



Ant Colony Game

by OUTSET

ISBN: 625012192408
Binding: Unknown
Publisher: Outset Media
Pub. Date:
Pages:
Price: \$20.00

Ant Colony is loads of cooperative fun. Players must overcome obstacles as they work together to build an ant colony. Just watch out for hidden rocks, angry beetles, and pesky anteaters! Number of Players: 2 to 6



Charades Family Charades In A Box Game

by OUTSET

ISBN: 625012111669
Binding: Unknown
Publisher: Outset Media
Pub. Date:
Pages:
Price: \$30.00

contents:

- o 6 decks of charades cards, 60 cards per deck
- o 1 jumbo spinner
- o 30 second sand timer
- o 1 giant set of instructions featuring every hand symbol you could want to know

Picture charades (ages 4+)

Picture Charades makes it easy for the wee ones to act out! The best part - the pictures are open to interpretation, and it's up to the children to decide what they are supposed to be acting.

Kids charades (ages 7+) Easy-to-read and easy-to-act, these charades are perfect for youngsters who want to act out and have fun.

Family charades (ages 8+)

Slightly more challenging! A little more fun! And oodles of laughter for the whole family!

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Code Hopper

by MINDWARE

ISBN: 889070330831
Binding:
Publisher:
Pub. Date:
Pages:
Price: \$35.00

This active game keeps bodies busy while young brains gain valuable practice in sequencing, decision making and following commands just like a computer. Bright foam mats that link together create a flowchart of fun and simulate the logic of computer code. Simple actions include "Touch your nose" and "Kick your leg" while decisions like "Do you see a circle?" lead children down different paths. The enclosed parent guide defines the coding concepts to further build a foundation for STEM success. • Contents: 12 two-sided mats and parent guide

- Code Hopper introduces preschoolers to computer coding in a hop, skip and a jump
- Encourages active play Age Recommendation: Ages 3 and up



Creature

Andrew Zuckerman



matching game

Creature Matching Game

by Andrew Zuckerman

ISBN: 9781452117232
Binding: Unknown
Publisher: Chronicle Books
Pub. Date: 09/14
Pages: 36
Price: \$21.99

Mix and match with this classic matching game, which includes 36 jumbo-sized cards featuring Andrew Zuckerman's engaging illustrations of animals familiar and exotic. Children will adore pairing striking photographs of dik-dik antelopes, grizzly bears, and tree frogs as they develop memory, concentration, and identification skills.

Ages: 3 and up

Fish Stix Game

by PEACEBALE KINGDOM



ISBN: 643356042852
Binding: Unknown
Publisher:
Pub. Date:
Pages:
Price: \$22.00

The game where every fish counts! Match fish row by row, the more you match the faster you go! Fish Stix is a visual strategy game that takes just seconds to learn. Children of different ages will have fun playing together. A different game every time you play! 2-4 players. Ages 6+

Gobblestones

by R & R GAMES



ISBN: 631080156907
Binding:
Publisher:
Pub. Date:
Pages:
Price: \$22.00

The family strategy game that's easy to learn and gobs of fun to play! Players are hungry little goblins, trying to gobble up as many stones as possible to score points. Be a clever goblin and eat up the most valuable stones, but don't be too greedy.... a stuffed goblin is a slow goblin! The more stones you gobble, the bigger you get, and the fattest goblin wins!

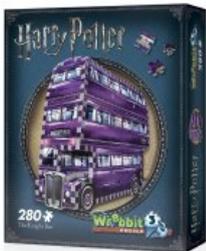
Ages: 10 and up

Players: 2-4

Play Time: 30 minutes

Harry Potter Knight Bus 3d Puzzle

by WREBBIT



ISBN: 665541005077
Binding: Unknown
Publisher:
Pub. Date:
Pages:
Price: \$30.00

If you're a stranded wizard in need of an urgent, safe and discreet form of transportation, simply stick out your wand arm close to the curb and The Knight Bus will appear. Once on board, this purple triple-decker bus will squeeze through small spaces and travel quicker than a regular bus to make sure you reach your destination in time. But one question remains: how fast can you build this 280-piece Harry Potter™ 3D puzzle?



Imitator Game

by MINDWARE



ISBN: 192073259789

Binding:

Publisher:

Pub. Date:

Pages:

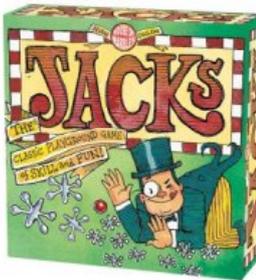
Price: \$19.00

Imitator is the fast-thinking party game that sounds like... a giraffe? popcorn? the Taj Mahal? In this fun, family-friendly game of noise-making and imitating, players take turns making sounds represented by the twelve always-changing image cards. The goal is to imitate a sound closely enough for another player to guess the right image. Guess correctly and you claim the image card. The first person to collect five image cards wins! Game includes 12 number cards, 90 image cards and 12 number tokens—all packed in an eye catching take-anywhere tin. 3 to 8 players. Ages 6 and up.

Jacks Classic

The Classic Playground Game of Skill and Fun!

by HOUSE OF MARBLES



ISBN: 5014631009252

Binding: Unknown

Publisher: House of Marbles

Pub. Date: 02/06

Pages:

Price: \$8.50

An exciting playground game which everyone should play as a child. The set includes proper, solid metal jacks stars, a bouncy ball and a bag to take them to school in.

Ages: 3 and Up

Jungle Game

by JANOD



ISBN: 3700217327415

Binding: Unknown

Publisher:

Pub. Date:

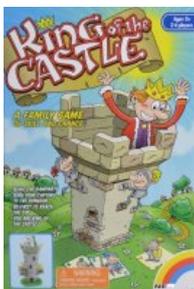
Pages:

Price: \$30.00

In Jungle! players select one of the wooden animal tokens and roll a die to ascend the (actually 3D!) mountain. Ladders can boost you up a level, and waterfalls wash you back down. By adding a physical component to the climb and shortening the number of spaces to travel, this becomes a perfect first game for your child and a perfect play-on-your-own for friends and siblings. The mountain and colourful characters allow for great imaginative play outside the game as well! 2-4 players, ages 5-10.

The King Of The Castle

by NEW ENTERTAINMENT



ISBN: 703396010768

Binding: Unknown

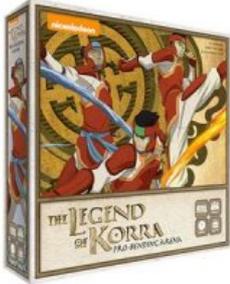
Publisher:

Pub. Date:

Pages:

Price: \$21.00

Climb to victory! The King of the Castle is a fun family game of both skill and chance. Players scale the ramparts, send their captors to the dungeon and try to be the first to reach the top. A 3D castle tower and colourful cards are great to play with for your little ones. This game helps enhance hand-eye coordination, strategical thinking and fosters a fun but competitive spirit. 15 minute playing time. 2-4 players, ages 6+.



Legend Of Korra Pro Bending Game

by IDW PUBLISHING

ISBN: 9781640311824
Binding:
Publisher:
Pub. Date:
Pages:
Price: \$50.00

Focusing on the rivalry between the Future Industries Fire Ferrets and The White Falls Wolfbats, The Legend of Korra: Pro-Bending Arena has two players each taking control of a team, drafting card decks for their benders, then playing cards to place elemental tokens around the board in an effort to overwhelm their opponent. As in the show, pro-bending matches are a game of push and pull, with an objective toward being the team that has either advanced the farthest forward, or completely knocked their competitors out of the ring.

Ages: 12 plus

Players: 2

Playtime: 30-45 minutes



Legend Of The Wendigo Game

by SCORPION MASQUE

ISBN: 807658000778
Binding: Unknown
Publisher:
Pub. Date:
Pages:
Price: \$30.00

All of the Junior Chipmunk Scouts gathered around the fire to hear the troop leader tell the terrifying legend of the Wendigo — a dreadful creature with a heart of ice. The legend says that the Wendigo's spirit still roams the forest and attacks anyone who dares to speak its name....Work together to find the Wendigo if you ever want to see home again!In The Legend of the Wendigo, one player plays as the Wendigo's spirit, which has taken on the appearance of one of the scouts. Each night, it steals another scout; each day, the other players can check the identity of a scout on the table. If they unmask the Wendigo before it's too late, they win the game. Otherwise, the Wendigo player wins!2-6 players. Ages 6 and up.



The Magic Labyrinth

by LION RAMPANT

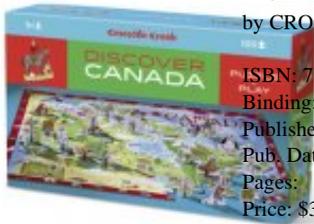
ISBN: 4001504871369
Binding: Unknown
Publisher:
Pub. Date:
Pages:
Price: \$36.50

The little magician apprentices have lost some objects in the magic maze. Now they try to collect them before the Master notices anything. However, in the maze the little magicians always bump against invisible walls. So they have to make their way through the maze by means of a good memory and lots of skill. You have to move a character through the board but you're trying to do so with a labyrinth below the first board. The character is joined with a magnetic ball so if you hit a wall the ball drops and you have to start again.

Ages: 6 and up

Players: 2 to 4

Play Time: 20-30 minutes



Puz Discover Canada 100pcs

by CROCODILE CREEK

ISBN: 732396292058

Binding:

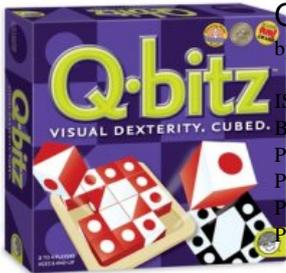
Publisher:

Pub. Date:

Pages:

Price: \$35.00

This giant floor 100 piece jigsaw puzzle is a perfect for little ones to learn about Canada, the provinces and the icon landmarks. The 3 foot puzzle also comes with 21 stand-up figures to use in seek and find game. A guide book is included that has facts about each province. Great for all ages and family fun.
Ages: 4-6 years



Q-bitz

by MINDWARE

ISBN: 736970440026

Binding:

Publisher:

Pub. Date:

Pages:

Price: \$40.00

Three different types of visual challenges make Q-bitz the perfect game for multiple playing styles. Round One is all about speed as players race to manipulate their cubes to copy the pattern on the Q-bitz card. The first player to complete the pattern keeps the card. Round Two adds luck to the equation, as players roll their cubes to match the pattern. Round Three really tests brain power, as players must re-create the pattern from memory. Collect the most cards and win! Ages: 8 and up
Players: 2 to 4



Qwirkle Travel Game

by MINDWARE

ISBN: 736970521329

Binding: Unknown

Publisher: MindWare

Pub. Date:

Pages:

Price: \$23.00

This tactile block game combines logic and strategy with easy-to-learn rules. Plan your moves to create columns and rows of matching colors and shapes; score big when you place a tile that works in multiple directions. It's a perfect game for travel. Contents: 108 wooden mini tiles, a sturdy travel pouch, instruction booklet. Number of Players: 2 to 4



Rainbow Fish Share & Sparkle Game

Share and Sparkle Game

by MINDWARE

ISBN: 889070593595

Binding: Unknown

Publisher: MindWare

Pub. Date:

Pages:

Price: \$30.00

Set in the wonderful world of the Rainbow Fish, this cooperative game is about sharing the fun! Players must work together to collect all of The Rainbow Fish's sparkly scales so it can swim in the waves before they reach shore. This is a fun game that teaches children that everyone wins when they all share and work together. The Share and Sparkle Game teaches children about colors, counting, benefits of delayed gratification and how most things can be accomplished when you work together – all within the delightful underwater setting created by Marcus Pfister. • Learn about the fun and satisfaction of working together

- Play in the beautiful world of the Rainbow Fish
- Teaches: cooperation, color recognition, counting, sharing, planning
- Comes with: sea board, four Rainbow Fish boards, marker with stand, 29 scales, die, rules
- 2 to 4 players Age Recommendation: Ages 3 and up



Snow Snow Game

by DJECO

ISBN: 3070900084926

Binding:

Publisher:

Pub. Date:

Pages:

Price: \$40.00

A gorgeous co-op game that challenges players to help four snowmen across a melting river. Rolling a die, move each snowman piece by piece across the ice, but watch out! If you roll a sun, one ice piece melts away. Beautiful 3D snowmen and a fun theme make this a great game to teach children to take turns and make choices while winning or losing together! 2-5 players. Ages 3 and up.



Spectracube Game

by FUNNYBONE TOYS

ISBN: 858170003433
Binding: Unknown
Publisher:
Pub. Date:
Pages:
Price: \$22.00

Spectracube offers SIX different games, using a set of primary and a set of secondary color cubes.

SPECTACULAR SHUFFLE

Roll primary and secondary Spectracubes to create the highest scoring spectrum straights, pairs and 3 of a kind! Do you take the risk to roll again?

GREEDY GRAB

Be the quickest player to roll colors that match the center cubes and grab them! Roll again before other players and grab what's left!

YOU SCORE!

There are so many ways to score in this game that you may think you're way ahead of the competition! But watch out—a few quick rolls, and your competition could catch up!

BLOTCH OUT!

Try not to Blotch Out! Avoid the "Color Blotch" Spectracubes. Sound easy? Not so fast... You'll learn a lot about chance in this game!

RUMMY ROLL

Quick eyes and fast rolls get you winning—as you place your Spectracubes into Rummy straights and sets!

SPECTRA-SLAM!

Roll the Spectra-Slam cubes to win. This game gets more intense as players approach ...



Spicy Dice

by ENGINUITY

ISBN: 633761101114
Binding: Unknown
Publisher:
Pub. Date:
Pages:
Price: \$19.00

Twenty four unique dice and six dice rolling games to play. It also has a section on guiding the player to create their own dice games. 2-4 players. Ages 8 and up.



Sticky Chameleons Game

by IELLO

ISBN: 3760175514081
Binding: Unknown
Publisher:
Pub. Date:
Pages:
Price: \$16.50

At meal time, a whole bunch of insects swirl around you. Your sharp eye noticed the plumpest one who looks tastier than the others. But you are not the only one who saw it! Equipped with your sticky hand, throw your best "tongue shot" to catch this Insect first and win a Yummy token. However, be careful not to tangle your tongue with other chameleons' tongues or to get stung by a wasp. Be the fastest at this meal to be victorious, since the first player to win 5 Yummy tokens wins the game!" Players: 2-6. Ages: 6+. Play Time: 15 min.



Sumo Slam

by RIDLEY'S GAMES

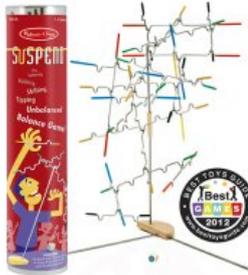


ISBN: 5055923751909
Binding: Unknown
Publisher:
Pub. Date:
Pages:
Price: \$25.00

Ridley's Sumo Slam Game will test your throwing skills as you take turns to slam your sumo into the dohyo ring and win points depending on how your Sumo lands. A rapid-fire, hi-energy contest for 2 or more players that you can play anywhere and everywhere - take it away in its very own noodle box with sushi-style carry case. Prepare for battle and get slamming! Two or more players. Ages 7+

Suspend

by MELISSA & DOUG

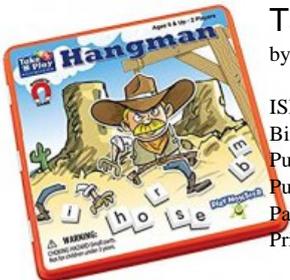


ISBN: 000772143714
Binding: Hardback
Publisher: Melissa & Doug
Pub. Date:
Pages:
Price: \$23.00

A family game of tricky hangs and steady hands! Try this hanging balance game and you'll be hooked! Suspend comes with 24 notched, rubber-tipped wire pieces to hang from a tabletop stand. Sound easy? Try adding another piece! Each time a bar is added, the balance shifts, the difficulty changes and the incredible midair sculpture transforms. Can you add all your game pieces without making it fall? Ages: 8 and up
Players: 1 to 4

Take 'n' Play Hangman Game (magnetic)

by PATCH



ISBN: 038901006739
Binding: Unknown
Publisher: PlayMonster
Pub. Date:
Pages:
Price: \$10.00

Take 'N Play Anywhere games feature big playing pieces that are easy for kids to use and hard for kids to lose. In this game both the letters and the body parts are magnetic allowing you to play the classic game anywhere. For 2 players. Recommended for ages 5 and up.

Tiddlywinks

by HOUSE OF MARBLES



ISBN: 5014631003694
Binding: Unknown
Publisher: House of Marbles
Pub. Date:
Pages:
Price: \$8.50

Can you Squop your opponents Wink with your Squidger? By the way, a Squidger is the big disc you press on the wink to send it flying and to 'Squop' is to cover your opponents wink with one of your own. Now you know. We'll tip you the wink! This is a fabulous little set of tiddlywinks, with a cup and a bag which is perfect for playing anywhere.
Ages: 3 and Up



Treasure Rush Game

by BLUE ORANGE

ISBN: 3770000904642
Binding: Unknown
Publisher:
Pub. Date:
Pages:
Price: \$18.00

Each player in Treasure Rush has a set of six double-sided adventurer cards, and they need to use these cards to find the treasure before everybody else. But what treasure do they seek? Flip over the top treasure map card to see. This card will show a number of icons between the starting point and the X where the treasure is located. Once this card is revealed, you need to race to find the right images on your adventurer cards and build a path with them from your starting point toward the treasure chest. If the path is fewer than six items long, then you must hide the unneeded cards underneath other cards. Whoever finishes first calls done, and if their path is correct, they win the treasure map card; if not, then they're out of the round and everyone else continues the race to be first. Whoever first claims five treasure map cards wins! 2-4 players. Ages 7+. Playing time is approximately 10 mins.



Wooden Airship 3d Puzzle

by ROBOTIME TECHNOLOGY

ISBN: 6946785165746
Binding: Unknown
Publisher:
Pub. Date:
Pages:
Price: \$55.00

Estimated assembly time: 5 hours. Age Range: 14 years + Warning: Small Parts Not for Children under 3 years old



Wooden Magnetic Matching Picture Game

by MELISSA & DOUG

ISBN: 000772099189
Binding: Unknown
Series: Skill Builders - Early Learning
Publisher: Melissa & Doug
Pub. Date:
Pages:
Price: \$27.00

Combine more than 100 wooden magnets to recreate and bring to life imaginative scenes! Fit a large background scene on the magnetic game board, choose one of the small suggestion cards with the same background, then find and place the magnets that match the suggested picture. The set includes 119 wooden magnets, 2 double-sided background cards, 4 double-sided suggestion cards, a magnetic game board that stands up in a sturdy wooden storage case with handle. Kids three and older will have fun while honing fine motor, matching, colour recognition, and problem-solving skills!



Wormy Apple Card Game

by OUTSET

ISBN: 625012193108
Binding: Unknown
Publisher: Outset Media
Pub. Date:
Pages:
Price: \$13.00

Wormy Apple is a matching card game for little ones. It features an apple-shaped deck of cards filled with colorful illustrations as sweet as pie. Players must match their way through the apple orchard...while side-stepping the Wormy Apple of course! 2+ players. Ages 3 and up.



Zombie Kidz Evolution

by SCORPION MASQUE

ISBN: 807658000792

Binding: Unknown

Publisher:

Pub. Date:

Pages:

Price: \$30.00

Zombie Kidz Evolution is the first "legacy"-style game for kids, with basic gameplay similar to the 2013 title *Zombie Kidz* — but things will quickly evolve! In the game, the young players are at school when zombies start to attack, infiltrating the entryways, then barring the way to classrooms. Players move through rooms and entryways to eliminate zombies and keep the zombie reserve full. If a zombie must enter the school but none are available, then the school has been overrun and the players lose. To win the game, players need to lock each of the four entryways as apparently the custodian has abandoned the post and given up the school for lost. As players get better, they can complete missions, track their development through a trophy-sticker system reminiscent of video games, and open envelopes that contain new material for the game, upping the challenge they face while also providing them with new powers and new heroes as well. 2-4 players. Ages 7 and up.