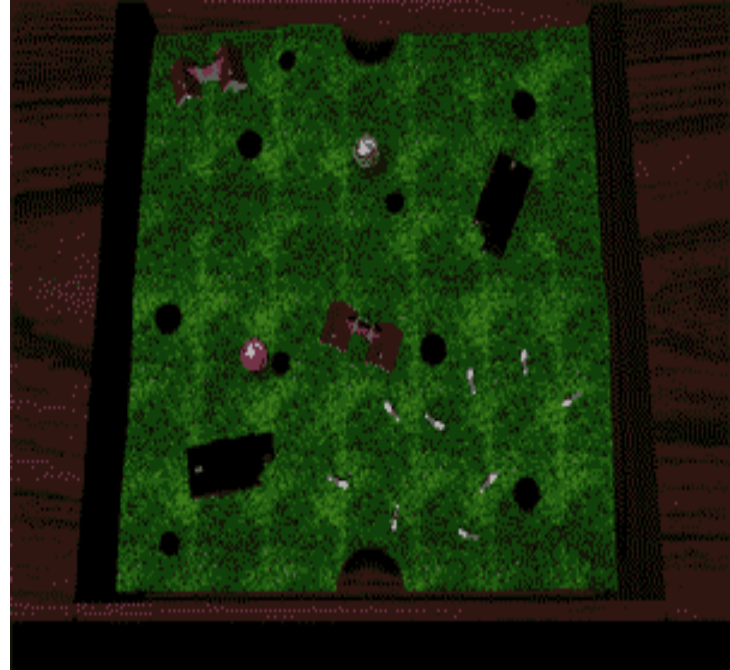
Now it is up to the opponent to navigate his playing balls towards the opposite goal.



# Principle

**Everything boils down to hole-in as many playing balls into the opponent's goal as possible.**

**This is not all too easy when there are about 10 playing balls in the rink at the SAME time. Each player has more than just one playing ball to be navigated.**





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# Prototype

**In a nutshell RambleGamble©  
is a solid and decorative coffee  
or side table.**



# Prototype

**Simply because of the fact that everything that one would place up on a regular coffee or side table can easily be placed up on the resitant glass panel of RambleGamble© as well.**



# Prototype

**But as soon as the occasion arises, RambleGamble© turns out to be an interesting as well as communicative game.**



# Prototype

**There are many different  
rinks and landscapes  
possible. And they can easely  
be exchanged as well.**



# Prototype

No matter, wheather a  
classic and well defined  
Labyrinth Game...



# Prototype

...or an open and mirrored  
fools garden.



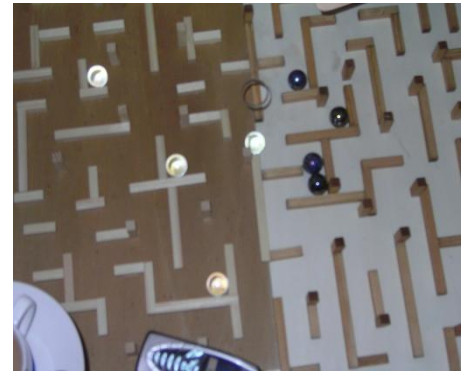


# Prototype

**The principle remains the same: Try to sink as many playing balls as possible – by chance, or luck or even strategy.**







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## **Board Game**

**Sure enough, RambleGamble©  
can be produced in a much  
smaller version and without  
any table, too.**

**Measures: i.e. 40x50 cm**



## Board Game

Nevertheless, there are different decorative rinks possible in the smaller version also.



## Board Game

The rinks are, of course, exchanable in the board game as well.





## Board Game

However, the general run and raster mechanism as well as its functionality are identical to the table game.



## Board Game

That way the board game can be played by one or two people as well.







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# Market

**RambleGamble© was primarily designed as a coffee or a side table within the living room.**

**For distribution, the furniture retail industry as well as broad furniture markets come into question.**



# Market

**For the board game,  
specialised toy stores,  
supermarkets and libraries  
come into question.**



# Market

However, both versions can be put to use in restaurants, bars and cafés, airports as well as train stations.



# Market

**But there are other holding areas, such as the doctor's, in the office, authorities or the lobby of a hotel, that are perfectly suitable for RambleGamble©.**

**Kindergardens, schools or community centers could be considered also.**



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# Contact

## Stefan Meyhoefer

Elebeken 9  
22299 Hamburg

Tel.: +49 (0)40 67956145  
Mobil: +49 (0)175 2251346  
E-Mail: [meyhoefer@contentville.de](mailto:meyhoefer@contentville.de)



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## Stefan Meyhoefer

**Elebeken 9  
22299 Hamburg**

**Tel.: +49 (0)40 67956145  
Mobil: +49 (0)175 2251346  
E-Mail: meyhoefer@contentville.de**

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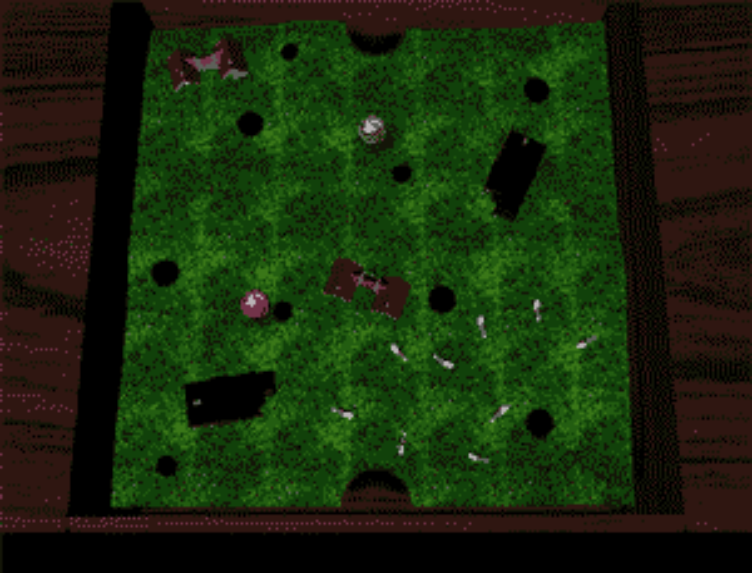
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**Thank you for your interest!**