


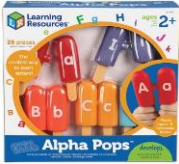
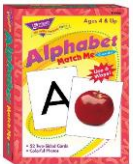

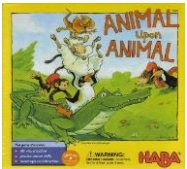
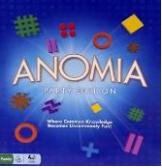





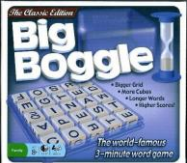



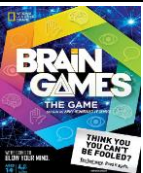
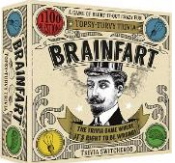






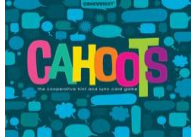


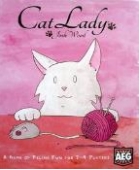



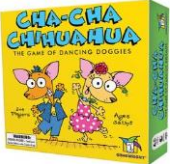


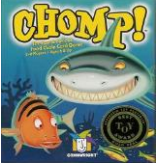


<u>Photo</u>	<u>Title</u>	<u>Ages</u>	<u>Players</u>	<u>Playing Time</u>	<u>About</u>
	5 Second Rule Jr.	6+	3-6	N/A	It seems easy to name 3 ice cream flavors, but can you do it with time twisting down quickly? Just say what comes to mind...if it's not a right answer, maybe it'll be a funny one. A family version of 5 Second Rule. Read a card and give an answer - but you have to do it in 5 seconds.
	Aboriginal Tucker Puzzle (NEW)	12+	1+	N/A	N/A
	After Words	8+	2-4	N/A	Think fast! In this quick-paced, open-ended, vocabulary-building game, players must nimbly name a word that matches one of their category cards AND begins with the letter in play on the board. Think fast before the timer runs out, and be the first to discard all of your cards to win in this rapid recall game! Perfect for family game night, AfterWORDS encourages quick-thinking skills, helps build vocabulary, and promotes good sportsmanship for 2-4 players!
	Alpha Pops	2+	1	N/A	A fun way for young children to develop letter recognition, matching skills, color identification, and fine motor skills.
	Alphabet Match Me Cards	4 +	1	N/A	A matching, memory and word or picture recognition game.
	Animal Habitats Memory Match	3+	1	N/A	Match the animal to its correct habitat!
	Animal Upon Animal	4+	2-4	15 min.	The animals want to show how good they are at making tall pyramids! Each turn a player rolls the die and either places one or two animals on to the stack of animals, passes one of his or her animals to another player for them to place, or places an animal on the table, extending the base for other players to build upon. Of course, if any pieces fall off whilst you are building, you get up to two of them back. The first player to have used all of their animals wins. This game, intended for children, is equally popular with adults.




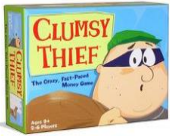



	Anomia	10+	3-6	30 min.	Anomia is simple. Players flip cards in turn until the symbols on two players' cards match. Matching players must race to give an example of the category on their opponent's card. Whoever blurts out a correct answer first wins their opponent's card, and drawing continues.
	Antiquity Quest	10+	2-8	30-90 min.	The concept centers on how ancient antiquities and priceless treasures are being stolen at an alarming rate by tycoons for their private collections, when really these artifacts should be kept in museums to be admired by all. The objective is for players to assemble collections of antiques and treasures; whoever collects the most prestigious collection wins, earning the coveted job as Beckston University archaeology professor Nigel Remington's personal assistant! Putting together a flawless collection is no easy challenge, since your competitors will always be attempting to sabotage you. More than luck, strategy and careful planning are needed to win this game.
	Arckit GO Colors	10+	1	N/A	Inspired by contemporary building forms and playful colours frequently used in modern architecture, GO Colours 2.0 is a fun way to learn design skills early on. Large floor plates and easy 'click and connect' components make this the perfect starter set for budding architects to spontaneously explore and visualize their ideas. Perfect as an advanced stand-alone kit for fun and educational use.
	BANG!	8+	3-8	20-40 min.	Each player has his or her own goal, according to their roles of Sheriff, Outlaws, Deputies, and Renegade. Game ends when 1) Sheriff is killed; or 2) all Outlaws and the Renegade are killed.
	Battle Sheep	7+	2-4	15 min.	In Battle Sheep (first released as Splits), players start the game by constructing the board from identical four-hex tiles, then each player places his/her tall stack of discs on one of the border hexes. Players take turns removing some number of discs from the top of one of their stacks, moving that new stack of discs as far away as it can go in a straight line. Players must leave at least one disc behind when moving, so the board gradually fills up and movement opportunities become more and more scarce. The player occupying the most spaces at the end of the game wins!
	Beagle or Bagel?	7+	2-6	15 min.	Who knew sleeping dogs and bagels could have such striking similarities? Flip cards quickly and be the first to call out "beagle" or "bagel" depending on which one is showing the most on the table. After a while, you won't know if you are looking at a furry friend in a ball, or a yummy bread roll! The goofy card game Beagle or Bagel? offers three ways of playing to challenge your visual perception in fun and unpredictable ways!
	Bears Vs Babies	10+	2-5	20 min.	A Family-friendly, highly-strategic party game. Build amazing Bears (and other Monsters) strong enough to eat the horrible Babies when they attack.




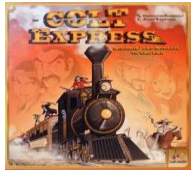

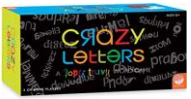

	Bellz!	6+	2-4	15 min.	BELLZ! is the portable magnetic game that's easy to play and hard to put down. Just unzip the pouch and you're ready to play! Use the magnetic wand to pick up bells of one color. If you pick up more than one color, put all the bells back and start over. Collect ten bells of the same color and you win!
	Big Boggle	8+	2+	15-30 min.	"Boggle, the world-famous 3-minute word game is now available as "Big Boggle. The new "Double Letter" cube makes it easier to form longer words. Big Boggle contains a bigger grid, more cubes and allows for higher scores. Players shake up the 25 letter cubes and try to spot as many hidden words as they race against the 3 minute sand timer. When time runs out, players compare their lists and score for each unique word they've found. The player with the highest score wins"
	Blink	7+	2	2 min.	Players must match the shape, count, or color on the cards. The first player out of cards wins.
	Blurt!	7+	3-12	60 min.	A vocabulary game which expands and builds the players' knowledge of English language vocabulary. The object of the game is for players or teams to return to start after circling the game board.
	Bounce-Off	7+	2-4	15 min.	Bounce-Off is a ball-bouncing game for two to four players where the object is to use the balls to make a pattern shown on a card. If you're playing with two two-player teams, each team gets four balls. If you're only playing with two players, each player gets eight balls. Flip over one of the pattern cards to see which pattern you need to create. The green cards are easier than the blue cards. Then, you can either take turns bouncing your balls into the grid or bounce the balls all at once. If your balls create the pattern first, you win that card. The first team or player with three cards wins the game.
	Brain Games: the Game	14+	3-6	N/A	Answer mind-bending challenges in four categories: vision, logic, language, and mind & body.
	Brainfart	14 +	2 +	N/A	Is it legal to wave at a stranger? Is James Bond a virgin? Do people sing in the shower? Can breath mints treat a stiff neck? And do neighbors appreciate loud parties on weeknights? In Brainfart, players are faced with 1,100 inane, ridiculous, and laugh-out-loud questions. The challenge? To blurt out the opposite of the correct answer with no time for thinking. It's harder than it sounds!! Brainfart is an incredibly entertaining game, where a yes is a no and a no is a yes - get ready for excruciating slips of the tongue and hysterical laughter! Do you have a tattoo in your ear canal? Does a Porta-Potty smell like roses? Is it possible to find fresh bread in Greece? Who can keep it going the longest and who blanks out completely? Brainfart is an irresistible game that will put everyone in the room in a a good mood in a split second! The perfect gift, it's ideal for a cozy night in, a lively party, or a dinner with friends!

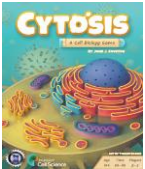
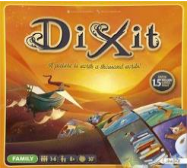
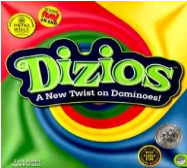

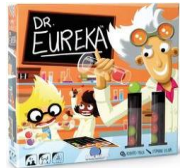


	Brain Quest for the Car (NEW)	7-12	1+	N/A	Culture, customs and the O.K. Corral. Natural wonders and notable Americans--Benjamin Franklin to Susan B. Anthony to Dr. Seuss. Plus state capitals, historical milestones, geographical oddities, mythic figures. It's the American-ness of America, from Johnny Appleseed to the Motown sound. And it makes every trip a learning adventure.
	Brain Quest Grade 3 (NEW)	8-9	1+	N/A	Brain Quest is beloved by kids, trusted by parents, used and recommended by teachers. It's the curriculum-based, fast-paced, question-and-answer game that challenges kids on the stuff they need to know, when they need to know it. It's the brand that says "It's fun to be smart!" And it delivers. For the fourth edition every deck is thoroughly revised and includes 20 percent new material. The content aligns with national and state standards and is overseen by the Brain Quest Advisory Board, a panel of award-winning educators, each a recent state teacher-of-the-year award winner or a recipient of the prestigious Milken Educator Award.
	Brain Quest Grade 4 (NEW)	9-10	1+	N/A	Brain Quest is beloved by kids, trusted by parents, used and recommended by teachers. It's the curriculum-based, fast-paced, question-and-answer game that challenges kids on the stuff they need to know, when they need to know it. It's the brand that says "It's fun to be smart!" And it delivers. For the fourth edition every deck is thoroughly revised and includes 20 percent new material. The content aligns with national and state standards and is overseen by the Brain Quest Advisory Board, a panel of award-winning educators, each a recent state teacher-of-the-year award winner or a recipient of the prestigious Milken Educator Award.
	Brain Quest Grade 5 (NEW)	10-11	1+	N/A	Brain Quest is beloved by kids, trusted by parents, used and recommended by teachers. It's the curriculum-based, fast-paced, question-and-answer game that challenges kids on the stuff they need to know, when they need to know it. It's the brand that says "It's fun to be smart!" And it delivers. For the fourth edition every deck is thoroughly revised and includes 20 percent new material. The content aligns with national and state standards and is overseen by the Brain Quest Advisory Board, a panel of award-winning educators, each a recent state teacher-of-the-year award winner or a recipient of the prestigious Milken Educator Award.
	Brain Quest Grade 6 (NEW)	11-12	1+	N/A	Brain Quest is beloved by kids, trusted by parents, used and recommended by teachers. It's the curriculum-based, fast-paced, question-and-answer game that challenges kids on the stuff they need to know, when they need to know it. It's the brand that says "It's fun to be smart!" And it delivers. For the fourth edition every deck is thoroughly revised and includes 20 percent new material. The content aligns with national and state standards and is overseen by the Brain Quest Advisory Board, a panel of award-winning educators, each a recent state teacher-of-the-year award winner or a recipient of the prestigious Milken Educator Award.
	Brain Quest Grade 7 (NEW)	12-13	1+	N/A	Brain Quest is beloved by kids, trusted by parents, used and recommended by teachers. It's the curriculum-based, fast-paced, question-and-answer game that challenges kids on the stuff they need to know, when they need to know it. It's the brand that says "It's fun to be smart!" And it delivers. For the fourth edition every deck is thoroughly revised and includes 20 percent new material. The content aligns with national and state standards and is overseen by the Brain Quest Advisory Board, a panel of award-winning educators, each a recent state teacher-of-the-year award winner or a recipient of the prestigious Milken Educator Award.
	Brain Quest Presidents (NEW)	9+	1+	N/A	It's the upside: Which President doubled the size of the United States with the Louisiana Purchase? The downside: Who found himself in hot water with the Teapot Dome Scandal? And the fun stuff too: How does a President get take-out pizza? It's the story of America's leaders and of American herself. Test yourself, test your friends, your parents, how about your teachers?






	Bugs in the Kitchen	6 +	2-4	15-20 min.	There's a pesky little bug in the kitchen! And it's not just any bug - it's a HEXBUG® nano®, scuttling around the game board! Quick - can you catch it in the trap? By turning knives, forks and spoons you can direct the bug into the trap. Throw the die to discover which utensils you can turn. Catch the bug in the trap and earn a token - the first player to collect 5 tokens wins the game.
	Butts in Space	9 +	2-4	30-45 min.	Oh No! Evil Butt has stolen all of the toilet paper in the universe and destroyed your toilet spaceship. Play as Bow Butt, Hairy Butt, Classy Butt, and Butt Butt as you try to gather more toilet paper than your friends before your toilet spaceship is repaired. Shake things up by unleashing a mighty power fart. Protect yourself from harm by wearing your lucky pair of underwear. Distract your friends with the baffling boob butt, and stare longingly at your collection of cute toilet papers.
	Cahoots	10 +	2-4	20 min.	In this colorful card game, cooperation is key! Play cards to one of four piles by matching color or number. Work together as a team to complete a series of goals - without communicating what's in your hand. Can you make all piles purple or green? Every card lower than four? All cards add up to 10? There's only one way to win before time runs out: play in cahoots!
	Candy Corn Counting	3 +	1	N/A	Practice counting, number recognition, and addition while collecting candy corn!
	Candyland (NEW)	3+	2-4	30 min.	Draw colorful cards to guide your gingerbread man along the rainbow path.
	Cat Lady	14 +	2-4	15-30 min.	In Cat Lady, players are cat ladies, part of an elite group of people including Marie Antoinette and Ernest Hemingway. During the game, you and your fellow cat ladies will draft cards three at a time, collecting toys, food, catnip, costumes, and of course lovable cats. But watch out! Make sure you have enough food for all of your feline friends or your hungry cats will subtract points from your score. The player with the highest total victory points wins the game!
	Catch Phrase	12 +	4+	N/A	Rattle off as many clues as you can until somebody on your team yells the word or phrase you want to hear. Get as physical as you want. Gesture. Say anything you want. Just keep talking. And keep passing. 'Cause if the buzzer goes off while you're holding the disk, the other guys get the point

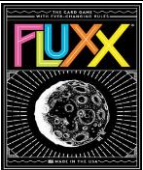





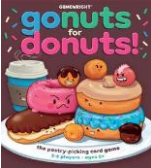
	Cha-Cha Chihuahua	4 +	2-4	15 min.	Jump, jive, and wag your tail! Draw cards to get these peppy perritos to join your doggy dance-a-thon in Cha-Cha Chihuahua: The Game of Dancing Doggies. Paw away another player's pups with some fetching food, but watch out for "siesta" cards that will send your dog-tired dancers straight to the Nap Shack! End the party with the most chihuahuas on your dance floor and you're the cha-cha-champ!
	Chameleon, The	14 +	3-8	15 min.	A bluffing deduction game for everyone. Each round involves two missions, depending on whether you're the Chameleon or not. Mission 1: You are the Chameleon. No one knows your identity except you. Your mission is the blend in, not get caught and to work out the Secret Word. Mission 2: You are not the Chameleon. Try to work out who the Chameleon is without giving away the Secret Word. At the beginning of the round each player receives a card that tells them if they are the Chameleon or hunting the Chameleon. Two dice are rolled and this gives everyone (except the Chameleon) the coordinates to a specific word on a Topic Card – this is the Secret Word for the round. Each Topic Card features 16 related words (e.g. countries, books, food, etc.) Each player must now say a word relating to the Secret Word. The Chameleon can only make an educated guess based on the 16 words in front of them.
	Check the Fridge!	8 +	3-6	10-20 min.	In this crazy bluffing game, players collect food cards that add to 25. Some players offer the food cards you need. Others are shamelessly bluffing. Be clever in who you trust or you may be left with smelly cheese! Addition skills, strategy, and a great poker face are all you need to master this clever game!
	Chickenfoot	6 +	1-8	N/A	Play the domino games you love anywhere with Chicken foot Dominoes To Go from University Games! Dominoes is a fun and easy to learn game that strengthens math skills. This classic set of dominoes includes 55 professional size number dominoes. Stored in a convenient travel compact the dominoes also come with instructions for Chicken foot, Mexican Train, Solitaire and Straight Dominoes. University Games is proud to be the official dominoes used for tournaments around the world.
	Chomp!	6 +	2-6	20 min.	The game consists of a specialized deck of 52 cards which depict various sea creatures on a food chain--plankton, shrimp, little fish, big fish, seal, shark. The higher the creature is on the food chain, the more types of creatures it can chomp. Creatures cannot chomp their own kind, nor can they eat anything higher up on the food chain. Nobody can chomp an octopus or an electric eel, which are special action cards in the game. The game plays rather like the old card game War, with the superior creature "chomping" the others and taking the trick. The first player to collect all the cards wins the game.
	Chronology	14 +	2 +	35 min.	Were ice cream cones invented before or after silver dollars? Did the first drive-in movie come before or after "The Star Spangled Banner" is declared the National Anthem? Now you're playing Chronology, the challenging time line game. Place events in time and put time in its place. Be the first player to build a timeline of 10 event cards. Each player builds a timeline by placing events in the correct chronological order.
	Cinellinx (NEW)	13 +	2-6	30-60 min.	Ready to prove you know more about movies than your friends do? Cinellinx is the perfect way to test your movie knowledge and challenge your friends! The game consists of cards that have actors, directors, movie titles, genres, scenes, or quotes on them. Be the first to discard your hand by finding connections between cards to win.





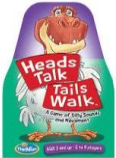

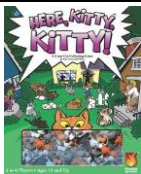
	Circuit Madness	8 +	1	N/A	With this kit, you'll learn the basic science behind electric circuits. Then, follow step-by-step instructions in the included book to build 10 projects that really work. Make a breezy table fan, a speedy motorboat, a roaming robot, and so much more! But that's not all! After you've mastered the projects, use the parts in this kit and your electronic know-how to engineer your very own inventions!
	Circuit Maze	8+	1	N/A	Circuit Maze is an electricity puzzle game. To play, you build a circuit pathway across the game grid from start to finish. When you complete your circuit and light up the designated beacons, you win! Circuit Maze is challenging and fun. Plus, hands-on circuit building teaches you how electricity really works. You'll develop a good mental model for how current flows through an electrical circuit as you play.
	Clip Connect Building Blocks (NEW)	3+	1+	N/A	WESOME Clip Connect are colorful pieces that are designed to develop engineering skills at a young age. Perfect for STEM projects, classroom activities and family game night. Great tool for occupational therapy and autistic individuals: helps improve finger strength, fine motor skills and visual perceptual motor skills. Unique building tool that encourages independent play as well as group activity. There are enough chips included for 3 to 4 players.
	Clumsy Thief	8+	3-6	15 min.	Clumsy thieves may be lurking in your own home. This hilarious fast-paced card game has everyone snatching money---when they dare! Big money's up for grabs and every player joins the fun. This game requires strategy, addition skills, luck and a great sense of humor. HOW TO PLAY: Players make money stacks from their dealt cards. Steal a stack if you have a card equaling \$100 when added to the top card of a stack. But that's just the beginning! Thief cards steal money cards. Jail cards stop thief cards. In the end the player who has the most money wins. Playing time: 15 minutes. Contents: 94 cards and game rules.
	Clumsy Thief Junior	4 +	2-4	N/A	The Clumsy Thief snuck onto our farm and mixed up our stacks of food. Restack food cards by adding numbers to make 10. But watch out! The Clumsy Thief can snatch your stack. Use Trap Cards to stop the Thief. Master adding to 10 in this crazy game of stacking and snatching. The player with the most cards wins!
	Coconuts	6 +	2-4	20 min.	A dexterity game based on the Monkey King, ruler of the Mountain of Monkeys. Players launch coconuts into cups using their monkey launcher to win points.
	Codenames	14 +	2-8	15 min.	Spymasters know the secret identities of 25 agents. Their teammates know the agents only by their codenames. Spymasters take turns giving one-word clues. A clue may relate to multiple words on the table. The field operatives try to guess which words their spymaster meant. When a field operative touches a word, the spymaster reveals its secret identity. If the field operatives guess correctly, they may continue guessing, until they run out of ideas for the given clue or until they hit a wrong person. Then it is the other team's turn to give a clue and guess. The first team to contact all their agents wins the game.



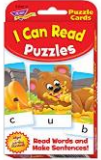


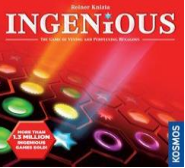
	Code & Go Robot Mouse (NEW)	4-15	1+	N/A	The race is on to build hands-on coding skills! Build your maze, and then use the coding cards to create a step-by-step path for Colby, the Programmable Robot Mouse. Program the sequence of steps, and then watch Colby race to find the cheese! This deluxe set includes 30 double-sided coding cards, 10 double-sided activity cards, cheese wedge, and Activity Guide to provide the perfect hands-on introduction to coding concepts. Create your path with 16 maze grids to create a 20" x 20" maze board, 22 maze walls, and 3 tunnels for endless possibilities. Colby lights-up, makes sounds, and features 2 speeds along with colorful buttons to match coding cards for easy programming and sequencing.
	Color & Egg Set	2 +	1	N/A	Our egg set toddler toys contain 12 unique colored eggs that split into two revealing colors, shapes combinations. Perfect for toddler games, educational toys for preschool games or kindergarten learning games for children to build counting, color and shape skills
	Color Clash	7 +	1-8	10 min.	Color Clash features round cards that have color words in matching or non-matching colors — e.g., the word "orange" written in blue — on the outer edge and a central image in a strong single color. Color Clash includes six colors — red, orange, yellow, green, blue, purple — and spotting these colors quickly is a part of many games in this box. In "Between Four", for example, you lay out the color tiles in the center of the playing area and place all of the cards face down. Players take turns revealing one card, and as soon as four instances of a color are visible — whether in the center of the card, in the color of the word, or in the word itself — the first player to slap the correct color card claims all cards bearing this color. When all of the cards are face up, the game ends and whoever has the most cards wins. In "Antipode", you place all of the cards face up, then everyone races simultaneously to grab (with one hand) pairs of cards in which the color of the word on one card matches the written word on the other and vice versa. Whoever grabs the most correct pairs wins.
	Colt Express	10 +	2-6	40 min.	In Colt Express, you play a "desperado" who attacks a passenger train. No mercy, no possible alliance: between the cars, on the train's roof, bullets come from everywhere. The out-laws are injured. The Marshall patrols the train, thwarts the plans of the bandits. He is an additional threat in this extraordinary project. Who will become the best gunslinger? Who will get the greatest share of the loot? Each character Read more...
	Cover Your Assets	7 +	4-6	30 min.	The new Game where the goal is to be the first millionaire. Stack pairs of assets, to cover your valuables before they are stolen by other players. Defend your assets with like cards in your hand or Gold or Silver Wild Cards. Easy to learn in just minutes, with layers of strategy for years of fun.
	Crazy Letters	10+	2-8	N/A	Players must identify the word on the Crazy Letters cards.
	Cribbage	8 +	2-3	N/A	The classic brain-teasing game, in a traditional wooden form! Cribbage is a 2-4 player game that has remained virtually unchanged since the 17th century, it provides hours upon hours of entertainment value! Using a wooden board, plastic pegs and a deck of standard playing cards, players compete to be the first to score 121 points. This cribbage board features three colors: red, blue and green, and is made from high-quality wood with a durable hinge for easy closure, as well as a plastic slot on the back for convenient peg storage.







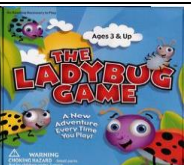
	Cytosis	10 +	2-5	60-90 min.	Cytosis: A Cell Building Game is a worker placement game that takes place inside a human cell. Players start out with a number of workers and on a player's turn, they will place one of their workers in any available location within that cell. Some of the locations provide players with resources (e.g., mRNA, ATP); some with actions (e.g., convert resources, collect cards). Resources are used to build enzymes, hormones and/or receptors, which score Health Points. The player with the most Health Points at the end of the game wins!
	Dixit	8 +	3-6	30 min.	One player is the storyteller for the turn and looks at the images on the 6 cards in her hand. From one of these, she makes up a sentence and says it out loud (without showing the card to the other players). Each other player selects the card in their hands which best matches the sentence and gives the selected card to the storyteller, without showing it to the others. The storyteller shuffles her card with all the received cards. All pictures are shown face up and every player has to bet upon which picture was the storyteller's. If nobody or everybody finds the correct card, the storyteller scores 0, and each of the other players scores 2. Otherwise the storyteller and whoever found the correct answer score 3. Players score 1 point for every vote for their own card. The game ends when the deck is empty or if a player scores 30 points. In either case, the player with the most points wins the game.
	Dizios	6 +	2-4	N/A	The 2010 Mensa Favorite Brainy Games winner and the Parent's Choice silver award winner, Dizios is a phenomenal game for the whole family. Featuring a dizzying amount of in game decisions, Dizios is great for honing players' spacial recognition, pattern recognition, strategical planning, and forward thinking. The rules of the game are simple: Each player places down one tile in their turn and tries to create a flowing pattern. Players earns points based on the number of dots represented on each tile. The more complex and challenging the tile is to place, the more points the player scores! Plus, Dizios can be played as a group or individually. Win with pizazz!
	Down Force	8 +	2-6	30-45 min.	Downforce is a card game for 2-6 players based on Top Race, the award-winning design by the legendary Wolfgang Kramer. Players first bid to own the six cars in the race. Then, they play cards from their hand to speed them around the track. However, most cards will also move their opponents' cars. So figuring out just the right time to play a card is the key to victory. Along the way, players will make secret bets on who they think will win the race. Whoever has the most money from their prize money, winning bets, and remaining bank wins the game.
	Dr. Eureka	8+	1-4	15 min.	The brilliant Dr. Eureka has important experiments for you to complete! You must solve his scientific formulas by mixing the molecules from tube to tube without touching them with your bare hands. Transfer your molecules faster than your competition in Dr. Eureka to prove you're the smartest scientist in the lab...
	Even Steven's Odd!	8 +	2-4	20 min.	The wicked fast dice-rolling game! Read the challenge, toss the dice, and race to roll the answer first in this quick-thinking, six-sided, add-em-up challenge! How to play: 1. Flip and read the challenge card to start the race. 2. All players race to roll the numbers that complete the challenge on the card. 3. The first player to complete the challenge AND grab Steven wins the round.
	Exploding Kittens & Imploding Kittens Expansion	7 +	2-5	15 min.	Players draw cards until someone draws an exploding kitten, at which point they explode, they are dead, and they are out of the game -- unless that players has a defuse card, which can defuse the kitten using things like laser pointers, belly rubs, and catnip sandwiches. All of the other cards in the deck are used to move, mitigate, or avoid the exploding kittens.








	EZ Grip Puzzle	13 +	1	N/A	A 1000 piece puzzle based off of the "General Store" painting by Janet Kruskamp
	Family Challenge	6+	2 +	N/A	Family Challenge is the game of friendly family competition! Everyone competes in four kinds of events: Vision, Agility, Smarts, and Luck. Each event card deck has 27 unique mini games that share that theme. Vision games test your perception and visual memory such as memorizing a picture and then answering questions to see how much you remember. Agility games test your physical skills and dexterity, such as flipping and catching a medal with the card. Smarts games test your knowledge and quick-thinking ability. Rely on your good fortune with Luck games, which leave the outcome purely to chance. By the time all four Event Medals have been collected, the team that has won the most challenges and medals wins the game! With over 100 mini-games available to compete in, Beat the Parents Family Challenge is the ultimate game of family fun!
	Farkle (NEW)	8 +	2 +	30 min.	Become a Farkle Fanatic with this classic dice-rolling, risk-taking game. Take a risk and keep rolling to build your score. Or play it safe so you don't lose your points in a Farkle. It's a fight to the finish in this fabulously fun game of strategy and luck!
	Feed the Kitty	4 +	2-5	15 min.	Roll the dice but don't lose your mice! In this fast moving game, try to keep your mice away from the kitty. Roll an arrow and pass one to the left. Roll a sleeping cat and you're lucky to squeak by. But roll a bowl and it's dinner time for kitty! The last player left with mice wins. Feed the Kitty is as simple as a cat's life. Mice are on the menu, and as they move from place to place, it's anyone's guess who will end up hungry and who will get to have a full belly. Will you be caught catnapping or will you pounce into the lead? The answer is all in the roll of the dice!
	First Orchard	2 +	1-4	10 min.	Working as a team, the children try to pick the fruits from the trees before the raven reaches the end of the path.
	Five Crowns	8 +	1-7	45 min.	These double decks have no Aces or 2's and contain 5 suits: stars, hearts, clubs, spades, and diamonds. The beginning round of play deals 3 cards with 3's wild, the second round of play deals 4 cards with 4's wild, and so on. Play continues until one person is able to lay down all of his cards in runs or books, with one card left to discard. The person with the lowest number of points in his hand at the end of the game wins.
	Five Little Fish	3 +	2-5	N/A	Flip a Lily Pad Card to see which fish to catch. Use a Fishing Rod to hook the fish you think will match. As you reel it toward you watch as your fish expands accordion-style to show its colors. If it's a match, you keep the catch! Pay close attention! The fish change positions. Can you remember which one's which? Catch the most fish to win!

	Fluxx	8 +	2-6	5-30 min.	Place the Basic Rules card on the table, deal three cards to each player, and follow the Basic Rules, adapting to new rules as they appear on the cards played. Continue until a player meets the most recently played Goal.
	Funkoverse: Batman (NEW)	10 +	2-4	20-60 min.	Combine your favorite characters and go head-to-head in four exciting game scenarios. Move through memorable locations—Gotham City Streets or the Joker's Carnival Chaos—and use your characters' and achieve victory!
	Funkoverse: Harry Potter (NEW)	10 +	2-4	20-60 min.	Combine your favorite characters and go head-to-head in four exciting game scenarios. Move through memorable locations—Diagon Alley or Room of Requirement—and use your characters' unique abilities to capture points and achieve victory!
	Game of Life, The	8 +	2-4	N/A	Choose your path for a life of action, adventure and unexpected surprises!
	Gears! Gears! Gears!	3 +	1	N/A	Vibrant, spinning gears set imaginations in motion. GEARS! GEARS! GEARS! is a child's introduction to the world of construction and movement. Bright colors and easy-to-assemble pieces encourage children to create moving masterpieces. There are so many ways to build and open-ended components mean there are no wrong ways to build. The set contains 95 sturdy pieces that snap together, challenging your child's creativity. Children discover something new every time they play.
	Go Away Monster!	3 +	2-4	10-15 min.	Reach in the bag to find the puzzle pieces that fit your bedroom game board. Try to distinguish between the different puzzle pieces and decide which one feels like the size and shape of a piece you need. If you pull out a monster, don't be scared... You take charge, and the monsters will take off! Being afraid of monsters is a normal part of growing up. Go Away Monster! encourages kids to conquer that fear by acting it out and taking control. It also lets them experience some of the apprehension and excitement in deciding what is real and what is imaginary.
	Go Nuts for Donuts!	8 +	2-6	20 min.	Go Nuts for Donuts is a fast-paced card game for the whole family with just a sprinkle of strategy. Outsmart your opponents and collect donuts hot out of the oven for points. But beware, if two players go after the same donut, then no one gets it! In Go Nuts for Donuts, players lay out donuts from the deck equal to the amount of players plus one. Each player has a number card for each donut that is out. Players all pick a donut they want by placing one of their number cards face down on the table. Players simultaneously reveal their number. If two or more players have matching numbers, that donut is discarded and no one gets it. If you're the only player that bid for the donut, then you take it and place it face up in front of you. Collect sets, unique and powerful donuts, and pairs of donuts to maximize points.




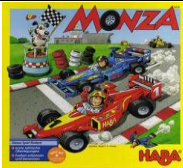
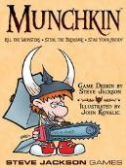

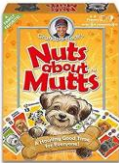
	Goat Lords (NEW)	7+	2-6	30 min.	You win Goat Lords by building the biggest goat herd. Place matches, steal goats, and protect your herd from peril.
	Gravity Maze	8 +	1	N/A	Player draws a challenge card and places towers on the grid as indicated. The goal is to create a maze that will carry a marble from the start position to the target tower.
	Guess Who?	6 +	2	20 min.	The mystery face game where you flip over a collection of faces with different color hair, eye color, hair, hats, glasses etc. to deduce who the secret person is that your opponent has chosen. You flip over the hooked tiles as you narrow your choices by asking characteristic questions.
	Guesstures	8 +	4 +	10 min.	High-Speed Charades. The active player gets four cards and acts out the words for teammates to guess.
	Heads Talk Tails Walk	3 +	2-5	5-15 min.	Can you hop like a frog while clucking like a chicken? Have a blast trying in this delightfully silly game for ages 3+. Players try to match hidden head tiles to the correct body tiles. If the head and body don't match, the real fun begins! Players walk and talk like the mismatched tiles— with hilarious results! A perfect way to engage with youngsters, Heads Talk Tails Walk is laugh-out-loud family fun.
	Heads Up!	8 +	2-6	N/A	Now you can play the outrageous party game version of the popular app. Slip on a headband and load it with cards. Can you guess the words you're wearing based on other players' clues? Earn chips with each correct answer. Earn the most and you win.
	Here, Kitty, Kitty!	10 +	3-6	30 min.	In the crazy cat-collecting game Here, Kitty, Kitty!, your neighborhood has a cat problem, the problem being that the cats don't all belong to YOU! Unfortunately you can't just grab them for yourself as everyone in the neighborhood wants to claim those adorable kitties. Outwit your fellow feline fiends as you lure cats onto your property, move cats into your house, and steal cats from your neighbors. All's fair in love and cat-collecting!



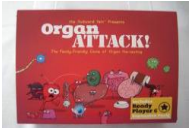




	Hey, That's My Fish!	8 +	2-4	20 min.	Players move their penguins on the ice floe tile, collecting fish. The player who has collected the most fish by the end of the game wins.
	Hi Ho! Cherry-O	3 +	2-3	N/A	HiHo! Cherry-O will delight and challenge preschoolers as they gather cherries, blueberries and apples - and practice early math skills along the way! Be the first to pick all the fruit from your tree & win!
	Hungry Hungry Hippos (NEW)	4+	2-4	N/A	After setting the marbles within the center dome, two players press their hippos' tails to extend the heads inside to capture as many marbles as possible.
	I Can Read Puzzles	3 +	1	N/A	Discover the wonder of words! Combine the delightful characters and scenes to build reading skills as you play at home, school, or on the go.
	I Should Have Known That!	14 +	2 +	N/A	...I should have known that! is an addictively entertaining trivia game with over 400 questions about things that you should know. In contrast to traditional trivia formats, you don't receive points for answering questions correctly. Instead, points are subtracted for every incorrect answer! One thing is for sure: it will only be a matter of time before you hear yourself say... Doh!... I should have known that!
	In a Pickle (NEW)	10 +	2-6	20-30 min.	Does a sofa fit in a shopping cart? It all depends on how you size it up in this game or creative thinking and outrageous scenarios. Try to win a set of cards by fitting smaller things into bigger things—a baby goes in a bathtub, which is in a house, in Hollywood. Play the fourth word card to claim the set, unless one of your opponents can trump with a larger word. The player with the most sets at the end is the BIG winner!
	Ingenious	8 +	1-4	45 min.	Players place coloured tiles on the hexagonal board, scoring points, blocking opponents' tile placement, and trying to protect themselves from being blocked by their opponents.

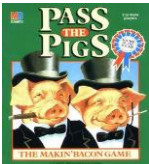


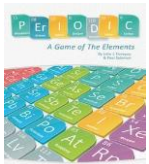

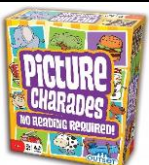

	Jumbo Bananagrams	7 +	1-8	15 min.	A combination of Scrabble-like game in which two to six players form individual crossword puzzles with words that can change as players continue to draw tiles throughout the game.
	Kanoodle Extreme	8 +	1	N/A	This third puzzler in the Kanoodle line has more mind-bending challenges. Kanoodlers can test their skill with 303 puzzles in these formats: Traditional 2-D, Traditional 3-D and the new 2-D puzzles that feature a sliding puzzle board. These challenges help build spatial reasoning and critical thinking skills.
	King of Tokyo	8 +	2-6	30 min.	In King of Tokyo, you play mutant monsters, gigantic robots, and strange aliens—all of whom are destroying Tokyo and whacking each other in order to become the one and only King of Tokyo. At the start of each turn, you roll six dice, which show the following six symbols: 1, 2, or 3 Victory Points, Energy, Heal, and Attack. Over three successive throws, choose whether to keep or discard each die in order to win victory points, gain energy, restore health, or attack other players into understanding that Tokyo is YOUR territory. The fiercest player will occupy Tokyo, and earn extra victory points, but that player can't heal and must face all the other monsters alone! Top this off with special cards purchased with energy that have a permanent or temporary effect, such as the growing of a second head which grants you an additional die, body armor, nova death ray, and more.... and it's one of the most explosive games of the year!
	Kingdomino	8 +	2-4	15 min.	Dominoes with a Kingdom building twist! Each turn, connect a new domino to your existing Kingdom, making sure at least one of its sides connects to a matching terrain Type already in play. The game mechanics for obtaining the tiles is clever: the order of who picks first depends on which tile was previously chosen. Make sure to secure tiles with crowns- these royal treasures help to multiply the worth of your Kingdom at the end of the game! The game ends when each player has completed a 5 x 5 grid, and then points are counted based on number of connecting tiles and crowns.
	King's Gold	8 +	2-6	15 min.	The Caribbean islands were once a lawless cove run by merchant marines transporting stolen treasures. When news reached the King that these pirates were amassing great riches, he ordered a cut of their loot. Now in King's Gold, it's your turn to be a pirate, and you must try to pillage ships and other pirates along the way. How far will you go to deceive the greedy King and become the richest pirate on the coast and at sea?
	Kung-Fu Zoo	10 +	2-4	10 min.	Welcome to Kung-Fu Zoo, a zany dice-flicking dexterity game for 2-4 players. You control a team of highly-trained animals—cheetahs, elephants, gorillas, or zebras—in a Kung Fu battle against your rivals. You win the game by knocking all of your opponent's animals into cages or onto their backs. Who will be tonight's champion of the zoo? If you hung around your local zoo after closing time - long after the last employee had gone home for the night - you just might see the greatest, and most secret of all zoo attractions: late-night Kung Fu fights!
	Ladybug Game, The	3 +	2-4	20 min.	The Ladybug Game is designed for interactive play between parents and children. Parents are encouraged to read a lively introductory story about the adventures of four ladybugs – Ella Yellow, Rickie Red, Tommy Teal and Olivia Orange. The object of the game is to help them find their way back home (a rosebush) after a windstorm launches them airborne and they land on a faraway dirt pile. The first ladybug to find her way “home” is the winner. Along the way, the ladybugs encounter various hazards such as tall grass, praying mantis', aphids and ants.




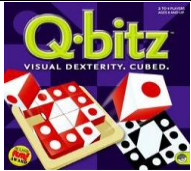

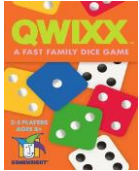

	Las Vegas	8 +	2-5	30 min.	Try your luck in the glitzy world of gambling in Las Vegas. With different amounts to be won in each of six great casinos, decide where to place your dice in every round and outwit your competitors by maximizing your gains. But be sure to keep your wits about you in the battle over the big bucks. An interactive dice game with easy rules and an interesting game variation.
	Let's Go Fishin' (NEW)	4+	1-4	N/A	The action fishing game where players try for the biggest catch.
	Listography	12 +	3-6	15-45 min.	Listography invites players to create and share lists based on fun and thought-provoking topics, from geography and pop culture to toothpaste and constellations! With the goal of being the first around the game board, players score points according to the number of similar or unique answers.
	Love Letter	10 +	2-4	20 min.	In the wake of the arrest of Queen Marianna for high treason, her heartbroken daughter, Princess Annette has locked herself in the castle. Players act as suitors, trying to be the first to reach the princess through a variety of intermediaries.
	Mad Gab	10 +	2-12	45 min.	You and your teammates have 30 seconds to sound out three puzzles. Guess right and snatch that card! Miss it and the other team can steal the point!
	Mad Gab Picto-Gabs	10 +	2-12	45 min.	You and your teammates have 30 seconds to sound out three puzzles. Guess right and snatch that card! Miss it and the other team can steal the point!
	Magformers Challenger Set	6 +	1 +	N/A	Magformers Challenger 112-Piece Magnetic Building Set. Containing a wide variety of magnetic shapes, the Challenger set lets kids explore magnetic construction through modular creative play. Containing XL cruiser pieces, design and build ideas from both lines including our magic ball and super fast XL roadster. What will you challenge yourself to construct!?


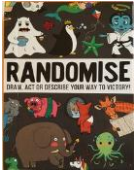

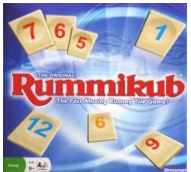

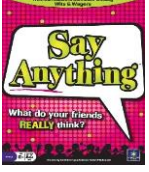
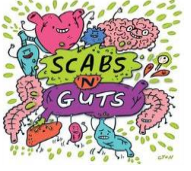
	Magnetic Apple Fractions	5 +	1 +	N/A	10 piece set representing 1 whole, 1/2, 1/3, and 1/4 fractions. Magnetic apple pieces snap back together to form apples. 2 red, 1 yellow, and 1 green.
	Mancala (NEW)	6 +	2	N/A	A game of judgement, strategy and patience. Some historians believe mancala to be the oldest game in the world. Mancala's use of counting and estimating make it an ideal family game. The rules are simple yet challenging.
	Matching Letter	3 +	1+	N/A	Matching letter is an essential educational game for preschoolers ages 3 and up and makes fun activity for parent and children to play together. Board game allows players to match pictures to the word, teaching children both the alphabet and correct spelling. This game helps develop word recognition, hand and eye coordination, strategical thinking, sociability, concentration and increases memory. Not only does this activity teach spelling and memorization, but it helps children advance hand and eye coordination and their ability to play together. Matching letter is for 2 or more players, which is great for parents and children to play together.
	Math Dice Jr.	6 +	2+	N/A	Roll the 12-sided Target Die to obtain your target number, then roll the five 6-sided Scoring Dice. Using addition and/or subtraction, combine the Scoring Dice to match the target number, moving one space on the track for every Scoring Die used. The first player to reach the finish line on the scoring track wins! Simple rules and chunky, brightly colored dice make it fun for all ages and all math levels.
	Mental Blox	5 +	3 +	N/A	Players must use strategy and visual literacy in a variety of clever cognitive activities.
	Mexican Train Dominoes	8+	2-8	30 min.	Each player plays out a chain of dominoes--called a train--from the center domino, or plays on the common domino chain, called the Mexican Train.
	Mind Your Numbers	2	8 +	15-30 min.	A simple yet challenging family board game that involves just 10 numbers and 12 symbols! Mind Your Numbers is a simple, short board game that anyone who knows how to add, subtract, multiply & divide single digit numbers can play. Yet, one needs to plan & strategize well to win this challenging mind game. All brain, little luck mind game for all ages above 8 years. Small, light-weight, easy to carry, play it anywhere Using just 10 numbers and 12 symbols, players compete for 9 rounds to earn points with higher results. Planning when to use which number & symbol combination holds the key to winning. The combination changes every time you play due to 2 randomly chosen mystery numbers that are hidden from opponents & award bonus points in the end.








	Mind, The	8 +	2-4	20 min.	The Mind is more than just a game. It's an experiment, a journey, a team experience in which you can't exchange information, yet will become one to defeat all the levels of the game. In more detail, the deck contains cards numbered 1-100, and during the game you try to complete 12, 10, or 8 levels of play with 2, 3, or 4 players. In a level, each player receives a hand of cards equal to the number of the level: one card in level 1, two cards in level 2, etc. Collectively you must play these cards into the center of the table on a single discard pile in ascending order but you cannot communicate with one another in any way as to which cards you hold. You simply stare into one another's eyes, and when you feel the time is right, you play your lowest card. If no one holds a card lower than what you played, great, the game continues! If someone did, all players discard face up all cards lower than what you played, and you lose one life. You start the game with a number of lives equal to the number of players. Lose all your lives, and you lose the game.
	Mom's and Babie's Fun-to-Know Puzzles	3 +	2	N/A	Learn to identify adult and baby animals with these fun self-checking puzzles. Teacher-created and child-tested to ensure age-appropriate content.
	Monster Match Game	6 +	2-6	N/A	Monster Match is the screaming-fast game of catching cute, donut eating, monsters. Players roll the special "Monster Dice" and then race to find a monster that matches the dice rolled. How fast can you find a monster with 3 eyes ... or 4 arms? With each monster worth different donut points, do you search for just any matching monster, or do you try to find the monster with the most donuts?
	Monza	5-99	2-6	N/A	Monza is a car race game for children. Players roll six dice on their turn, and move their car according to the colors shown on the dice. The dice are identical, each having six different colors, one on each side. The board is a three-lane race track. Monza encourages tactical thinking as well as color recognition. The game states it is for children 5 and older, but 3-4 year olds can join in the fun as well.
	Munchkin Deluxe	10 +	3-6	1-2 hours	Munchkin brings you the essence of the dungeon-crawling experience; without all the messy roleplaying. Kill the monsters, steal the treasure, stab your buddy.
	NES Classic Edition	10 +	2	N/A	The NES Classic Edition has the original look and feel, only smaller, sleeker, and pre-loaded with 30 games. The pre-installed games include: Super Mario Bros., Donkey Kong, The Legend of Zelda, PAC-MAN, Dr. Mario, Mega Man, Final Fantasy and dozens more, and is compatible with Classic Controller and Classic Controller Pro.
	Nuts About Mutts	5 +	3-8	30-40 min.	Nuts about Mutts is a high-energy game that is challenging enough to keep all players on their toes but simple enough to be enjoyed by the whole family. The pile in the center of the table is your dogs' home! You can send your dog home if its color, number, or dog breed matches the card on top of the home pile. The home pile is also where fun "wild cards" like the mutt, flea, fire hydrant, and pedigree cards are played. The first player to empty their hand wins, so players want to get all their dogs back home as fast as possible while ruthlessly preventing other players from doing the same! If players choose to use advanced game rules, all players must be on the lookout for opportunities to steal someone's turn by matching a card to the one in play or starting a numeric run. Being a sly dog is the best way to succeed at Nuts about Mutts!




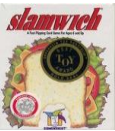
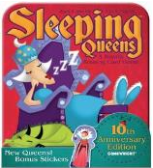


	Oh Snap! (NEW)	8+	2-6	10 min.	This classic game of the mid 60's featured a wooden box with a spring bar that was pulled back with dozens of small wooden circular pieces of different sizes sandwiched in it. The play consists of removing pieces from within the spring bar "trap" in hopes of not making it move. Different sized pieces are worth a certain amount of points each. Point penalties are incurred if the bar moves. The player who has accumulated the most points at the end of the game is the winner.
	On a Scale of One to T-Rex (NEW)	7 +	2-8	15 min.	A game from Exploding Kittens and Wolfgang Warsch, "On a scale of one to T-Rex" is a card game for people who are bad at charades.
	Organ Attack!	10 +	2-6	N/A	Players are dealt an even amount of Organ cards and five Attack cards. Players use Affliction cards corresponding to Organ cards in order to remove opponents' organs before their own organs are removed.
	Otrio	8 +	2-4	10 min.	Addicted to brainy challenges? Then fire up your competitive side with Otrio, the head-to-head strategy game! To win, get three pieces of your color in a row based upon similar size; lined up in ascending or descending order; or within the same space as three concentric pieces. The rules are simple but the game is complex! Depending on the wit of your opponent, you may need to sharpen your strategic skills and exercise critical thinking! Straight out of the Brain Workshop, Otrio is a unique game that is engaging, challenging and beautifully built! The stunning game board is made of solid wood, giving players an elegant playing experience. Show off your smarts in a brainy showdown with Otrio!
	Outfoxed!	5 +	2-4	15 min.	Mrs. Plumpert's prized pot pie has gone missing, and now it's a chicken chase to crack the case! In Outfoxed, you move around the board to gather clues, then use the special evidence scanner to rule out suspects. You have to work together quickly because the guilty fox is high-tailing it towards the exit! Will you halt the hungry hooligan before it flies the coop — or will you be outfoxed?
	Pancake Pile-Up!	4 +	2-12	N/A	It's a busy day at the diner! Help your customers get just what they ordered by racing the other servers to the grill, relay style, and piling up pancakes in the right order. The first player (or team) to find 'em, stack 'em and serve 'em up wins the game! A real-time dexterity game played by two teams. The teams race to use a plastic spatula to balance plastic pancakes in a stack in the right order without the stack falling over. The game is set up with 15 feet between the supply of pancakes and the plate where they are to be piled, and players on a team take turns using the spatula. Thus, the game takes the form of a relay race.
	Pandemic	8 +	2-4	45 min.	In this game, players collaborate as members of a disease-fighting team combating four deadly diseases. The team travels around the world to stop the infection and develop resources for the cures. Players win by discovering cures for the four diseases, but lose if they do cannot do so fast enough or if they fail to effectively keep the number of infections in check.







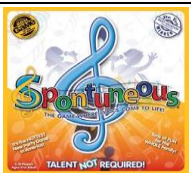
	Pass the Pigs	7 +	2+	N/A	Players attempt to rack up points by rolling the pig dice - but if they're not careful they might 'Pig Out' and lose all their points.
	Pengoloo	4 +	2-6	15 min.	Welcome to the South Pole! Our penguins in Pengoloo are ready to play with you, so roll the dice to find their matching hidden eggs. Be the first to collect six penguins to win. Memory and a little luck will help you succeed in this fun South Pole eggspedition! In slightly more detail, players roll colored dice, then look for eggs of those colors. The twist is that you can re-find eggs that have already been found to take additional turns. The advanced rule option allows players to steal eggs from each other.
	Perfection (NEW)	5+	1+	6 min.	Be the quickest to fit all 25 shapes into their matching holes in the tray. But watch out! If the timer runs out...POP! goes PERFECTION!
	Periodic	10 +	2-5	40-60 min.	In Periodic: A Game of the Elements, players collect sets of elements and advance their research by moving through the periodic table. Players use energy to activate periodic trends and move in the corresponding directions. The conservation of energy forces players to spend carefully and play efficiently. The game ends when someone completes the research track or when a stack of goal cards is depleted. The player with the most victory points at the end of the game wins!
	Photosynthesis	8 +	2-4	45-60 min.	The sun shines brightly on the canopy of the forest, and the trees use this wonderful energy to grow and develop their beautiful foliage. Sow your crops wisely and the shadows of your growing trees could slow your opponents down, but don't forget that the sun revolves around the forest. Welcome to the world of Photosynthesis, the green strategy board game! Using your light points, take your trees through their life cycles, from seedlings to fully grown. Then, collect Scoring Tokens with points proportional to the richness of the soil on which the trees grew.
	Picture Charades	4 +	2 +	N/A	Too young to read? No problem! 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. Lets kids develop critical thinking skills while having oodles of fun!
	Pit (NEW)	7+	3-8	30 min.	Shout your deal and trade your cards to "corner" the market. Be the first to get all the cards of one commodity, slap the "Corner!" board and you'll win the hand. You'll feel like a trader in the "pits" of the exchange! Beware of the Bear and take your chances with the Bull. PIT is great frenzied fun.




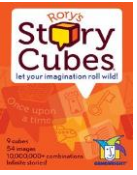


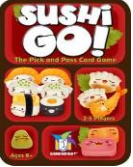
	Play on Words	8-88	1-4	N/A	Play on Words is the super, get-your-brain-in-gear, word game with CARDS. Get ready to play a word game a whole new way! Break free from the constraints of tile/grid word games and simply play on a tabletop. Players build words from 8-card stacks showing available letters. Combo cards, flip cards and wild cards give even more options in finding word possibilities. In addition, during each turn players experience a whole new level of creativity by being able to "play on" (adding to, inserting or rearranging) already-played words -- even their opponent's -- for added points! The versatility allowed in Play on Words makes this game a mind-sharpening challenge for casual word game players and word enthusiasts alike. For 1-4 players. Young players often enjoy playing in teams.
	Prime Climb	10 +	2-4	20-60 min.	This is a game of strategy and luck. See the 101 circle? It's the big red circle at the center of the spiral. The goal is to land both your pawns on 101 exactly. A turn consists of four phases: roll, move, bump, and draw.
	Professor Noggin's Human Body Card Game	7 +	2-8	N/A	The cards provide questions and answers about the human body. Players 1st decide whether to play an easy or a hard game. The throw of the die decides which question on the back of the card will be asked. If the player gets the answer right, the player gets to keep the card. When all of the cards in the center pile are gone, the player with the most cards wins.
	Q-Bitz	8 +	2-4	N/A	Players each get their own Q-bitz Extreme board with 16 cubes, and race to be first to replicate the pattern to win the card. Extreme Q-Bitz cubes have curving patterns, which adds another dimension to the challenge. The player with the most cards at the end of the game is declared the Extreme champion! Game variations include rolling the cubes until you get the correct shapes needed to complete the pattern, studying the card for ten seconds before turning it over and recreating the pattern from memory, and a special round of game play where you create the pattern in reverse! Includes 80 pattern cards. For 2-4 players, ages 8 and up.
	Qwirkle	6 +	2-4	N/A	Players attempt to score the most points by building lines that share a common attribute, either color or shape.
	Qwixx	8 +	2-5	15 min.	A dice game that is simple to play but each decision is crucial. Players roll dice and cross off numbers on their scorepad, which gains them points at the end of the game.
	Raccoon Rumpus	3 +	2-4	N/A	In Raccoon Rumpus, players take turns rolling the jumbo color-dice and jumbo costume-dice and searching the costume cards for a match. If they find the matching costume, they may pick it and place on their raccoon. Watch out for the underwear, or you'll lose all your costumes! If a player rolls a rainbow, they may pick any costume they want. Whoever collects five costume cards first wins.



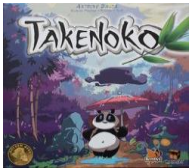
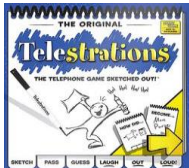


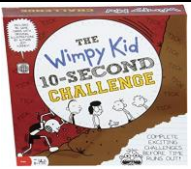
	Rainbow Counting Bears (NEW)	3+	1+	N/A	The counting bears with cups and bear die make for fun toddler games. As occupational therapy toys for toddlers, preschool and k-3 boy or girl; these occupational therapy gifts will help improve hand-eye coordination and fine motor skills development of your 2-6 year old preschoolers to learn to add, count, sort & stack.
	Randomise	8-99	4-40	30-60 min.	RANDOMISE is a mainstream, family-friendly party game that revolves around guessing random (silly) identities. It consists of 110 cards and is played with a minimum of four players in two teams (no maximum player number). Each turn, a player draws cards to get a random identity and must choose whether to draw (90 seconds), act (60 seconds) or describe (30 seconds) their identity to their team mates. They can also choose whether to take on an easy or hard identity (with more points on offer for hard identities). Maybe they'll become a ticklish turtle baking a cake, or a blushing robot scuba diving. With more than a million different identity combinations possible, every game is different. The first team to score 30 points wins.
	Roll and Play	1 +	1 +	N/A	Roll and Play is one of ThinkFun's most popular toddler games, and has won several awards including an Oppenheim Platinum Award. It's a game designed to be played by parents and their toddlers together, comes with a large plush cube and a set of cards, and makes a great gift for your toddler. Roll and Play is made with high quality components, and comes with a very clear and easy to understand instruction manual - you'll be able to play within minutes of opening it. Roll & Play strengthens bonds and builds confidence while encouraging creativity, active play and gross motor skills.
	Rummikub	8 +	2-4	N/A	Players score points using their numbered tiles by building rummy sets and runs.
	Salem 1692	13 +	4-12	20-40 min.	Hunt down the witches before you become one of them! Will you be the hero who purges your town of witches, or will you be wrongly accused and hanged for witchcraft? Or perhaps you will become a witch yourself, escape conviction, and bring Salem to the ground in hysteria.
	Say Anything	8 +	3-6	30 min.	Get everyone talking and laughing. You read a question. Everyone else writes an answer. Secretly choose your favourite answer, then everyone else tries to guess which one you pick.
	Scabs 'N' Guts	6 +	2 +	N/A	The human body is a cool and amazing, but sometimes gross thing ... so, take to the board in this hilariously yucky game to discover the secrets of how your body operates. Answer the questions correctly and you could win the game, but pick up a wild card and you could be sent backwards - all because of your personal hygiene. Packed with interesting and sometimes disgusting medical facts, scabs 'n' guts is just what the doctor ordered!

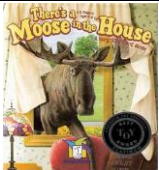

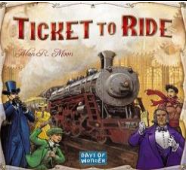


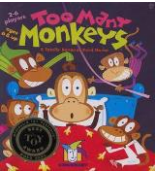

	Scattergories	13 +	2-4	N/A	Each team takes a card and writes down words that fit the categories shown. Sounds easy, but the words have to begin with the letter rolled on the die. Work together and be creative because your team scores points for different answers! Whether you play in teams or as individuals, Scattergories is a fun, fast-paced party game where being different counts!
	Scrabble	8 +	2-4	N/A	Players form interlocking words, crossword fashion, on the board using letter tiles of different values. Each player competes for high score by taking advantage of the letter tiles, as well as the premium squares on the board.
	Secret Hitler	17 +	5-10	45 min.	A dramatic game of political intrigue and betrayal set in 1930s Germany. Each player is randomly and secretly assigned to be a liberal or a fascist, and one player is Secret Hitler. The fascists coordinate to sow distrust and install their cold-blooded leader; the liberals must find and stop the Secret Hitler before it's too late. The liberal team always has a majority
	Seek-A-Boo	1 +	1+	N/A	Designed to build your child's vocabulary and improve memory skills with repetition.
	Sequence	7 +	2-12	N/A	Play a card from your hand, place your chip on a corresponding space on the board ... When you have five in a row, it's a sequence. Learn to block your opponents -- remove their chips. Watch out for Jacks ... they're wild!
	Shadows in the Forest (NEW)	8+	2-7	15 min.	Shadows in the Forest is a thrilling, immersive play experience that brings a distinctive twist to game night - you play it in the dark! One player moves the LED lantern around in search of Shadowlings, mysterious creatures who avoid the light. The lantern illuminates the forest and trees, casting real shadows on the game board. The rest of the players work together, strategically moving their Shadowlings to stay out of the light in this innovative board game for kids and families.
	Shape By Shape	8 +	1	N/A	Combine the pieces to match an image on one of the 60 challenge cards.

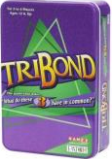




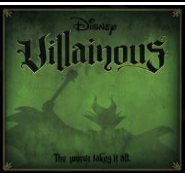

	Shapes Puzzle	3 +	1	N/A	Watch Your Child's Imagination Come to Life: The LIKEE pattern block set contains 36 wooden pieces and 60 pattern cards including animals, vehicles etc., kids can try to build what is shown on the cards or create their own designs, great for developing spatial awareness, color & shape recognition, hand-eye coordination, and problem-solving!
	Shelby's Snack Shack Game	4 +	2-4	N/A	Shelby buried bones on the beach and needs your help collecting them. Help her collect the most bones and you win! On a turn in Shelby's Snack Shack Game, the player spins the first spinner to determine their action, then they spin the second spinner to find out how many bones they win or lose. The player uses the "Shelby Squeezer" to pick up the bones and put them in their bowl, and whoever collects the most bones wins!
	Skyjo	8 +	2-8	30 min.	Every player has 12 hidden cards (3x4). Two are turned face up. On your turn you can take the top card from the discard or draw pile. You can exchange one card (hidden or open) from your display. Round ends when one player has only open cards. (equal turns). All card will be revealed. Add the numbers of the card for scoring. Game ends after one player has 100 or more points. Whoever has the lowest number wins.
	Slamwich	6 +	2-6	20 min.	Slamwich is a pattern game with cards that are cut to resemble slices of bread topped with sandwich items, thieves, and munchers. To play, deal the deck out evenly, then set remaining cards aside. Each player takes the top card of her deck and flips it onto a pile. Under certain conditions, players race to slap the pile and whoever is first claims all of the piled cards. These conditions are: If the flipped card is identical to the card underneath it, slap the pile. If two identical cards have one in between them, slap the pile. If a thief is placed on top, slap the pile. If a muncher is revealed, the next player flips as many cards as the number on the card. If she fails to turn over a muncher card, the previous player claims all of the cards; if she creates a slamwich, double decker, or she plays a thief, then everyone races to slap the pile. If a player runs out of cards, she's out. Whoever collects all of the cards wins.
	Sleeping Queens	8 +	2+5	20 min.	Rise and Shine! The Pancake Queen, the Ladybug Queen, and ten of their closest friends have fallen under a sleeping spell and it's your job to wake them up. Use strategy, quick thinking, and a little luck to rouse these napping nobles from their royal slumbers. Play a knight to steal a queen or take a chance on a juggling jester. But watch out for wicked potions and dastardly dragons!
	Sleepy Princess Pile Up	3-12	2-4	10 min.	A dexterity game with fairy tales to read. Players help the princess stack many mattresses, pillows and blankets onto her bed. Beneath the princess' bedding lies the hidden wooden pea. A tower of mattresses, blankets, and pillows are stacked into a tall pile. Remove the pieces without falling and you win! As a bonus this game comes with the classic "Princess And The Pea" Story.
	Sneaky, Snacky Squirrel Game!, The	2-4	3 +	15 min.	Your forest friends are hungry and they need your help! Spin the spinner, squeeze the matching colored acorn with your Squirrel Squeezers, and place it into your log. Be the first to fill your log with delicious acorns and you win! You could also spin pick an acorn, steal an acorn, or lose an acorn, so be strategic, little squirrel!


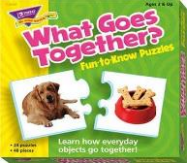
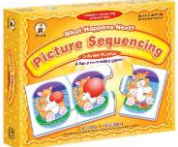

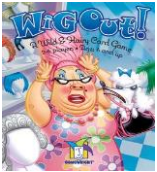


	Snorta	8 +	4-8	N/A	In Snorta, players quickly play animal cards. Those who match cards race to make the sound of each other's hidden animal. The first person to play all the cards in his or her hand wins the game.
	Snug as a Bug in a Rug!	3 +	2-4	15 min.	All the colorful bugs love to play under the rug! Help all of the bugs get snug under the rug before the 3 stink bugs stink up the place! In other words, the object of the game is get all the colorful bugs under the board before the 3 stink bugs are on top of the board. There are three levels of play involving matching attributes: simple colour matching; roll and find a match on a spinner then a matching bug; and using a spinner only match the bug with two attributes. Each time a bug match is found it is slipped under the board. If there is no match a stink bug is placed on top of the board. Keep taking turns until either all the bugs are under the board or 3 stink bugs are on top of the board.
	Sorry!	6 +	2-4	N/A	The Sorry! 2013 Edition Game is fun for everyone and is ideal for fun family entertainment. The object of this exciting game is to slide, collide and score to win. Draw cards to see how far you get to move one of your pawns on the board. If you land on a slide you can zip to the end and bump your opponents' pawns, or your own with this Sorry! board game. Jump over pawns, hide in your safety zone and get powers with the two power-up tokens. Keep on moving and bumping until you get all three of your pawns from your color start to your color home. But watch out, because if you get bumped, Sorry! It's all the way back to the start. This kids' board game is designed for two to four players and includes a game board, 12 Sorry pawns, 44 cards, two power-up tokens and complete instructions for playing.
	Sorry! Sliders	6 +	1-4	15-30 min.	The object of the game is to be the first player to reach HOME with all 4 of your pawns.
	Spaceteam (NEW)	10+	3-6	5 min.	Spaceteam is a fast-paced, cooperative shouting card game in which you race to repair your malfunctioning spaceship. Your goal is to ensure that all ship systems are functioning properly before time runs out. Each player must deal with the various malfunctions in their sector by flipping cards from the malfunction deck in front of them, and fixing the ship's systems.
	Splendor	10 +	2-4	30 min.	Splendor is a game of chip-collecting and card development. Players are merchants of the Renaissance trying to buy gem mines, means of transportation, shops -- all in order to acquire the most prestige points. If you're wealthy enough, you might even receive a visit from a noble at some point, which of course will further increase your prestige.
	Spontaneous	8 +	4-10	30 min.	One player says a word and the race is on for the others to sing a song containing that word. Play begins with the Tunesmith turning the timer and announcing a Trigger-Word from his/her Hit-List. The first player who starts singing scores, but must sing a minimum of 5 words containing the Trigger-Word. For example, if the Trigger-Word was "dawn," the first player to begin singing a 5-word portion of lyrics from any song containing the word "dawn" scores!


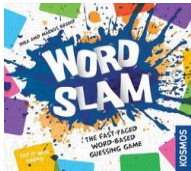





	Spot it!	7 +	2-8	15 min.	Five mini-games that use the same deck. With one and only one matching symbol between any two cards, spotting it helps you win!
	Spot it! Animals Jr.	4 +	2-5	N/A	A new animal themed family game --Up to eight players can play at a time --30 unique cards with a multitude of symbols to look for --Multiple mini-game allow for endless playability --Incredibly easy to learn and quick to teach.
	Staxis	6 +	2-6	N/A	This exciting construction game demands balance, planning, nerve and calculated risk-taking! Can you stack your sticks without causing a crash? Assemble the 3-D frame playing board then take turns rolling the die. Balance your wooden playing sticks within the frame without knocking any down. Similar to Jenga, the goal is to place all of your sticks on top of the structure before your opponent! Staxis is a sure-fire way to create social interaction and friendly competition while strengthening fine-motor skills. Will you play it safe or push the limits and set your opponent up for disaster? Challenge your mind and each other with this suspenseful building game! For 2 to 6 players.
	Story Cubes	8 +	1 +	N/A	Roll the cubes and make up stories, depict or act out the action shown on the face up images, begin with "Once upon a time".
	Subtraction: Learning Flash Cards	6 +	1	N/A	Subtraction flash cards.
	Sushi Go Party!	8 +	2-8	20 min.	It's a party platter of mega maki, super sashimi, and endless edamame in this expanded version of the best-selling card game. You still earn points by picking winning sushi combos, but now you can customize each game by choosing a la carte from a menu of more than 20 delectable dishes. What's more, up to 8 players can join in on the sushi-feast let the good times roll!
	Sushi Go!	8 +	2-5	15 min.	Pass the sushi! In this fast-playing card game, the goal is to grab the best combination of sushi dishes as they whiz by.


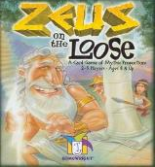

	Suspend	8 +	1-4	15 min.	In Suspend, you want to be the first player to get rid of your share of the 24 notched, rubber-tipped wire pieces that come with the game. How do you get rid of them? Throw them away? Hide them under a cushion? No – you must hang them from a shared tabletop stand, using only one hand to place the piece on an unoccupied space. If anything touches the table after you place your piece, you must remove and reposition it; if anything falls off, you have to keep those pieces and try to hang them again on future turns. The first player to suspend all of their pieces wins!
	Taco Cat Goat Cheese Pizza	8 +	3-8	10-30 min.	Taco! Cat! Goat! Cheese! Pizza! is as unique as its name. It's a power packed quick and simple punk party game. This is a high octane rowdy cousin to Slap Jack and Irish Snap, and it's filled to the brim with hand slapping mayhem! Each player places a card from their hand (like snap and dobbie) face up in a community pile while saying taco/cat/goat/cheese/pizza in player sequence - when the card matches the mantra - boom - everyone slaps their hand on the deck - the last one picks up the cards - the winner is the player to lose all their cards first. For extra fun, there are special action cards – the gorilla, narwhal, and groundhog, which players have to make gestures before racing to slap the deck!
	Takenoko	8 +	2-4	45 min.	You must cultivate plots of land using irrigation and intelligence so that bamboo, the only food that the Panda will eat, grows in abundance. But beware of the sacred animal's uncontrollable appetite for crunchy young sprouts.
	Telestrations	13 +	4-12	30 min.	Each player begins by sketching a TELESTRATIONS word dictated by the roll of a die. The old fashioned sand timer may limit the amount of time they get to execute their sketch, but it certainly doesn't limit creativity! Time's up! All players, all at the same time, pass their sketch to the next player, who must guess what's been drawn. Players then simultaneously pass their guess -- which hopefully matches the original word (or does it??) -- to the next player who must try to draw the word they see -- and so on.
	Tetris Cube	6 +	1 +	N/A	Play with the time-honored Tetris gamepieces, and let them test your brain's limits. These Tetris Brainteasers are fun for every generation.
	That's It!	10 +	3 +	15 min.	Quick! Name something you find in a toolbox. If you said "hammer", then you've hit the nail on the head with That's It!, a fast-playing "word for word" party game. Draw a topic card, then race to shout out answers until someone says the exact word written. Get the most right and – that's it! – you win!
	The Wimpy Kid 10-Second Challenge	8 +	2-6	30 min.	Diary of a Wimpy Kid 10-Second Challenge brings all the fun from the book series to life! This game comes with everything you need to outwimp your friends and family. Play as your favorite character from the book series and race to be the first to get around the board. There are three categories of challenges: single player, categories and two-player. Will you be the Wimpy Kid Champion?

	There's a Moose in the House	8+	2-5	15 min.	<p>EEK! There's a moose loose in the kitchen... and another in the bathroom! In this silly matching card game, the goal is to keep moose out of your house, while at the same time giving them to your opponents. Use a door to close off empty rooms, or if you're lucky, plant a moose trap to keep those lovable but uninvited visitors away! The player with the fewest moose wins.</p>
	Think 'N Sync	12 +	3-8	20 min.	<p>3... 2... 1... Sync! Meld your minds in Think n' Sync, a party game of quick connections. Pick a partner and then, at the same time, shout out an answer to the chosen category. Can you both name a movie princess? An ice cream flavor? How about something orange? Your answers may be great, but they score only if they're identical! So think quickly, think cleverly, but most importantly think in sync!</p>
	Ticket to Ride	8 +	2-5	30-60 min.	<p>Ticket to Ride is a cross-country train adventure. Players collect cards of various types of train cars that enable them to claim railway routes connecting cities throughout North America. The longer the routes, the more points they earn. Addition points come to those who can fulfill their Destination Tickets by connecting two distant cities, and to the player who builds the longest continuous railway. So climb aboard for some railroading fun and adventure. You've got a Ticket to Ride!</p>
	Timy Alphabet Puzzle Board (NEW)	3+	1	N/A	<p>A great educational tool for preschoolers. Each of the letters is painted with non-toxic material, ensuring the safety of your little one.</p> <p>Vibrant colors attract kids' attention at the very first sight. Come and get this for your lovely children, providing them with a happy learning time.</p>
	Tiny Polka Dot	3 +	1-6	5-15 min.	<p>Introducing Tiny Polka Dot, the colorful card deck that grows with your child. With 16 easy-to-learn games that playfully teach math, from counting & early numeracy to arithmetic & logic, Tiny Polka Dot is the perfect way to nurture your child's love of math: through play! Mathematician-designed and teacher-approved, Tiny Polka Dot is the playful way to fall in love with numbers.</p>
	Too Many Monkeys	6 +	2-6	20 min.	<p>Primo the Monkey was fast asleep until his friends swung by for a surprise pajama party! Help Primo chase away the primate pranksters by flipping and swapping cards in numerical order. Watch out for elephants and giraffes who want to crash in on the fun. And if you're lucky, draw a wild monkey card to clear out the room in one clean sweep! The first player to stop the monkey mayhem and get Primo back to bed wins</p>
	Trash Pandas	8 +	2-4	15-20 min.	<p>In Trash Pandas, players are raucous raccoons, tipping over trash cans for food (and shiny objects). Players push their luck to acquire more cards, but must stash them in order for them to count as points at the end of the game. When the deck runs out, the game ends and players compare their stashes to see who has the majority for each card type and score points accordingly. The player with the most points wins! In more detail, on a turn the active player rolls a die in the hope of gaining the benefit of the roll result. With each roll, the player decides to keep rolling or stop and activate the dice results. However, with each additional roll, the odds of busting (getting a duplicate result) increase further and the player risks losing the progress they've made that round. When activating the dice results, the player will draw cards, steal cards from other players, and stash cards. Cards in hand may be used for their listed ability, but they count as points only when stashed.</p>

	Tribond	12 +	2-4	N/A	Players in this riddle game advance their pawns on 3 paths by correctly solving Tribond Threeezer riddles, which are riddles with 3 clues that have a common bond or a specific relationship.
	Tsuro of the Seas	8 +	2-8	20-40 min.	Players sail their ships by placing wake tiles and moving their ships along the routes that begin at the edge of the board and travel through the mystic seas. The object of the game is to prevent your ship from being destroyed by one of the daikaiju (giant monsters) and avoid being forced out of the mystic seas to the edge of the game board.
	Ubongo	8 +	1-4	25 min.	Ubongo is a fast-paced, addictive, and easy-to-learn geometric puzzle game. Players race against the timer and against each other to solve a puzzle of interlocking shapes. The faster you solve the puzzle, the more gems you get. The player with the most valuable gem treasure after nine rounds of solving puzzles wins! Here's how it works: Each player receives a set of 12 polyominoes — geometric shapes formed of equal-size squares joined edge to edge in different arrangements. At the start of each round, each player gets a new puzzle panel. A roll of the die determines which polyominoes you must use to perfectly fill in the empty spaces on the puzzle panel. Any players who complete the puzzle within the time limit yell out "Ubongo!" and grab a gem at random from the bag. The fastest player also gets a blue gem and the second fastest an amber gem. Each gem color is worth a different amount of points. After nine rounds, the player with the most valuable gem collection wins.
	Uno Flip! (NEW)	7+	2-10	30 min.	UNO gets a brand new twist in the new UNO Flip! card game. It essentially plays like regular UNO but with the addition of Flip cards. This UNO card deck is double-sided with a "light" side and a "dark" side. You start off playing with the light side, but if someone plays a Flip card, you have to switch to playing the dark side. And on the dark side, there are different action cards with stiffer penalties.
	Unstable Unicorns	14 +	2-8	30-45 min.	Players start with a baby unicorn in their stables, and begin to build their own unicorn armies. The first person to complete their unicorn army wins the game.
	Villainous	10 +	2-6	50 min.	In this epic contest of sinister power, take on the role of a Disney villain and strive to achieve your own devious objective. Discover your character's unique abilities and winning strategy while dealing twists of fate to thwart your opponents' schemes. Find out who will triumph over the forces of good and win it all! Disney Villainous is a fun board game for families with kids age 10 and up and is also perfect for more serious board gamers. It makes a great gift for Disney lovers and is a Toy of the Year Finalist for 2019!
	Wackee Six	6 +	2-12	N/A	WACKEE WHAT: Wackee Six is an exciting, speed card game for anyone who likes to laugh, loves a good adrenaline rush and can be a team player. Wackee Six can be played with as few as 2 players or with 2 evenly numbered teams. The more people the wackier the game. A great kids card game, anyone who is 6 years or older is sure to have a great time.

 <p>We Didn't Playtest This at All A completely ridiculous card game for 2-10 fun-seeking people! Asmadi Games</p>	We Didn't Playtest This At All (NEW)	13 +	2 +	1-5 min.	Enclosed in this box is pure chaos: You might win because you're short, or lose because a dragon ate you. But don't despair... The next game is just moments away.
 <p>What Goes Together? Fun to Know Puzzles Learn how everyday objects go together!</p>	What Goes Together? Puzzle	3 +	1	N/A	Learn how everyday objects go together!
 <p>What Happens Next? Picture Sequencing A fun pre-reading game!</p>	What Happens Next? Picture Sequencing	3 +	1	N/A	A fun pre-reading game!
	Where's Bear? (NEW)	2+	1	N/A	Where's Bear? takes two favorite activities--stacking blocks and finding a hidden object--and turns them into a hide-and-find game!
 <p>Wig Out! Flip your wig for this fast and frenzied card game that will put your frizzy in a tizzy! Race against your opponents to get rid of cards by matching all kinds of colorful hairstyles. Put together a pair of pigtails. Combine a couple of cornrows. Match a mullet or some Mohawks. The first player out of cards is a cut above the rest!</p>	Wig Out!	6 +	2-6	12 min.	Flip your wig for this fast and frenzied card game that will put your frizzy in a tizzy! Race against your opponents to get rid of cards by matching all kinds of colorful hairstyles. Put together a pair of pigtails. Combine a couple of cornrows. Match a mullet or some Mohawks. The first player out of cards is a cut above the rest!
	William Phillips Puzzle	12 +	1 +	N/A	A 1000 piece puzzle titled "Accompaniment to the Symphony of Spring". Based off of the painting done by William Phillips.
 <p>Wink</p>	Wink	8 +	4-8	20-30 min.	To set up WINK, lay out an array of numbered cards on the table, then distribute a second set of matching cards face down among the players. On your first turn, pick one of the cards on the table that doesn't match a card in your hand, then mark it with your pawn and announce the number of this card. The player who has this card in hand must now try to discreetly wink at you in order to let you know. At the start of your next turn, accuse someone of holding the card on which your pawn sits. If you're correct, you score the card from the table while your temporary partner scores the card from their hand; if you're wrong, you turn the card on the table face down. Each player has a number of accusation cards, and if you spot someone winking, you can use one of your cards to call them out. If you nabbed someone correctly, you claim both numbered cards. Once all the table cards are face down or someone has scored all cards in hand, the game ends. Whoever has the most points wins!

	Wits & Wagers	6 +	3 +	N/A	The game is played in seven rounds. One trivia question is asked each round, and each player gives a numerical answer to every trivia question. Players simultaneously place their written answer to the trivia question on the betting mat, and then bet on the answer they believe is closest to the right answer but not over it. The House pays players who choose the correct answer based on the odds marked on the board. The player with the most chips after the seventh question is the winner.
	Word Slam	12 +	3 +	45 min.	EAT, YELLOW, CIRCLE — do you mean pancakes? Or pineapple rings? Oh wait, the CIRCLE is DIVIDED? So something that you eat that is yellow and semicircular? Uh, is it, maybe...a banana?" "Yes, the answer is banana! One point for the Blue Team!" In the communication game Word Slam, two teams compete against one another simultaneously. In each round, one player on each team tries to get their teammates to guess a hidden word or phrase using only the 105 explanatory cards available in the box. Speaking and acting is absolutely forbidden for the storytellers! They must tell their stories using only 105 cards, each with one word on it: a noun, verb, adjective, or preposition. A player can use as many explanatory cards as desired, and whichever team guesses correctly first scores a point. The team with the most points at the end of the game wins!
	WordARound	10 +	2 +	30 min.	In WordARound players try to discover and read words written in round cards before their opponents. The players who guesses it correctly gets the card as a point. Whoever has more cards at the end of the game wins.
	Wordical	8 +	2-8	N/A	Players develop spelling skills and builds vocabulary by using the cards they are dealt.
	World Series of Yahtzee	8 +	2-4	N/A	Have you got what it takes to win world series of Yahtzee?
	Yeti In My Spaghetti	4 +	2 +	15 min.	No one knows why, but a yeti is sitting on the spaghetti. Spaghetti is laid across a bowl and the yeti is placed on top. Players take turns taking spaghetti from the bowl using a single hand and the player who knocks the yeti into the bowl loses. If more than 2 players are playing, the player with the most spaghetti wins!
	Yeti Or Not!	6 +	2-8	15-20 min.	Lay out the 8 double-sided Find Boards in a grid and then place the 9 numbered Yetis onto the scoring board. Ready to race? Flip over a card... Quick! - Count how many times that creature is found in the grid and then grab the matching Yeti first!

	You've Got Crabs	7 +	4-10	20 min.	Players pick partners and develop secret signals, collect crab cards and try to get a matching set: a matching sets means you have crabs. Whoever catches the most crabs wins the game.
	Zeus on the Loose	8 +	2-5	15 min.	Catch Zeus if you can! The great Greek god has bolted from Mount Olympus and it's up to you to nab this dashing deity. Play cards strategically, adding numbers as you climb up the mythic mountain. Grab Zeus when the total reaches a multiple of 10. Better yet, summon the strength of Apollo, Poseidon, or all-powerful Hera to bring Zeus within your grasp. Reach the top of Mount Olympus with Zeus in hand and you're a mortal among the gods. To play is human. To win, divine! Did you know that, in addition to their supreme powers, the Greek gods were endowed with the special ability to change the course of card games? Well, at least that's the case in Zeus on the Loose! As you figure out how to harness the strengths of the various gods within, you'll sharpen strategic thinking along with valuable addition and subtraction skills.
	Zingo!	4 +	2-7	5-10 min.	Be the first to cover all the spaces on their Zingo card with matching tiles. Each Zingo card is double sided: Green is easy and Red is more challenging. The Zingo holder dispenses two tiles. These tiles have various pictures on them such as: apples, a ball, fish, star, house, kite, tree, smile, train, cake, clock, etc. When player sees a tile that matches one on his or her Zingo card they take the tile and cover up the corresponding spaces on his/her Zingo card. Unclaimed tiles are placed back into the Zingo tile holder. If two players call the same tile, it goes to whoever called it first. The first player to cover all 9 spaces on their card shouts ZINGO and wins the game. The game also comes with two variants: Mini-Zingo where the first player to match three images in a row up or down is the winner, and Zany Zingo where you select a pattern to match on your card. The first to match it wins.