

Moves:

You can only place a "BUZ Strength" next to a BUZ Power providing the number is on the cell list of the BUZ Power.

If you can't move you have a few options.

1. You can start coming back from the other player's BUZ Power to yours in an anticlockwise way.
2. You can pass (miss the shot) - forfeit the strength that is on top of the pile (place it on the bottom).
3. You can place a BUZ strength next to one of your BUZ Power's even if it has one next to it, providing the number is on the cell list.

When you come to a super BUZagon space you can place only a super BUZagon on it.

When you reach a BUZ Power space, pick the next BUZ Power on the pile and place it on the space only if it has the Strength number on it's cell list, otherwise you will have to choose one of you "can't move" options.

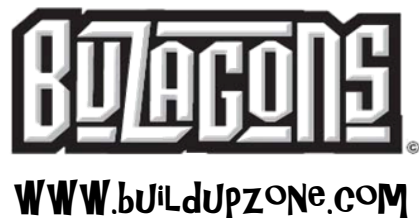
THE BLOCK:

You are allowed only one block per game

To make a block for your opponent you will force them to use the long way around their BUZ Power.

You can decide when to use a block move. To do a block you must use a BUZ Strength that's number appears on the BUZ Power cell list. (See Fig ii)

The winner is the first to connect from their BUZ Power to the others.



Introducing the amazing collector cards from BUZ. 60 cards to collect. BUZ Strengths, BUZ Power, and Super BUZagons (Foil cards).

**Collect . Swap . Games . Rewards**  
**Great resource for teachers, chaplains**  
**and others who work with children**  
**GREAT TOOL FOR BUILDING**  
**SOCIAL AND EMOTIONAL SKILLS**

**ALSO AVAILABLE**  
**BUZAGON TATTOOS**  
16 Strengths 1 BUZ Power 3 Super BUZagons.

# BUZAGONS LIST © Nurture Works

SUPER BUZAGON's	No	Information	Power	Value	Trait
Love	1	Love is the greatest, it overcomes all fear	50	50	50
Hope	2	A hope is more powerful than a wish	40	45	45
Faith	3	Faith is believing and trusting	30	45	45
<b>BUZAGON Strengths</b>					
Confidence	4	Confidence is believing you CAN	20	35	45
Courage	5	Courage is what you need to overcome fear	30	30	40
Empathy	6	Empathy is putting yourself in the other person's shoes	15	45	40
Fairness	7	Fairness is treating others the way you want to be treated	20	35	45
Forgiveness	8	Forgiveness is the glue that repairs a broken friendship	25	35	40
Friendship	9	To have a friend, you've got to be a friend	15	40	45
Determination	10	Determination is sticking at something even when it's hard	30	35	35
Honesty	11	Being truthful can help you gain trust and self respect	40	30	30
Loyalty	12	Loyalty is standing up for others or for what is right	15	40	45
Kindness	13	Kindness is being thoughtful and caring	15	45	40
Patience	14	Patience is knowing when to wait, when to accept & when to act	30	35	35
Peacemaking	15	Peacemaking is calmly solving conflict so everyone wins	20	45	35
Respect	16	Respect is treating others and yourself as a treasure	25	30	45
Self-Control	17	Self Control is being boss of your feelings, thoughts and actions	30	30	40
Humility	18	Humility allowing someone else's light to shine	20	35	45
Wisdom	19	Wisdom is knowing what to do with what you know	35	30	35

BUZ Powers - The power to...		Strength cell number
cooperate with others	20	6, 7, 8, 9, 11, 13, 14, 15, 16
communicate	21	4, 6, 11, 13, 18, 1
believe in oneself	22	4, 7, 11, 16, 18, 2, 3
stand up for something	23	4, 5, 10, 12, 14, 15, 19, 3
personal happiness	24	4, 7, 8, 9, 13, 16, 19, 2, 3
grow and change	25	5, 8, 10, 11, 14, 16, 17, 18, 19
handle feelings	26	6, 10, 11, 14, 15, 16, 17, 19
to bounce back	27	5, 8, 10, 11, 14, 19, 2
overcome fear & failure	28	5, 8, 10, 11, 17, 18, 19, 2, 1
make good choices	29	5, 7, 10, 11, 16, 17, 19
solve problems	30	5, 6, 10, 12, 14, 15, 17, 19

## MORE BUZAGON GAME IDEAS

### BUZAGON – RACE AROUND THE CLOCK

Layout 6 Cluster-boards in a Honeycomb (See Fig i)

Each player has a bundle of BUZAGONS – one Blue set, one red set.

Separate the BUZAGONS into 3 Piles.

Strengths, Powers and Super BUZAGONS.

Decide who goes first.

First player picks the top BUZ Power and places it on the Cluster-board in the “BUZ Power” space closest to them.

Second Player does the same on their side of the board.

The game has started.

The aim of the game is to fill the spaces around the honeycomb from your BUZ Power to the opposite player's Power. (Both players must make their moves in a clockwise order.)

Take it in turns.

