

Game Catalog

Addition, math/logic

2. Abandon Ship

The water level is rising, get to the boats! The S.S. Nvrnsks is going down and who is always first off a sinking ship? The rats! Earn the most points moving your group of rats off the ship before the ship sinks but don't let your desire for valuable cheese send your rats to the watery depths.

Players: 3-7 Time: 30

Age: 10+ \$25



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Literature, reading

17. Once Upon a Time

Create your own story using the elements from fairy tales that are on your cards. But watch out, since other players can interrupt and take the story from you! The first to guide the plot to her own ending wins the game. Includes 110 story element cards, 55 'happily ever after' ending cards, and blank cards to add your own elements.

Players: 2-6 Time: 15 Age: 8+ \$25



Math/logic, addition

23. Small World

Occupy the most territory by the end of so many rounds by picking the right combination of special powers and civilizations such as dwarves, skeletons, amazons, and elves. Victory lies in knowing when to push a civilization into decline and when to expand with a new one. Includes 2 boards, 14 civilizations, 20 power badges, 329 counters, 1 'Reinforcement' die, and rules.

Players: 2-5 Time: 60 Age: 8+ \$50



Probability, addition

6. Claim It!

The hills are full of gold! Can you prospect the largest patch of land to win? Roll your dice and stake your claim. Then keep rolling and watch your patch of land grow. But watch out! If you get too greedy you may go bust and lose everything you prospected that turn. Includes board, 3 dice, 156 plastic markers, and rules.

Players: 2-5 Time: 30 Age: 8+ \$24



Visual-Spatial, math/logic

7. duck! duck! GO!

Take turns choosing movement cards from your hand to be the first ducky to touch all the buoys and get back to the finish drain to win! Includes 4 random rubber duckies, 1 random rubber bird dog ducky, 54 movement cards, bathtub tiles, and tokens.

Players: 2-4 Time: 25 Age: 8+ \$25



Economics, probability, addition

21. Settlers of Catan

Strive to claim the title of Governor of Catan by being the first settler to score ten victory points developing your colony's roads and settlements through clever trading and astute planning. Catan is simple to learn and endlessly re-playable. Includes 19 region tiles, 6 sea frame pieces, 96 wooden settlement and road pieces, 120 resource and development cards, dice, and a robber pawn.

Players: 3-4 Time: 60 Age: 10+ \$42

Math/logic, addition

22. Seven Card Samurai

An interactive card game where you attempt to score the most points, over five rounds, by being the first to lay down a matching set of Seven Samurai cards while acquiring rice tokens. Call on your Shogun's special powers and play Samurai and Ronin cards to defend your rice from Ninjas and bandit cards. Includes 78 cards, score pad, rules, 80 rice tokens and cloth storage bag.

Players: 2-8 Time: 30 Age: 9+ \$20



Math/logic, memory, addition

19. Revolution!

Win the Revolution! by secretly bidding to gain the most support among 12 locations such as the market, harbor, town hall, and tavern. You know what your rivals have to bid with. Can you outguess them to win the most support with your own resources? Includes board, 64 tokens, 4 bidding boards and screens, 100 wooden cubes, and rules.

Players: 3-4 Time: 60 Age: 10+ \$40



History, reading

9. Early American Chrononauts

What if the USA had failed to purchase Louisiana or what if Maryland had joined the Confederacy... would the South have won the Civil War? Win by changing the timeline to fit your alternate history goal, by collecting artifacts, or by patching the timeline. Includes 136 cards and rules.

Players: 1-6 Time: 30

Age: 11+ \$20





Addition, visual-spatial

13. Halli Galli

Get ready for a fresh burst of fun fruit action in Halli Galli. As soon as 5 of the same type of fruit appear, make a mad dash to ring the bell first! You'll need speedy counting skills and quick hands to win this fast-paced family game of frantic fruit! The player with most cards wins. Includes 56 cards, bell, and rules.

Players: 2-6 Time: 15 Age: 8+ \$20



Visual-Spatial, math/logic

27. Tsuru

Build your own path while striving to avoid being steered in the wrong direction or off the board! Tsuru is the quick-playing game and the rules are simple: place your stones, select your tiles, and attempt to build a safe path for your journey. Includes board, 35 path tiles, 1 dragon tile, and 8 pawns.

Players: 2-8 Time: 15 Age: 8+ \$30

Game Design in the Classroom



Increase student achievement through game play & creative projects

Reading, writing, math/visual

12. Game Design in the Classroom

A must have 128 page resource book for educators and parents who want to help children achieve through game play and game creation. Includes chapters on how to use board and card games as learning tools, step-by-step lessons that guide through the design process, biographies on famous designers, game industry careers, and much more. Also includes a reproducible math game by Tom Jolly!

Players: 1+ Age: 7+ \$20

Communication

28. Who Would Win?

Two players draw random character cards and turn up a random event card. Each player debates for 20 seconds as to why his or her character would win the event. The other players serve as the jury and vote on which player had the better case. The first player to win 5 debates wins the game. Includes 110 character cards, 110 event cards, timer, and rules.

Players: 3+ Time: 25
Age: 13+ \$20

Communication, memory, addition

15. Nanuk

Each hunter competes for the most points by bidding on how long he can stay on the hunting trail and how much food he will bring home. Each bid must be greater than the one before, until one hunter refuses to bid. Will the hunt leader succeed and make good on his bid or will he meet the polar bear, Nanuk, and lose the hunt? Includes board, 100 cards, 17 tokens, and rules.

Players: 5-8 Time: 30 Age: 13+ \$28



Addition, subtraction

24. Straw

Will you be the one who breaks the Camel's back? Straw is a light-hearted family game where players try to pack as many item cards as they can on top of the Camel without exceeding 50. Unless the 'straw' card is played, the player who exceeds 50 scores no points that round. The player who scores the most points wins after each player has been the dealer.

Players: 2-6 Time: 30 Age: 8+ \$15



History, addition, subtraction

14. Memoir '44

Command plastic army men in dozens of WWII battle scenarios that mimic the historical terrain, troop placements, and objectives of each army. Deploy infantry, tanks, and artillery through command cards. Includes map, 180 army/obstacle pieces, 44 terrain tiles, 69 command/summary cards, 8 dice, and 2 cardholders.

Players: 2 Time: 40 Age: 8+ \$50



Visual-Spatial, math/logic

26. Triplica

The challenging game of three in a row. Players compete by placing cards to line up three in a row of the shape that matches one of their goal cards. The first player to score five goals wins! But beware... placing a card can help your opponents as easily as it can help you! Includes 60 shape cards, 36 goal cards, and rules.

Players: 1-6 Time: 15 Age: 7+ \$15





Addition, memory, math/logic
8. duck! duck! SAFARI!

Explore the tropics with 5 different rubber ducky games including racing, concentration/matching, rummy, and high/low. Includes 'Ducktor Livingstone' rubber ducky, 5 jungle animal rubber ducks, 66 jungle animal cards, 22 '+20 lap' and race point cards, 2-sided board, and rules.

Players: 2-5 Time: 15 Age: 6+ \$25

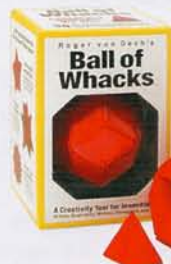


Geography, addition, subtraction

25. Ticket to Ride

Score the most points by playing matching train cards to claim North American railway routes and fulfill Destination Tickets by connecting cities. Points are lost if you do not complete a route on your Destination Ticket. Includes board, 240 train cars, 110 train card cards, 30 Destination Tickets, and 5 scoring markers.

Players: 2-5 Time: 40 Age: 8+ \$50



Visual-Spatial, science

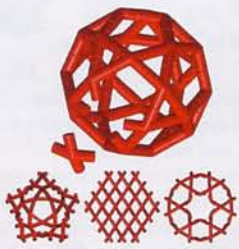
5. Ball of Whacks: Stimulate brain activity with 30 magnetic rhombic pyramids that can be taken apart and rearranged in endless creative ways.

33. X-Ball: Stimulate creativity with 30 magnetic X-shaped pieces that click together to form a skeletal icosidodecahedron - X-Ball pieces can also be used with Ball of Whacks pieces.

34. Y-Ball: Use the 30 pieces to create new shapes that can also be combined with X-Ball and Ball of Whacks!

Players: 1 Age: 8+ \$30 each

Each includes a 96-page guidebook.



Geography, visual-spatial

1. 10 Days in the Americas

You have 10 days to chart your course through North, Central and South America and the Caribbean by airplane, cruise ship, or on foot. The first player to complete a ten day journey, where each day connects to the next day, is the winner! Includes map board, 40 destination tiles, 23 transportation tiles, 4 sets of wooden tile holders, and rules.

Players: 2-4 Time: 25

Age: 10+ \$25



Reading, estimation, addition
29. Wits & Wagers Family

A family edition of the most award-winning party game in history! Be the first player to score 15 points writing down guesses to fun questions. Score points by choosing which guess is closest to the right answer without going over, even if it is not your own! Includes dry-erase score board, 300 questions (150 cards), 10 wooden 'Meeples', rules, and 5 dry-erase pens and answer boards.

Players: 3-10 Time: 20

Age: 8+

\$20



Addition, math/logic

11. Fruit Fair

Score the most prize points to win by secretly assigning your pickers and gardeners to the fruit trees of the farm's orchards. Should you send fruits to the fair to win prizes early? Or do you keep them and attract special helpers to your farm for extra benefits? Includes board, 80 plastic fruit pieces, 59 cards, 12 markers, 25 prize chits, and rules.

Players: 3-5 Time: 45 Age: 10+ \$30



Spelling, vocabulary

31-32. Word on the Street & Word on the Street Junior

Be the first team to win 8 letters by brainstorming words that fit category cards. In each round a team must agree on a word and pull each letter of that word one lane closer to their side of the street. Both games include a board, card tray, timer, rules, and either 432 or 216 categories (216 or 108 cards), and 17 or 26 letter tiles.

Players: 2-8 Time: 25 Age: 12+ or 8+ \$25 or \$20



The products in this catalog are not intended for children under 3 years of age.
WARNING:
 CHOKING HAZARD - Small parts.
 Keep away from children 3 years and under.

#	Game Title	Qty.	Price	Total
1	10 Days in the Americas		\$25	
2	Abandon Ship		\$25	
3	The Art of Children's Convers.		\$15	
4	The Art of Conversation		\$15	
5	Ball of Whacks		\$30	
6	Claim It!		\$24	
7	duck! duck! GO!		\$25	
8	duck! duck! SAFARI!		\$25	
9	Early American Chrononauts		\$20	
10	Fantasy Wizard		\$9	
11	Fruit Fair		\$30	
12	Game Design in Classroom		\$20	
13	Halli Galli		\$20	
14	Memoir '44		\$50	
15	Nanuk		\$28	
16	Ninja Versus Ninja		\$25	
17	Once Upon a Time		\$25	
18	Pirate Versus Pirate		\$25	
19	Revolution!		\$40	
20	Scrappers		\$25	
21	Settlers of Catan		\$42	
22	Seven Card Samurai		\$20	
23	Small World		\$50	
24	Straw		\$15	
25	Ticket to Ride		\$50	
26	Triplica		\$15	
27	Tsuro		\$30	
28	Who Would Win?		\$20	
29	Wits & Wagers Family		\$20	
30	Wizard		\$8	
31	Word on the Street		\$25	
32	Word on the Street Junior		\$20	
33	X-Ball		\$30	
34	Y-Ball		\$30	

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Order Form

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Addition, subtraction

10. Fantasy Wizard

Each round players bid on the number of tricks they think they will win. Make the exact number of tricks bid and you win points; too many or too few tricks and you lose points. Each includes 60 cards, 1 score pad, and rules.

Players: 3-6 Time: 45
 Age: 10+ \$9 or \$8



30. Wizard

Addition, visual-spatial

16. Ninja Versus Ninja

In Ninja Versus Ninja, each player controls a team of Ninjas attempting to defend their dōjō and venturing into the opponent's dōjō to earn points. Includes board, dice, rules, and 16 red, black, shadow, and master ninjas.

In Pirate Versus Pirate, three bands of pirates have discovered an island brimming with treasure. Conquer the island by capturing the gold and silver, or by defeating the enemy pirates. Includes board, 18 pirates, 4 coins, dice, and rules.

Players: 2 or 2-3 Time: 25 Age: 8+ \$25 each



18. Pirate Versus Pirate

Math/logic, visual-spatial

20. Scrappers

It's a frenzy on the factory floor as players race their goblin 'Bodgers' to grab the parts they need to be the first to finish their contraptions. Getting that perfect part isn't easy when the conveyor belt moves and when tussling for parts with other goblins. Includes board, 7 tokens, 60 parts cards, 60 action cards, and rules.

Players: 2-4 Time: 25 Age: 9+ \$25



Communication, reading

4. The Art of Conversation

3. The Art of Children's Conversation

More than a game, The Art of Conversation has been carefully researched to make all get-togethers memorable! Revive relationships, make new friends, and get the whole family talking. May be played 9 different ways. Includes 100 cards with 300 conversation topics and rules.

The Art of Children's Conversation is highly acclaimed by families, therapists and educators. Best of all, kids love it! Strengthen relationships and share fabulous times. Includes a 16-page communication booklet and 104 cards with 200+ conversation topics

Players: 1+ Time: 10-30
 Age: 4+ \$15 each



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