



Icon Key:



New to Catalog



Staff Favorite



Fits in a Stocking



Video on Website



More Options on Website



Welcome to the Rainbow Resource Genter Christmas & Fift Catalog!

How often have we struggled to find the perfect gift? It's an all-too-familiar feeling of cycling through options wishing that we knew that person just a little bit better! As parents, we are fortunate to be in the position of knowing what our children are "into" at any given time. Gift-giving can be an opportunity to expand a child's world. We don't want to just hand our child a new "thing" to occupy them for a few minutes; we want to see their eyes light up as they imagine the possibilities! As a homeschooling family and family business, we value those gifts that go beyond the box. Whether you and your family learn a new game together, your child creates a piece of art that they can be proud of, or you help your child build a working robot, they are learning practical skills and you're creating memories together. We hope you enjoy this collection of favorite items and gift ideas! If you have questions about a catalog item, our team is happy to answer them, and we ship most orders the next business day from our warehouse here in Central Illinois. We look forward to serving you! Merry Christmas and Happy New Year from our Rainbow Resource Family to yours!

For the Flory of Fod, Bob & Linda Schneider and family, and all your friends at Rainbow Resource Center

Christmas Cover: "Deck the stalls with love & carrots!" features equine El Guapo and kids: Dusti, Sawyer, Asher, and Taz holding Tip. Photography by David Price Design by Emily Lancaster, Layout by Emily Lancaster & Megan Smith.

Warning Symbols of the Consumer Product Safety Improvement Act

Abbreviated safety warnings are found throughout our catalog with applicable products. Complete explanation of warning statements is given below.



Statement 1:

Warnina:

Choking Hazard — Small Parts. Not for children under 3 yrs.

Statement 2:

Warning:

Choking Hazard — Children under 8 yrs. can choke or suffocate on uninflated or broken balloons. Adult supervision required. Keep uninflated balloons from children. Discard broken balloons at once.



Statement 3:

Warning: Choking Hazard — This toy is a small ball. Not for children under 3 yrs.



Statement 4:

Warning:

Choking Hazard — Toy contains a small ball. Not for children under 3 yrs.



Statement 5:

Warning:

Choking Hazard — This toy is a marble. Not for children under 3 yrs.



Statement 6:

Warning:

Choking Hazard -– Toy contains a marble. Not for children under 3 yrs.





See inside front cover for key to Consumer Product Safety Improvement Act warning labels.



Collect the figures and accessories waiting behind 24 doors on the illustrated box as you count down to Christmas. Each comes with an illustrated background

STEM Advent Calendars (ages 8+)

These advent calendars provide a science-based activity each day of December. Each of the 24 small boxes holds all the necessary materials for a science experiment, although basic household items like water may be required. Includes an illustrated instruction manual. ▲CHOKING HAZARD (1). Not <3yrs.

EACH CALENDAR 32.95 068577 Crazy Scientist®



068603 Shocking Science Tricks









048237

039251

039253

048303

LEGO® Advent Calendars (ages 5+)

Snowy Christmas (ages 1-4)-(C) NEW! 34.99

Build up anticipation of Christmas! Every day, open the calendar window to find a little

toy to build alongside easy step-by-step instructions. Sets also include a fold-out mat for imaginative play

with your new toys! ▲CHOKING HAZARD (1). Not <3yrs.

LEGO City	32.99
Disney Princess	44.99
Friends	32.99
Star Wars	44.99
	Disney Princess Friends



Thames & Kosmos Science Advent Calendar (ages 8+)

Features 24 quick and easy science experiments. The supplies for each day are

individually boxed to help keep everything organized. Learn about magnetic attraction, gravitational pull, pH levels, making rainbows with prisms, and more! Some experiments require adult supervision and common household items. ACHOKING HAZARD (1). Not <3yrs.



twist, this creative kit has all the fun of

counting down to Christmas combined with all the fun of sculpting clay. Each day, open

a door to reveal a bag of clay and a QR code to

scan. The code will take you to a video guide for what to build with the clay! The set comes with supplies for 25 total clay creations and includes hooks and strings to turn creations into ornaments, if you wish. 037913 29.95



Rock & Mineral Advent Calendar (ages 8+)

This creative advent calendar features rocks, gems, and fossils from around the world, including geode, pyrite, jasper, agate, and much more! Each day, open the calendar window to discover a special rock or gemstone, and on the final day, dig out a rose quartz! A great gift for your aspiring rock collector. Includes a helpful chart with illustrations and information.

▲CHOKING HAZARD (1). Not <3yrs.</p> 040390 29.25





Holiday Countdown Bracelet Kit (ages 7+)

Count down the last 12 days until Christmas and create

colorful bracelets as you go. Each day, open a calendar window to find supplies to make a festive rubber band bracelet! Set comes with 1370 pieces, which includes rubber bands as well

as fun beads and charms, along with a hook, two mini looms, and 30 G-clips.





Electronic Advent Calendars (ages 14+)

Great for those who have an interest in electronics and electrical engineering,

these advent calendars feature electronic projects to build on your own! Each day, open one of the 24 doors to reveal a component needed for assembly. With the electronic Games kit, build and play a different game each of the 24 days!

EACH CALENDAR (exc)....26.25 040311 Electronic Games 040316 Electronic Sound . . . 33.25 040329 Retro Radio

































LEGO® Classic (ages 4-99) Open-ended building creative sets come in a variety of colors and styles along with special pieces. Baseplates are all 15" square. ▲CHOKING HAZARD (1,4). Not <3yrs. 071045 Creative Suitcase (10713)...... 19.99 Creative Neon Fun (11027)..... 19.99 021394 021398 Creative Pastel Fun (11028)-(A) . . . 19.99 022367 Large Creative Brick Box (10698)-(B) 57.25 012852 Creative Houses (11035)-(C) ■.... 54.99 012853 Creative Pets (11034)-(D) 34.99 012861 Creative Vehicles (11036)-(E) ■ . . . 54.99 022374 Medium Brick Box (10696) 33.50 021414 Lots of Bricks (11030) 59.99 081821 Blue Baseplate (11025) 7.99 081825 Gray Baseplate (11024)..... 14.99 081826 Green Baseplate (11023) 7.99 081828 White Baseplate (11026) 7.99 CLASSIC

Klutz LEGO® Books (aaes 8+)

These project books come complete with specialty LEGO elements needed to build crazy awesome constructions! Books feature super easy, step-by-step

assembly instructions complete with illustrations.

▲CHOKING HAZARD (1). Not <3yrs.</p>

052535 Gadgets 17.95 Make 11 different machines like a working claw, catapult, and more with specialty pieces such as wheels, gears, and pins.

069041 Gear Bots........................ 18.50 Use shafts, cranks, and wheels to create 8 manual bots, each with a different movement! 62 LEGO pieces and 10 papercraft sheets.

040409 Gravity Drop 21.95 Explore the science of physics as you design and build a gravity-powered chain-reaction tower that includes elements such as a marble maze and a zip line.

010495 Race Cars 21.95

> Construct a 3' chipboard track and 10 awesome LEGO® race cars, including the El Scorpio, Winged Chariot, Phoenix '77 and more with over 120 LEGO pieces!

001939 Minifigure Photography..... 18.50 Learn tips on taking photos and even stop motion films of LEGOs with this 36-page guide. Includes 2 minifigures with a variety of hairstyles and accessories, as well as sev-

eral fold-out backgrounds. 30 LEGO pieces total.



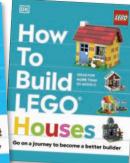


LEGO® Building Idea Books

If you're looking for construction inspiration

for animals to architecture, your search is over! Most books do not include bricks, but they all feature an abundance of LEGO photography

reature an abundance of LEGO photography.		
036623	How to Build LEGO Animals	10.95
081504	How to Build LEGO Houses	10.95
058325	LEGO Animal Atlas	12.95
025648	LEGO Animation Book	12.95
059405	LEGO Architecture Idea Book	16.25
065712	LEGO Christmas Ornaments	12.95
031189	LEGO Epic History	12.95
083660	LEGO Life Hacks	10.95
025679	LEGO Neighborhood 2	12.95
014810	LEGO Technic:	
	Simple Machines	12.95





IMATIONDOO



The LEGO Christmas Ornaments Book









More

LEGO® Storage Heads (ages 3+)

Modeled after the classic LEGO Boy and Girl, these hollow noggins have a good "head" for storage! Ideal for storing loose bricks and figures (or other collections!) Measures 9.4" W x 9.4"

032011 Boy | 073674

LEGO® LEDLITES (ages 6+)

white light to a color slideshow

or select your favorite color. Includes 3 AAA batteries. The 3"x3"x4.5" lamp is BPA and PVC free. **EACH LITE... 21.50**

Red

Yellow

. . 34.99

Perfect night light for any builder! Tap the top of the soft silicone brick to switch from

D x 10.6" H. EACH ITEM.

077469

046242











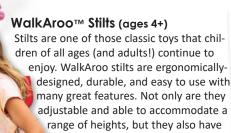












range of heights, but they also have non-slip foot rests and rubber "feet." These are great toys for developing physical balance and self-confidence. **061369** Walkaroo Wee Stilts

018956 Walkaroo Jr. Stills (5+)-(B).... 50.95
Lighter-weight aluminum stills intended for children
as young as 5 and up to 110 lbs. with S-shaped,
foam-covered shoulder rests.

052135 Walkaroo Extreme (7+)-(C) ... 62.95
With 17" of lift, your child can easily become adult size. Made of lightweight steel, with foam-covered shoulder rests and

handles, and adjustable from 5" to 17" by using extensions.

Riders from 4' to 6' 6" tall and up to 210 lbs.

SLACKLINE



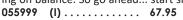
Super challenge – super workout! The Air Pogo Jumper is a simple toy that requires fierce concentration. A hands-free toy, you insert the tough rubber ball into the plastic foot plate and inflate it using the supplied hand pump. The ball is shaped in such a way that its inflated shape will keep it in place, and allow the jumper to hold up to 220 pounds! Then you simply stand on the foot-plate, grip the ball with your feet, and jump away. A real cardio workout!

001886 (H) 28.95

Slackline Play Line (ages 5+)

Walk the tightrope with Slackline! The Slackline is a 40' nylon tightrope which is tethered at two ends. It's held slightly slack to prevent "rolling" of the feet or rope as with traditional tightrope cables. Typically used for teaching and learning to control balance, this kit can also be used for building core strength, tricks, or as an outdoor game supplement. The rubberized print

makes this Slackline ideal for beginners or for focusing on balance. So go ahead... start slacking!





These pogo sticks from Newbounce are modern in style and rugged in design. Handles and barrel are padded for safety and comfort. Sport is for riders 40-80 lbs. and ages 5-9, while Pro Sport is for riders 80-160 lbs. and ages 9 and up.

 070987
 Sport – Black & Green (D) . . .
 46.75

 070988
 Sport – Blue/Rainbow (E) . . .
 51.95

 070985
 Pro Sport – Black & Green (F)
 62.25

 070986
 Pro Sport – Blue & Red (G) . . .
 62.25

Pogo Sticks (ages 6+) 🕟 🔣

If you're used to noisy, creaky pogo sticks, you'll love having these quiet ones around.

Low-friction spring technology gives them a smoother

bounce, while helping you go higher. Made of steel with rubber grips and replaceable rubber tips, these pogo sticks will last a long while.

008001 GROM Red (6-11)-(J).... 49.99 Approximately 36" tall; up to 90 lbs.

007956 Flight Grey (9+)-(K) 53.99 003471 Flight Blue (9+)-(L) 59.99 About 42" tall; up to 180 lbs.

Flybar Pogo Trick Board (ages 6+)

Combining a bit of pogo stick technology with some skateboard

design, these pogo boards are a great exercise toy. These boards allow you to learn cool tricks and maneuvers while practicing your balancing skills and strengthening your leg and core muscles. The boards have a sandpaper texture like a skateboard to help your feet grip to the board. Each set includes the board, ball, ball pump, two inflating needles, and an instruction manual. Weight limit is 160 lbs.

082872 Blue Dawn (M) 24.95 082873 Green Mean (N) 24.95 082874 Pink Berry (O) 24.95





Active / Outdoor | TOYS



A rocking chair that swings? Yes, please! This adjustable swing can be customized to different positions, including lying flat or being set up like a chair, and supports the natural curvature of the body. The swing uses a sure-lock suspension system that can hold up to 400 lbs. Can be used indoors or outdoors and is weather resistant.



Trelines™ Roller Adventure Line (ages 5+)

Set up a roller line in your backyard! Simply hang the 36' line between two trees about 30 feet apart, attach the T-bar and the roller wheel, and you'll be ready to roll down the line and into endless backyard fun! No tools needed for setup,



038467 (D) . . 44.99

Trelines™ LED Climbing
Rope Swing (ages 3+)
Build physical strength

and dexterity as you soar and/or climb on this 6' light-up rope swing!
Features a strong base to sit or stand on and several colorful handholds along the rope. Swing platform also features 25 multicolored LED lights! Easily attach to tree branches, play structures, or existing Ninja Lines.



Slackers® Tree Swings (ages 3+)

A great way to add a bit of adventure to your backyard, these tree swings can fit more than one child at a time! Swivel attachments allow these swings to spin in complete circles. Each swing and hanger can support up to 500 lbs!

042004 Swing House (A)..... 125.99

Features a tent that converts any round swing with a diameter between 30" and 40" into a floating playhouse.

042039 Tree Swing 40" (B) 80.99
Features a 40" swing with a fabric seat cover.
Hanging ropes extend up to 8'.

042033 Swivel Tree Hanger. . 22.49

Features a heavyduty polyester webbing strap that can turn branches and beams into a sturdy swing hanger. Features a 10' x 2" strap with a 360° swivel attachment.



This is a seesaw with a twist! Up and down or rotate 360 degrees, the options for releasing that pent-up energy are nearly endless. Sturdy powder coated steel is designed to withstand the elements and provide a stable base to keep children safe. Comfortable angled handlebars and ergonomic seats are designed for children 3 years and up. Max weight 77 lbs. for each side. Adult

В.

assembly required. **041965 (E).... 59.99**



When your little ones are ready for the next level of outdoor play, this portable, easy to set up swing set line may perfectly fit your needs. Requiring two compatible, healthy trees with

a diameter of 12" each, the swingline swing set can be set up in 30 minutes or less. Targeting young ones, who are just beginning to develop coordination and upper body strength, the *SwingLine* allows parents to rearrange the line of activities to best fit their children's needs. The complete kit (SwingLine 36' with 5 swinging obstacles) comes with a 36' Ninjaline with 10 sewn-in pockets, 2 mesh swings, 1 steel monkey bar and 2 gym rings. Also included are 2 grip clips, a ratchet cover, 8 locking caribiners, and a carrying bag. With a 250 lb. weight limit, the *SwingLine* will meet the needs of your family for years to come.

 042013
 SwingLine 36' w/4 Attachments (F) ...
 98.99

 041952
 Climbing Rope Swing (G)
 35.99



(ages 5+)

Have hop ball races in your own backyard with this all-inclusive set! Includes two 20" balls with handles, ball pump, and start/finish lines. For up to 200 pounds.

038712 (H)

Anna Banana: 101 Jump-Rope Rhymes (ages 6+)

G.

Jumping rope is more fun if you use rhymes to keep rhythm and lend some poetry and humor to the jumping, so kids will love the little ditties included here. This book by Joanna Cole includes over 100 traditional jump-rope rhymes, most of which go with some kind of jumping game. Funny black and white sketches illustrate the rhymes. 64 pgs.

041509...... 8.95



Learn jumping games and rope tricks with this colorful book that comes with 10 feet of soft, stretchy elastic. 020710 10.50

(ages 5+)



Hippity Hop Balls (ages 3+) Kids can have races with

friends, create their own obstacle course, or even just bounce around for fun.

Each one comes with

a pump and measures roughly 18" in diameter. Sold in a variety of colors, these balls will provide great outdoor entertainment for children!

EACH BELOW . . 16.99 040945 Black (D) 040948 Pink (E) 040967 Purple

EACH UNICORN BALL.. 16.99 040976 Pink 040979 Purple (F)

Crocodile Creek Playground Balls (ages 3+)

These 7" textured rubber balls are great for kickball, dodgeball, ball tag, foursquare, catch, and more. They come in bright colors with beautifully printed designs, and they are PVC and BPA free.

EACH PLAYGROUND BALL.. 12.15 035787 Construction (I) NEW!

042908 Dinos (Red)-(J) 035797 Garden Friends (K) NEW! 029599 Jungle

035810 Purple Unicorn (L) NEW

010496 Rainbow Dreams (M) 043267 Sharks

005530 **Space Exploration** 029632 Unicorn Garden (N) 010685

World

More

Jump Ropes (ages 8+) These high-quality jump

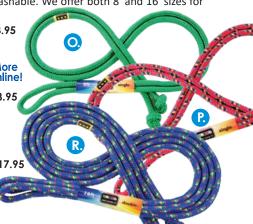
ropes are made of double

braided rope and are 3/8" in diameter. There are no painful or breakable handles, just knots. The ropes are well weighted for a good "throw," kink-resistant, and machine-washable. We offer both 8' and 16' sizes for

solitary or group jump roping. EACH 8' RAINBOW ROPE.. 8.95 037825 Blue 037831 Green (O) More 037855 Purple online! 037858 Red EACH 8' CONFETTI ROPE . . 8.95 023760 Black 023761 Blue 023787 Raspberry 023812 Red (P) EACH 16' CONFETTI ROPE . . 17.95

Black (Q) Blue (R)

023675 023692 023755 Raspberry 023758





E CHILL

Door Pong (ages 6+)

No ping-pong table? No problem! Simply clip the Door Pong™ door frame clamp over any doorway; the ball is suspended from the frame with an adjustable string. Each player has a paddle and can hit the ball back and forth without having to chase it around the house. Bound to improve your hand-eye coordination! 1-2 players.



▲CHOKING HAZARD (3). Not <3yrs. 012555...... 27.95

Doorway Swing (ages 3+) 🗾

Are your kids running out of indoor activities? This swing set is just the solution! With a sturdy alloy steel bar which holds up to 150 pounds acting as the doorway anchor, this swing can support even the liveliest swinger. The classic swing seat which clips onto the bar is adjustable to a variety of heights. The *Deluxe Set* also includes gym ring bar and sensory hammock attachments. **ACHOKING HAZARD** (1). Not <3yrs.







017679 (H) 29.99

Spirit Boomerangs (ages 12+) 🕟

The Spirit Boomerangs are great toys for outdoor fun. These boomerangs come in a variety of designs and the flight distance will vary depending on the boomerang. Each one is sold separately, so collect them all and enjoy with friends and family!

054917 Free Spirit (asst)-(J) 13.95 054924 Patriot (K) 12.95 054938 Spirit of Fire (L) 15.95 054947 Spirit of Wind (M) 12.95

Simply set up the Y Net to play Tailball tennis or Volleyball, use the height adjustable pole to play tennis

or soccer swingball, or grab the flying disc and give it a fling! Options abound with this all surface multiplay set. You provide water or sand to secure the base and 1-2 players looking for fun! ▲CHOKING HAZARD (1). Not <3 yrs.

041951 (I) 79.99

Pop 'n' Catch (ages 4+)

Fun and easy-to-use, this activity will provide hours of entertainment whether you're playing alone or with a partner. Simply press the trigger on the hand-held launcher to blast a lightweight ball into the air. Then use the

launcher to catch the ball before it hits the ground. This set includes two launchers and one ball. ▲CHOKING HAZARD (3). Not <3yrs.

Waboba® BOCCE[®] Flungle (ages 8+)

A simple and fun game you can take anywhere! Launch the target ball by the attached tail. After the target lands, take turns tossing the remaining six balls to see who gets closest to the target. Use the attached tail to easily measure points! Play at the beach, in the backyard, or even indoors! Store in the included mesh bag for easy transportation. 2-6 players.

7 in 1 Sand Toys (ages 3+)

Perfect for open-ended and imaginative beach play, these innova-

tive toy kits include 7 fun pieces, all tucked neatly together in a 3.4" x 8.6" package! Sand toys include an ice cream scoop, a sieve, and a big shovel, and it all comes packaged in the seventh toy—a

collapsible 3-liter bucket! Featuring a variety of colors and ideal for onthe-go fun, this kit is easily stored in a backpack or clipped onto a bag with the built-in carabiner loop.

Beach play has never been easier!

EACH SET 17.50

040277 Beige (A) 040283 Blue (B)

040289 Red (C)

OgoSport® Sports Disks (ages 4+) Lightweight and grippable, these sports disks can

be used in so many ways! They are like little trampo-

lines you can hold in your hands; use 'em to fling or catch

balls - even water balloons - up to 150 feet! Or use the disk like

adults; young kids can even play by themselves, developing hand-eye

a Frisbee, or in the pool – they float, too! Great for young kids or



Waboba® Water Cracket (ages 8+)

This water-bouncing

game set equals hours of fun at the beach or the pool! Bounce the included ZAG ball off the water to pitch it to batters, who use the 36" cricket bat to hit the ball.

028467 (F)..... 21.95

Spikeball™ (ages 8+) ▶

Imagine volleyball, but the net is on a

trampoline, and the goal is to bounce

To begin, two teams of 2 players

square off around the Spikeball

trampoline; the first player

serves by bouncing the ball

ies! Teams have 3 hits between

off the trampoline towards

the opposing team. Then

all chaos breaks loose:

there are no boundar-

the tennis-sized volleyball off it.



047024 Max (15" Diameter) 29.95 047023 OgoSoft Ball (single) 024052 Ogodisk XS (12")-(ages 6+)-(D).. 18.95

Blue and green disks with two OgoSoft balls. 045818 OgoDisk Mini (12")..... 21.95 Blue and orange disks with one OgoSoft ball.

042329 Ogodisk H2O (E) NEW!...... 16.95

This lightweight disk can fly and float easily, and it can bounce both balls and water balloons. Set includes two 13" Disks, 50 water balloons, and 1 filling nozzle.



While Waboba® has veered off their course to create this unique silicone flying disc, the Wingman™ won't! It will fly straight and true, over 130'! Use indoors or outdoors (not for water use). Measures 6" diameter, and can fold up to slide in your pocket. Assorted styles.

Original (Assorted)-(G) ... 7.50 053124 PRO (Assorted)-(H) 11.50

Measures 8.2" and flies over 200'.

015810 Waboba Hitman (ages 8+)-(I) 69.95

Designed for Wingman discs, you can use this disc golf-like target in two ways: go for the

cage or aim for the bullseve target on top, which falls over on contact! This goal is super lightweight (less than 5lbs) and portable. Includes 4 disks, and stakes for windy days. Play anytime, anywhere!

Kites (ages 5+)

These colorful, vividly designed kites are made from durable polyester and have fiberglass frames. Kites vary in size but

can all fly within a wind range of 5-24 MPH. Show your patriotic spirit with the triangular Delta Freedom Flyer,

explore the skies with the fierce Blaze the Dragon kite, or fly the colorful Rainbow Octopus, which features several long colorful streamer legs for extra fun.

040265 Delta Freedom Flyer ... 34.95 040254 Blaze the Dragon 27.95

040268 Rainbow Octopus (K)... 26.25



them before the ball must be spiked off the net once again. Game continues until the ball hits the rim, ground, or bounces twice on the net. Rules can be modified, making this hectic outdoor game perfect for small

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groups, families, and all kinds of events! Set includes 3 Spikeballs, net, a drawstring storage bag, and rulebook. Weighing 3 pounds, it's a perfect for the beach, yard, and travel. 047987 Original (J).... 69.99 013438 Rookie (5+) . . . 59.00

A textured, oversized ball (6.5" vs. 3.5") and oversized net (45" vs. 36") for younger players or beginners! Includes one ball, net, rulebook, and carrying bag.

Active / Outdoor | TOYS



These balls are the perfect toys for safe and active indoor play. Weighing in

> at less than an ounce, the shock absorbing design of the Ollyball also makes it so you can hit it with full power, and it will not fly a long distance or break any household items. This is a great toy as it provides a chance for entertaining and active play inside, no matter what the temperature is out-

side. You can get creative with your Ollyball as it features fascinating designs for you to fill with colors of your choice. Measures 12".

EACH BALL (exc noted).... 12.99 003487 Classic 003500 Girl Power! (A) 003502 Glow Party. . . . 15.95 003513 Slugger 003524 Twilight (B)



Glow Tag (ages 5+)

Play 12 different glow tag games with this LED light-up bracelet set! Includes 6 green bracelets and

6 blue bracelets that can turn on and off, and a QR code on the box links to a list of 12 game options.

043167 24.90

Glow Battle (ages 8+)

Challenge friends and family to a glow-in-the-dark duel with these painless glowing sticks. Each player must hold one glowing weapon and separate into two teams (by weapon color). Each team member charges into battle, attempting to hit players of the other team without being hit themselves. If a player is hit, they must go back to their

> station/dojo and switch their arm band/ weapon to blinking mode. If a player is hit a second time, they are out of the game. The last player or team standing wins! Batteries are included. Light life is approximately 6-10 hours. ▲CHOKING HAZARD (1). Not <3 yrs.



Capture the Flag REDUX (ages 8+)

Great for playing a game of capture the flag after dark, this game features a glowing orb for each team and glowing ground markers to mark off team territory and jails. Players must venture into enemy territory to capture their team flag (glowing orb) and bring it back to their own side while also protecting their

own orb. Includes 5 territory lights, 8 jail markers, 8 team bracelets, and 2 glowing orbs (flags). Batteries are included. Light life is approximately 6-10 hours. For 4-20 players.

▲CHOKING HAZARD (1). Not <3 yrs. 007351 49.90

> LED Light Up Archery Set (ages 6+)

Brighten up your archery skills with this glow-in-the-dark bow and target set! Made of durable plastic, this set includes an LED light up tension adjustable bow, LED light up target with suction cup hangers, 10 arrows with suction cups, and the adjustable strap quiver. With a little practice, your budding archer can shoot up to 100 feet! Batteries included. CHOKING

HAZARD (1). Not <3 yrs. 041961 24.99 007355 Family Pack Included are 8 glowing weapons, 8 station markers, and 8 glow bracelets. Play could last 30-90 minutes, for 2-8 players.

GLOW BATTL

007374 Ninja Version (C) Includes 4 ninja katanas and four glowing dojo markers to engage in a battle of Ninja moves. Play could last 20-60 minutes, for 2-4 players.

WANDINI

Magic's in the air!

Glow.0 Juggling Toys (ages 6+) 🕟

Put on an impressive light show and flaunt your handeye coordination skills! Each of these sets include LED glowing elements that involve swinging the objects in the air to put on a mesmerizing show after dark. Each set includes a USB charging cord (cord only).

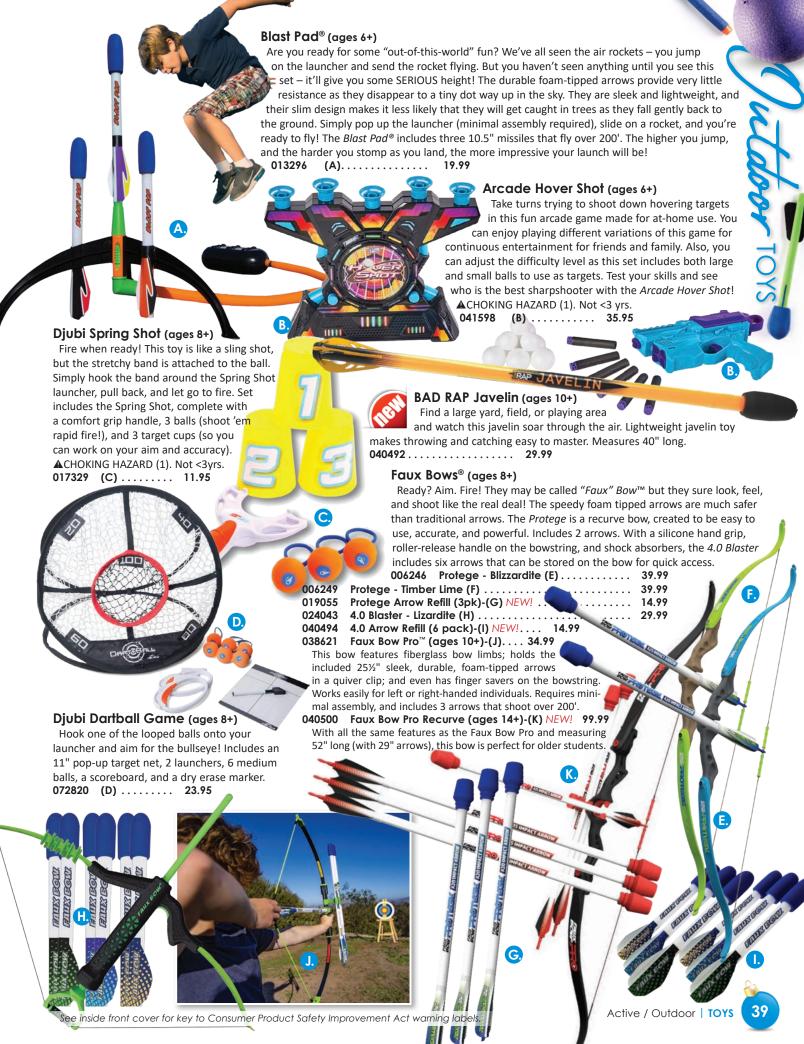
Includes 2 balls (3") to swing through the air by black cords that adjust from 12-14", giving the appearance of freefloating LED orbs. **ACHOKING HAZARD** (1). Not <3 yrs.

036303 Wandini Floating Wand (E) . . 25.00 Includes a 24" wand with 22 light modes to swing through



the air by a black cord,

TOYS | Active / Outdoor



























Gumlii® and Liinklz® (ages 0+)

These silicone sensory

teethers are great toy options for your little one. They feature colors, textures, and shapes to explore. The Gumlii Sensory Teether & Rattle features four different textures and a gentle rattle sound. The Liinklz Silicone Tether serves as a toy strap to prevent toys or pacifiers from falling to the ground.

038902 Gumlii 19.99 038903 Liinklz (3pk)..... 14.99 stand, and is made from food-grade silicone.

038934 24.99

Pop & Discover Activity Cube (ages 12mo+)

A fun twist on the traditional shape sorter, this six-sided activity cube offers little ones a fresh interactive way to develop problem solving and motor skills. Two sides for sorting the included plastic shapes, two sides with silicone bubble poppers, and two sides with elastic bands

for free exploration.

044774 24.99

Buckle Toys Busy Boards (ages 1+) Wonderful engagement for at

home or on-the-go, Busy Boards are made from soft, lightweight foam and have an attached handle perfect for little hands. Features five colorful buckles to clasp and unclasp, a zipper to zip and unzip, a clock with movable hands, and shoelaces to tie! Measures 11" x 9".

048727	Blue	17.95
048728	Green	15.95
048732	Pink	17.95



ors, and fine motor skills with this barnyard learning toy. Toddlers can push the basket, pull and spin doors, and rotate the silo, and the toy farm animals double as finger pup-

pets for even more fun! When not in use, toy folds up for easy storage. Set includes barn, 5 animals, 3 vegetables, and 3 baskets.

Poke-A-Dot® Books (ages 3-6)

Your kids probably aren't allowed to

poke their siblings but they can get

their fill of poking here! Each sturdy book has

plastic bubbles on each page over illustrations.

28.50

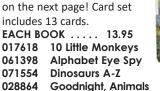


Sensory Activity Kits (ages 3+)

Encourage exploration and creativity! Colorful double-sided play mats, beads, gems, modeling clay, shape cutters, a wooden clay roller, and more fill the inside compartments! The guide provides an overview and topical teaching suggestions, but the kits also offer an amazing opportunity for creative free exploration. Reusable components allow children to create again and again! ACHOKING HAZARD (1). Not <3 yrs.

EACH KIT 27.50

016363 Counting & Sorting 039136 Into the Garden 039151 Wonders of Space



When kids poke the bubble, it

makes a "pop" sound, inverts,

and can be poked again

017620 Old MacDonald's Farm 069559 Wheels on the Bus: Wild Safari

Tiny Worlds Portable Playmats (ages 3+)

Perfect for entertaining little ones on the go, each of these playmats turns into a quiet area for your

child to play! The mats easily fold and fasten into a small bundle. Plus 16"x 9" mat has a built-in storage pocket for figures (not included). May vary slightly since these are handmade. Made from 100% cotton

EACH SET 26.99 042579 Dinosaur Land 042592 **Farmvard Acres**

042599 049441









EACH CARD SET 12.99 006283 **Animal Moves & Sounds** 010399 Dance Party NEW! Play & Learn Alphabet 002201

025401 PK Dino Stomp & Roar 025409 PK Kitty Princess Dance & Play 002197 PK Scavenger Hunt at Home

Rainbow Counting Sticks (ages 2+) This set is great for developing counting of

This set is great for developing counting, color recognition, and fine motor control. Hand-eye coordi-

nation and color recognition increases as your child matches and inserts the color sticks into the 10-color-coded base. The wooden base and 55 counting sticks are sure to last a long





The familiar MATHLINK CUBES are brought to life with little faces and animations. Add your

favorite faces and expressions to your cube creations. The fun does not end there. Students will practice early math activities with the colorful activity cards included. **ACHOKING HAZARD (1).** Not <3 yrs.



Numberblocks Express Train

Match It! Tangrams (ages 3-6)

These 51 colorful sturdy cardboard shapes are perfect for little hands to handle while learning about shapes and patterns. The set also includes 20 double-sided activity cards for children to follow. One side of the card has a picture of the shapes needed to build and the other side shows the completed puzzle. Activity cards represent various animals and other shapes that range from easy to medium skill level.



Chunky Alphabet Puzzles (ages18 mo+)

Explore the letters of the alphabet with these colorful wooden puzzles. Each letter matches a spot on the puzzle tray. Alphabet Puzzles measure 11x11" and feature pieces in the rainbow colors; ABC Puzzles measure 7x7" and pieces feature more muted colors.

EACH PUZZLE 28.00

039764 Alphabet Uppercase 039773 Alphabet Lowercase 039799 ABC Uppercase 039782 ABC Lowercase





1-10 Counting Board (ages 1+)

This tactile and colorful wooden

board is a great way to practice counting and recognizing shapes, colors, and numbers. Featuring thick puzzle pieces that fit in the puzzle tray, this toy includes pieces for each number 1-10, ten different shape pieces, and finally, ten columns of wooden discs of varying amounts from 1-10 to practice counting with your little. Includes 76 pieces total.

Wooden Puzzles (ages 3+)

These beautiful, sturdy puzzles are made of rubberwood and stained in bright, inviting colors. Children can practice their ABCs while working on fine motor skills and visual/spatial reasoning. Pieces fit together loosely (great for little ones) and are about 3/4" thick. Alphabet puzzle pieces have upper case letters on one side and lower case letters on the reverse. Each comes in a wooden tray.

059430	Animal Parade A-Z	31.49
059431	Butterfly A-Z	22.49
059434	Dinosaur A-Z	22.49
039474	Guitar A-7 NEW/	22.49

Chicka, Chicka, Boom, Boom (ages 3+)

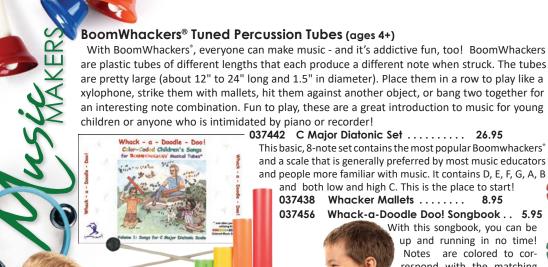
After you read the classic tale with your students, bring the story to life with the *Balance Game*! Add wooden letters to the tree balance board just like in the story and practice identifying letters as you go. Wooden letters can also be used to practice sounds, spelling, or color sorting.

 040881
 Balance Game NEW!
 26.99

 001597
 Book
 6.75

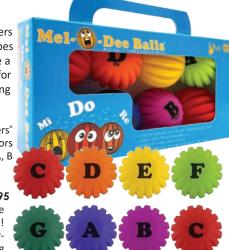






With this songbook, you can be up and running in no time! Notes are colored to correspond with the matching tubes so before kids can read music, they can play the popular children's songs featured.

Musical Washboard



Mel-O-Dee Balls™ (ages 3+)

This set of 8 squeezable, ridged balls corresponds to musical notes. Each ball is about 2.5" wide, just right for little hands (or not so little). The sound is bit of a honk/squawk, but the notes are certainly recognizable in a song. Includes 3 song cards (6 songs) that are color-coded to the balls.

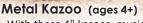
081592 23.95

Musical Washboard (ages 6+)

This unique percussion instrument can be fun for both children and adults. Easy to use, simply put on the included finger thimbles and add a classic and rhythmic raspy sound to your music. Would be a great instrument for kids to start out with as they can easily learn the basics and start play-

ing. Also, this Musical Washboard can be used in a variety of different genres of music, and will add some distinctive flair and style. Includes three finger thimbles and the washboard measures 18" tall by 8½" wide.

003243..... 29.75



With these 4" kazoos, music-making is as easy as humming a tune. The classic feel of these metal kazoos brings back fond memories of march-

ing around the house with younger siblings in tow, and now the next generation of beginner muscians can get their start in the same way! Sold assorted colors.

4.95



My First Music School Kit (ages 3-6)

This set features a mini keyboard and a 26-piece puzzle console to assemble. The

puzzle doubles as both a keyboard and a music stand. Colored dots are used to represent music notes on both keyboard and 8 score cards, which include popular songs such as "Brother John" and "Twinkle, Twinkle, Little Star." Includes 24 colored dots for youngsters to compose their very own songs.



Tinker Tar Guitars (ages 3+)

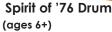
These guitars provide a great introduction to musical instruments. Featuring just one string, it's easy for young musicians to pick up and quickly start progressing and playing music. The strings are nylon, and the finger positions are close together which makes them perfect for small hands. The colored and numbered finger positions on each guitar make it easy to read and play music. Each set includes guitar, strap, replacement strings, and a songbook.

EACH ITEM.....

041076 Dino (A)

041085 Pink Floral Acoustic (B)

041106 Yellow/Black Electric Design (C)



Lead a battalion or just keep the beat with this charming wooden drum. There is an extra cord for hanging around your neck. Comes with two 7" wooden drumsticks for keeping perfect time. Approx. 8.5" in diameter and 8.5" high.

053457 29 95

MUSIC | Music Makers



assorted colors, players can see the insides of this 10-hole harmonica from the front, back, top, bottom and sides.

The Blues Band Harmonica has 10 holes and is in the key of C. It has a plastic body with metal-plated covers, and features a smooth, responsive tone and good volume too!

018231 (K)...... 9.99

flats, and the bars are

mallets are also provided.

made of sturdy chrome steel. Two

Handbell Sets & Cases (ages 5+) Make beautiful music with these highquality bell sets that can be enjoyed by the whole family. The bells are 5" tall with long handles for easy gripping, and each has note names and numbers clearly marked on the top of its handle. The metal bells are all different colors and feature springs inside that are very durable and make for easy-to-control playing. We offer a variety of sets to choose from so you can be sure to get the bells you need to make the music you want. The bright colors and clear sounds will delight musicians of all ages. ▲CHOKING HAZARD (1). Not <3yrs. 004257 8-Note Set..... Includes bells for lower C to upper C, without sharps.

018590 13-Note Chromatic Set 88.95
Includes notes from low C to upper C, including sharps.
HNDBLL Complete Chromatic Set/20 132.95
Includes notes low A to high E.

033886 Case for 8 Handbells 16.75 033884 Case for 13 Handbells 30.25 033885 Case for 20 Handbells . . . 42.75





Please note that you can also purchase additional accessories. The "pick pack" includes a pick, a small tuner, and spare wire. The pick clip is a pick attached with a non-removable string to a small clip, allowing you to clip it directly onto your harp so you can easily keep track of it. Harp measures 13" x 8" x 2".

004003 49.00

Canto Recorders and Song Books (ages 5+)

A no-frills, step-by-step introduction to the recorder for the beginner. The *Hands On*

Recorder book features plenty of illustrations and clearly laid out instructions and contains forty-six songs, including plenty of beginner songs arranged by level of difficulty. Consult our website for a complete listing of the songs in the book. A fingering chart is included in the back of the book and a Canto (Soprano) Recorder (in your choice of five colors) accompanies it.



EACH RECORDER ONLY 3.30 EACH RECORDER & BOOK ... 8.60

	<u>Recorder</u>	Recorder/Book
Blue	033879	034580
Green	033880	034581
Purple	033881	034582
Red	033882	034583
Yellow	033883	034584

Sheet Music for the Music Maker Harp

Twelve songs are included in each set, which are designed to effortlessly slide under the strings of the harp for easy playing. See our website for song contents of each packet.

CLASSICAL

EACH MUSIC PACKET.... 6.25 010646 **Beatles Songs** 003948 Children's Favorites 1 003955 Christmas #1 Christmas #2 003956 003957 Classical 010649 Disney #1 010650 Disney #2 003962 **Favorite Hymns** 016855 Irish 003990 Old Time Favorites #1 016856 Patriotic 053486 Southern Gospel **Tuning Made Simple** 049251 Packet includes instructions for tuning your harp, plus sample songs to test the tuning of the instrument.

Music Maker Harp Accessories:

010645 Canvas Case (black) ... 13.25 016663 Canvas Case (red). 13.25 004009 Small Tuner 6.75 004013 Spare Pick..... 1.95 004018 Spare Wire..... 1.95 010658 Pick Pack (A) 11.50 010657 Pick Clip 4.95

Recorder Factory Book & Recorder (ages 3+)

The Recorder Factory is a very unique beginning recorder method that uses the highly successful "Sing

it, then play it" approach to learning. The "Melody-based" method uses familiar Christian hymns and choruses, and traditional folk songs to reinforce basic music concepts.

This is a beginning method for use in the home,

school, or church.

EACH SET. 12.95

002477 Blue 002592 Purple







Little Knitty Bittys[™] (ages 7+)

Knit tiny creations for a little animal buddy with this loomknitting beginner set. Each set creates a small hat, scarf, and sweater for the included, 4" tall animal to wear and style.

Just follow the instructions to create each piece. Includes 1 animal figure, yarn, needle, loom, knitting wand, and idea guide. ACHOKING HAZARD (1). Not <3 yrs. 13.95

EACH SET 012347 Bear 012351 Bunny 012352 Fox

Discover Knitting Scarf Kits (ages 8+)

Great for beginner and first-time knitters, not only

do these kits include yarn and wooden knitting needles, but they also provide complete instructions for the user to follow. Yarn is 100% wool and enough is included to make a 4"x 58" scarf.

EACH KIT 21.56 063687 Blue 010273 Pink 010263 Orange



Discover Crochet (ages 7+)

Do you have the desire to crochet, but don't have anyone in your life to help you learn? These

kits are here to save the day, including illustrated instruction pamphlets and QR codes for tutorial videos on getting started! These kits include 3 skeins of 100% wool yarn (2 oz. each), a US 6.5mm crochet hook, and a plastic tapestry needle. Each kit makes a beautiful scarf (3" wide and 50" long).

EACH KIT 26.06 035078 Sunset 035075 Berry

035077 Ocean MADE IN



It's My Biz Kits (ages 8+)

Design, package, and market a product of your own creation! Creative kids usually have no shortage of ideas to make. But then what? Teach

IT'S MY BI

STICKER BIZ

them how to build a business plan, brand their items with a personalized logo, and promote their product on social media or in person. Each kit includes craft supplies to get you going plus all the planning sheets and more!

▲CHOKING HAZARD (1). Not <3 yrs.

017324 Jewelry 017348 Knitting 017353 Sticker





Learn to Knit Pocket Scarf 厉 (ages 8+)

Fun kit provides all necessary instructions and materials for crafting your very own pocket scarf.

Once completed, the pockets on the end of the scarf can be used for keeping hands warm or holding personal items. Give this to a young creative,

> or purchase it for your own use or gift creation. Although geared toward children, this can be

enjoyed by beginner knitters of any age!

An online tutorial is also included 19.50 066286



carf Kit

Pom Pom Bouquet Kits (ages 6+)

Create your own pom poms, creatively decorate them, and then

display them together as a pom pom bouquet. To create the poms, wind them around the included tool, tie them off, and then cut according to instructions. Punch out and attach the decorative pieces with yarn and chenille stems. The can-shaped box doubles as

a vase for the finished product. EACH KIT 12.99

045110 Animal 045120 Flower

POM≈POM



Klutz Pom Pom Kits (ages 8+) Using little more than yarn, you 듉

can create absolutely adorable pets. Puppies feature 15 different breeds using 4 colors of yarn. Mini Pets feature 20 pets using 8 colors of yarn. Kits include yarn (you will need to add more to do all projects),

> instructions, pom-pom maker, and accessories for customizing. Mini Pets can be made using a fork!

EACH KIT (exc) 15.15 027382 **Puppies** 057078 Mini Pets

010502 Food Animals . . 16.95

ARTS & CRAFTS | Weaving Crafts

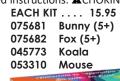
Klutz Jr.® My Simple Sewing Projects (ages 4+) Make your own fabulous, plush stuffed sewing projects with these beginner sewing D.I.Y. kits. Included with each kit is an illustrated instruction book, and all required materials for 3 projects. Kits promote hands-on learning, creativity, and fine motor skills. ▲ CHOKING HAZARD (1). Not <3 yrs. 003240 Cat Mermaid & Friends 🔟 16.95 052816 Simple Sewing Book & Craft (A).. 11.50

CAT MERMAID & FRIENDS

Create Your Own Critter Friend Kit (ages 4+)

Stitch yourself a cuddly companion! The critters at the core of these kits are in two pre-cut pieces and only needs a simple stitch and a little stuffing to spring to life. Includes outfits and accessories you'll put together. Most pieces are pre-assembled

and require little "finishing". Includes step-by-step illustrated instructions. ACHOKING HAZARD (1). Not <3 yrs.





Craft-tastic Learn to Sew Kits (ages 7+)

These kits teach young crafters sewing in a fun, entertaining way with beautiful and do-able projects! Learn to Sew includes supplies and instructions for 8 projects, with additional projects you can do with your own fab-

ric. Projects include simple sewing projects and embroidery projects. There are even upcycling projects! **▲**CHOKING HAZARD (1). Not <3 yrs. 075680 Learn to Sew 15.95 053305 Let's Learn to Sew (B) 15.95 Updated version featuring new colors, designs, projects, tools, and book.

Sewing My Animal Friend/ My First Sewing Doll (ages 6+)

These adorable sewing kits are great for youngsters who are just learning how to sew! Each allinclusive kit includes pre-punched fabric that can be sewn together with string and a plastic needle. My Animal Friend kits also include felt or fabric accessories to attach to the animal friend, plus a carry strap. Completed animal: 11.5".

EACH MY ANIMAL FRIEND KIT **□**... 19.99 003866 Arty Crocodile

003869 Musical Bunny (F) 003872 Snoozy Lamb (G)

Snowboarding Bear 003877

EACH MY FIRST SEWING DOLL KIT . . . 19.99

045080 Deer (H) NEW!

045092 Koala w/Heart (I) NEW!

Penguin (J) NEW

Magic Scrunch Pillow Kits (ages 6+)

Craft kits for the not-too-crafty!

The soft fleece is made from recycled plastic bottles. It will take some time and patience to weave the strips through the fleece, but no messy glue or sewing skills required. Pillow insert includ

ed. Finished: 10" square. **EACH KIT 19.99**

021624 Axolotl (C) 021625 Cupcake (D)

021650 Kitty (E) 021652 **Puppy**

021662 Unicorn

Klutz® Sewing Kits (ages 10+)

Cute sewing kits kit includes pre-cut fabric, patterns, sewing needles and holder, thread, embroidery floss, stuffing, fabric backing, and accessories to decorate. With patterns, pre-cut pieces, and the photographic books, its

easy to follow the intermediate handsewing projects. **EACH KIT BELOW....... 16.75** 003263 Sew Squishy Cubes 5

EACH KIT BELOW...... 16.95 013652 Donut Animals (8+)-(K) Ice Cream Animals (L)



Klutz® Sew Minis (ages 10+) A Klutz kit to sew adorable stuffed felt minis, these kits each include a 48-page book with step-by-step instructions, patterns, acrylic felt, needles, embroidery floss, and pre-cut accessories. Animals makes 12 minis while Gardens and Treats make 18

cute minis! ▲CHOKING HAZARD (1). Not <3 yrs.

EACH KIT 16.95 066521 **Animals Cute Things** 001967 (M)

Gardens 16.75 074852 021798



Rainbow Loom® (aaes 7+)

Enjoy endless hours of fun and creativity with the Rainbow Loom! The transparent plastic loom can be used to create everything from rubber band bracelets to more sophisticated projects. All sets include

a loom, latex-free bands, hook, c-clips, and instructions. ▲CHOKING HAZARD (1). Not <3yrs.

077253 Combo Set 4,000+ bands & organizer.

074513 Bracelet Craft Kit . . . 17.95 1,800+ bands & display rack.

005104 Mega Combo Set . . . 19.95 7,000 bands, 12 gift bags & case.

017022 Loomi-Pals Mega Combo Set 5..... 21.95

5,600 bands, 300 beads, 60 charms, & case.



Rainbow Loom® Wrapit Loom[™] (ages 8+)

Create woven friendship

bracelets that YOU design! The sturdy loom holds the cord in place, acting as extra hands, while you add beads, tie knots, and braid the cords. The handy tray keeps materials at hand. The kit makes 20 bracelets and includes 1 loom, a nice variety of beads, 5 fun colors of embroidery floss, 5 colors of fine cording, closures, and a detailed, illustrated instruction booklet with loads of ideas. 044969 17.95



This friendship bracelet kit features a dial loom with 6 different pattern options and 20 colors of floss, enough to make up to 20 different bracelets. Additional bracelets could be made by purchasing additional floss.

19.99



Jewelry Tool Box (ages 8+) Create 20+ beaded jewelry

items with this convenient

kit! Included are 65g of assorted beads, charms, jump rings, elastic, beading tray with ruler edge, bracelet wheel, embroidery floss, mini pliers, pincer spoon, jewelry wires, earring hoops, necklace clasps, chain, storage box with carry handle, and instructions.

XII-IIZIIO

648



045749 Blush (E)

Gold (F)

Lilac

021814

045751

Fashion Angels® Bracelet Bead Kits (ages 8+) These bracelet kits include over 1000 beads, in addition to

charms and thread. The Rainbow kit includes colorful disc beads.

Mix & Match Design Beads 14.95 017406 Rainbow Bracelet Kit





make the bracelets. A storage tray drawer keeps your materials organized. 20 precut threads in 10 different colors and instructions are included. A QR code has video. ▲CHOKING HAZARD (1). Not <3 yrs. EACH KIT 22.99 016530 Blueberry (A) NEW! 016533 Cotton Candy (B) NEW! 017105 **Pineapple** 016534 Watermelon (C) NEW!

My Friendship Bracelet

Making your own friendship bracelets has

tive tool. These Friendship Bracelet Makers

hold multiple threads in place while you

are sturdy, plastic looms with prongs that

never been easier than with this innova-

Maker (ages 8+)



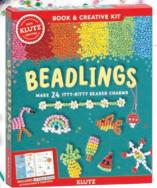


These bracelet kits are geared towards teens who enjoy making and wearing both trendy and unique bracelets. Each kit includes the materials and instruc-









picture is revealed at the end. ▲CHOKING HAZARD (1). Not <3yrs.

040475

040476

and Dot Art (ages 6+)



This new style of art combines paint by num-

Ariel/Cinderella 13.75

Jasmin/Belle/Rapunzel

ber, sticker by number, and pixel art! The background

is sticky and numbered. You have little cartridges with

numbered dots. As you match the numbers, press the

dot and reveal the colored dot! This is not messy at all—no beads to spill, and no paint. A pretty 16.5" x 11"

Beadlings: Make Itty-Bitty Beaded Charms (ages 8+)

Make your own tiny beaded charms with this creative kit. Includes supplies to make 24 colorful charms that can be attached to bracelets, keychains, or anything else you want to accessorize! Includes a 52-page book of instructions and inspiration. 040396 16.95





Best Ever Book Lanyard, Scoubidou & Boondoggle (ages 8+)

This book & activity kit teaches you how to make bracelets, keychains, lanyards, and more, with all supplies included. Learn different stitches and use beads and charms to add your own unique flair! Includes a idea book, 8 different colors of cord, metal key rings, metal chips, pony beads, button charms, pipe cleaner, and googly eyes. 020707 15.15

Disney Princess Stamp Reveal Story

Beads 2-Go! DIY Jewelry Set (ages 8+)

Pop music fans and crafty kids will have a blast creating original bracelets with beads and letters! Divided trays

full of beads snap together for storage and apart for craft time.

Includes 1370 beads, elastic and nylon cord, plus instructions. 040474

make it real





Say Yes! Alphabet Bead Bracelet Set (ages 8+)

FIRITIE) NO

Spell out your friends' names, team names, pets' names, even good wishes to wear on your wrist! This kit includes over 1000 assorted beads, almost 10 yards of elastic cord, and instructions.



Chic Boutique Headbands Kit (ages 6+)

Includes the supplies to make 5 custom headbands with sequins, glitter, sparkly accessories, confetti filling, & more! 047644 11.75







Headbands





Aquabeads® (ages 4+)

Just add water to create unlimited designs! Similar in concept to heat-set beads, build a design using a template or your own creation on the tray. When you're finished, simply spray with water and let it dry—no hot tools needed. ACHOKING HAZARD (1), Not <3vrs.

072859	Bead Pen (A)	4.75		
072860	Bead Picker	4.75		
072865	Jewel Bead Pack (800)-(B)	8.50		
072866	Mega Bead Set (C)	16.95		
2400 beads in 24 colors in organizer case.				
041455	Mega Bead Trunk	27.95		
3000 solid & star heads in 30 colors, carry case				

033077 Rainbow Pen Station (D) NEW! 21.95 600 solid & jewel beads in 8 colors and rainbow pen (which holds 8 colors at once).

001487 Star Bead Studio (E) <u>「</u> 1000 solid, jewel, & star beads in 24 colors, star case, flip tray, sprayer, templates, & bead pen. 010084 Deluxe Carry Case...... 40.95 1400 solid, jewel, and star beads in 48 colors, bead pen, ring and bracelet bases, & carry case. 082235 Calico Critters Set (F).... 12.25 640 colored beads, 1 baseplate, 1 spray bottle,

033068 Mini Creations (G) NEW! . . 120 solid, jewel, and star beads, 3 templates, mini tray, & water dropper.

template sheets, and 3 display stands.

EACH DECORATOR'S POUCH NEW!.. 12.25

Zipper pouch to customize with 500+ solid, jewel, & star shaped beads, mini trays, water dropper, & templates.

033052 Sea Life (H) | 033060 Unicorn (I)

DIY Lip Balm & Gloss (ages 6+) 厉

Kits are 100% natural

and 100% fun!! With easy-to-follow instructions and all the ingredients, you can have healthy, naturally scented, smooth lip balm or gloss in just one hour. Kits make 6 balms or glosses and include natural oils (shea butter, safflower oil, beeswax), natural flavors, empty containers and utensils. ▲CHOKING HAZARD (1). Not <3yrs.

037563 Lip Balm Kit 19.95 003126 Lava Lip Gloss Kit 19.95

Flower Power DIY Soaps (ages 8+)

This kit is super fun and easy and the soaps come out looking (and smelling) very beautiful. The kit is perfect for gift-giving as it includes all you need: glycerin soap, dried flowers, 2 scented dyes, mixers, mold, and instructions. Color photos are helpful and kids will enjoy creating their own unique combinations.

You can easily get more supplies from a craft store and keep making soaps for gifts or even a little business!

041019 24.99



All Natural Lip Balm Boutique (ages 8+)

Kit includes everything you need to make allnatural flavored products at home; just add veg-

etable oil and your choice of add-ins and you'll be set! Includes lotion bar molds and lip balm molds, beeswax pastilles, lip pods for finished lip balm, and much more. Includes an illustrated foldout with an explanation of the science behind the creations and

a collection of 20 recipes. 021762 18.99







Klutz® Soap & Spa Kits (ages 6+)

Klutz makes learning how to make bath bombs,

soaps, and more fun and exciting with unique supplies and easy-to-follow instructions. Make your own unique spa item when you finish!

067641 Bath Bombs \overline 16.95 Make 12 strawberry-kiwi scented bath bombs.

067642 Make Your Own Soap 互 . . 16.75 Make 7-10 glycerin soaps. Includes gift boxes & bags. Note: some dyes contain Yellow #5.

010480 Bakery Bath Bombs 16.95 6 mold shapes; make 12 different bakery-themed, fizzy bath bombs.



These informative how-to kits from Klutz® provide everything you need to make unique charms. The Clay

Charms includes 9 colors of clay, glaze, charm loops to embed, jump rings, and charm bracelet. The 60-page instruction book covers clay shaping techniques and making foods and animals. Glitter Clay Charms features directions for 35 new ideas and contains 6 colors of clay, 2 colors of glitter, a silvery charm bracelet, glaze and applicator. Both have a clay shaping tool and a drying rack. ▲CHOKING HAZARD (1). Not <3yrs.

010979 Clay Charms..... 16.95 062727 Glitter Clay Charms 16.75

Aquabeads® Nail Studio (ages 4+)

These super cool nail sets feature fake nails that can be decorated with special stickers by simply using the included

applicator to wet the stickers and place on the nails, and then allowing to dry for 3 minutes. To apply to your fingers, wet the back of the fake nail and press onto your finger for 3 minutes. Nails are removable and reusable. ▲CHOKING HAZARD (1). Not <3yrs.

033065 Design 'n' Play Makes 60. Includes display board and applique station. 033080 Stars & Unicorns Refill (makes 40) 8.50



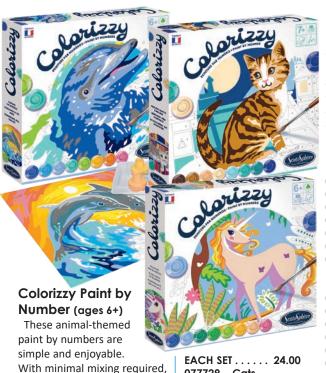
Marbled Moon Jewelry Kit (ages 8+)

Create your own marble-swirl jewelry with this DIY kit. Mix multiple colors of air-dry clay together to get a swirl look, and then roll or press them into molds to get

the desired shape. Make 5 beaded bracelets, 2 pendant necklaces, a charm bracelet, and a ring. Includes 4 colors of clay, gems, string, and more! ▲CHOKING HAZARD (1). Not <3yrs.

044871 24.99





077729

052636

052639

077730

077731

Cats

Dolphins

Savannah

Horses

Forest Animals

Paint By Sticker (ages 6+) Stickers... they're not just for kids anymore! Create 10-12 sticker art pieces by placing the appropriate stickers into the numbered spaces of the outline. The stickers in the ages 10+ books are quite small, and may require a toothpick to position! Kids versions feature simplified designs and fewer stickers.

EACH BOOK (10+)11.95 068077 Birds

076131 Cats 051911 Doas

068076 **Masterpieces**

065411 Original 005951 **Plants & Flowers**

Works of Art NEW! 038456 EACH KIDS BOOK (6-9) (exc)

. 7.95 071926 Beautiful Bugs 7.75 Dinosaur 077173

005936 **Holly Jolly Christmas** 031628 Outer Space

041985 Pets

005985 Rainbows Everywhere Rainforest Animals NEW! 021844

YO FAIRY LIGHT

Under the Sea 068074 068075 Zoo Animals . . 7.75



Creative, hands-on activity is a

perfect mess-free option for your

young artist. Sets include 100 foam stickers, 100 foil sheets,

and 10 picture canvases. To use, peel and press to create your

Foil Fun (ages 4-9)

own foil sticker. The stickers are then used to decorate the picture canvases!

▲CHOKING HAZARD (1). Not <3yrs.

Greeting Cards

Holiday Magic (A)

Unicorns & Princesses

EACH SET 19.99 042733 Bugs & Butterflies

they are perfect for beginning

ful acrylic paints, two 8-3/4" x

artists! Includes 12 color-

Paint Your Own Porcelain Kits (ages 8+)

These porcelain kits make great personalized, practical household items. Show off the artwork of you or your loved one with an item

that may be used every day. Kits includes a blank porcelain product, 6-12 paint col-

ors, 1-2 paint brushes, and instructions. **ACHOKING** HAZARD (1). Not <3yrs.



042675 Castle Light

038042 Dog Treat Jar.... 22.95 078369 Fairy Light 34.95 078371 Vases (set/3).... 29.95



042735

042736

016979

Flower Power Pottery Kit (ages 8+) Make beautiful creations with this all-

inclusive, air-dry pottery kit! Simply roll

out and shape clay coasters, pendants, and more, then press the flower and leaf-shaped molds into the clay as desired. Once the clay pieces are dry, use the paints to add bright colors to the pieces. Real leaves and flowers can also be used.

044857 24.99





Thomas Kinkade Paint by Numbers (ages 8+)

Paint some of the famous works of Thomas Kinkade with these all-inclusive paint by number sets. Each kit includes a printed canvas already stretched to a frame, wall hanging fittings, 3 variety brushes, and about 20 or more colors of acrylic paint. Medium frames measure 12" x 12" and take 16-18 hours to finish, while large frames are 12" x 16" and take 18-24 hours to finish.

CACH MEDIUM SET 17.95
042944 Courageous Voyage (A)
042952 Everett's Cottage (B)
042957 Garden of Prayer
042960 Peaceful Retreat (C)
042961 Perfect Red Rose (D)
EACH LARGE SET 19.25
042934 Christmas Moonlight (E)
042918 Italian Café (F)
042922 Lamplight Cottage (G)
042927 Light of Peace (H)





Paint by Number Museum Series (ages 8+)

Create your own mini work of art! These 6" x 8" canvases are pre-printed with lines as well as some bold, dark blue areas and come with a numbered color map, brush, pop-up easel, hang tab, and 6 colors of acrylic paint as well as an online tutorial to teach you the techniques of the masters. Paints are pretty vibrant and give your artwork a really fun feel.

















CreArt® Paint by Number Sets (ages 7+) These painting kits are great

for both children and adults!
Designs are printed on thick painting boards and are outlined with the colors that are to be used. This helps the user identify the colors and stay in the lines a bit easier than thin outline canvases. Included is a cardboard paint pot holder, a paint brush, and a plastic frame

to display your masterpiece in. The bigger the size, the more detail and colors used. **EACH 5"x7" KIT (2-AD)14.99**

045831 Cute Puppies (I) NEW! 045849 **Delightful Dolphins** 048482 Floral Fawn (J) NEW! 045907 Mother & Foal 013656 Space Explorer (K) NEW! EACH 7"x10" KIT (4-AD) 19.99 045827 **Best Friends** 048494 Horse at Sunset w/Glitter (L) NEW! 013635 Night Before Christmas NEW!

048486 Playful Panda (M) NEW! 045919 Royal Horse w/Glitter

045921 Spring Squirrel w/Glitter 048492 Stable Friends w/Glitter (N) NEW!

045937 Two Cuddly Cats EACH 12"x16" KIT (4-AD) 34.99

045888 Japanese Spring 048485 Monet Water Lilies

048485 Monet Water Lilies (O) NEW! 048504 Van Gogh Starry Night (P) NEW!

















Developed by a mom of three, these beautiful, ready to go watercolor painting kits contain all the tools and tiny-sized projects to make painting fun and manageable! From the tiny wooden easels and canvases to the quality mini paper pad and paints, following the included instructions makes learning watercolors a charm. Each kit features a unique element or supply.

 ACHOKING HAZARD (1). Not <3yrs.</td>

 043398 Painter Box
 43.95

 043399 Traveler Box
 27.00

 043378 Spring Kit (A)
 34.95

 025783 Wonderland Kit (B) NEW!
 33.95



paint just like Bob Ross with
look-alike tools (4 brushes,
palette, and yes, there's
a plastic painting
knife!). Also includes
6 water-based paints,

6 water-based paints, and easy to follow 36-page instruction booklet for 5 painting projects. The boxed set includes

three 9"x12" canvas boards, so you'll need to supply more to do all 5 projects. Kids, get ready to paint those happy little trees!



"an

Canvas Painting Studio (ages 7+)

Everything you need to become a master painter is in this complete painting kit from Klutz! The

24-page instruction book features professional techniques along with tips and inspiration. Kit includes: 18 canvas paper sheets with pre-printed designs, 6 blank canvas sheets, 3 canvas boards, 6 tubes of acrylic paint, 3 paintbrushes, pal-

ette knife, paint palette, and display easel for your finished masterpieces.

040399 18.50



Shimmer Magic Paint Sticks (ages 6+)

Simply pick up and go with these colorful, marker-shaped paint

sticks and 18 pre-printed art boards. Also included is a 16-page instruction booklet. Paint is washable and blendable.

020722 15.15

Kid Made Modern Art Libraries (ages 6+)

For hours of arts and crafts fun, all organized into nifty carrying case, look no further! ACHOKING HAZARD (1). Not <3yrs.

052342 Studio in a Box (60 pc) . 39.95
Acrylic & watercolor paints, paintbrushes, markers, colored pencils, paper pads, & more.

052301 Arts & Crafts Library . 39.95
Beads, sequins, pipe cleaners, pom-poms, wooden craft sticks, adhesive jewels, & more.



See inside front cover for key to Consumer Product Safety Improvement Act warning labels.

Aquarellum® (ages 5+)

Paint on the watercolor, and let the "magic canvas" handle the details!

The specially embossed picture cards absorb paint in some areas, and repel

absorb paint in some areas, and repel paint in others. Kits include dropper, pallete, brush and color mixing guide.

ACHOKING HAZARD (1). Not <3yrs.

EACH MINI (5x7") 12.00 055969 Butterflies

055970 Cats (C)
055971 Dolphins
060089 Horses

More online!

048722 Unicorns (D) NEW!

EACH JUNIOR (7x10") (ages 6+)...... 20.00 055954 Butterflies

069963 Butterflies & Flowers (E) 055955 Dragons (F)

055955 Dragons (F) 055958 Horses 062789 Mermaids

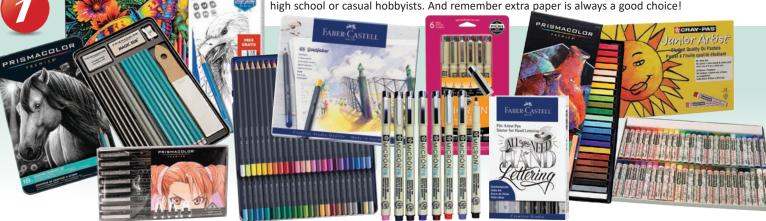


Art Projects | ARTS & CRAFTS

Build Your Own Art Gift

It can be tough to find a good art gift for a child or friend who enjoys art; although all-inclusive kits are attractive and easy to wrap, they can often include substandard or limited supplies. On the other hand, it can be overwhelming and confusing to shop for art paper or supplies online or in a retail store—there are so many brands and options! To help you pull together an art gift that is both good quality and personally chosen by you, we have curated some lists of art media (Step 1), accesso—ries (Step 2), and paper (Step 3) and so you can put together a gift that fits your gift recipient's inter-

ests and your budget. All of the items featured here are either recommended supplies from art curriculum kits, have been personally used by our staff, or have been positively reviewed by our customers. This selection offers a good quality for students from grade school through high school or casual hobbyists. And remember extra paper is always a good choice!



049527 Prismacolor Premier Drawing Set	
007090 Prismacolor Colored Pencils (set/48)	
008554 Staedtler Sketch Set (8 pcs)	
080503 Goldfaber Color Pencils (set/48)	
043645 Cray-Pas Oil Pastels (set/50)	



PRISMACOLOR









Telescopic Net (ages 3+) Collect, observe, and learn about bugs and fish in a handson way! The telescopic net handle extends to help you to safely collect little creatures without harming them, and then retracts so you can inspect them up close. Made from premium-quality, sustainably sourced materials. 039798............ 6.50

X-Scope (ages 4+)

Uncle Milton® Original Ant Farm (ages 6+)

Since 1956, children and adults have enjoyed watching ant colony activity with this classic kit. The farm is a clear upright rectangular frame thin enough that the activity of the ants is viewable from the outside. Ants form various tunnels through the substrate as they go about their daily

routines. Frame is break-resistant and escape-proof. Harvester ants can be ordered from the manufacturer (for shipment in continental U.S. only) for an additional shipping fee.

9"x 14.25"x 1.5". ACHOKING

HAZARD (1). Not <3yrs.

069961................. 16.95



Explore One Land & Water Habitat Kit (ages 4+)

Look—a spider! A butterfly! A cool-looking beetle! If you have a



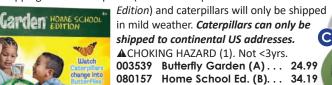
Grow your own plants and make your own night light...all at once! This luminescent terrarium comes with cress seeds and containers to grow your own little

plants, but the fun doesn't end there. Use included glow-in-the-dark stars, glowing plastic pebbles, and faux plants to create a magical atmosphere for your little sprouts. A string of UV LED lights inside this terrarium work like blacklights at night, making these elements in your terrarium glow!

034720 26.90

Butterfly Gardens® (ages 4+)

There is something about watching butterfly metamorphosis that never gets old! Each of these kits include a mesh, pop-up butterfly habitat, an Online Redemption Voucher for five Painted Lady caterpillars, butterfly feeding kit, instructions for care, plus interesting butterfly facts. When your caterpillars arrive, watch them morph into chrysalises, then emerge as beautiful Painted Lady butterflies. When they're ready, set them free! Please note that you will need to pay for shipping on the caterpillars (with the exception of the *Home School*





Growth & Observation Stations (ages 6+)

Use these little stations to cultivate an environment to raise your insect pet or grow your own plant from seed. Insects and seeds not included, but once you pick out the perfect pet or plant, you will have the perfect place to watch them grow. The insect habitat is egg-shaped and features a handle, and the plant growth station features bright and dark partitions to observe plant growth. Both sets come with a variety of additional supplies. ACHOKING HAZARD (1). Not <3yrs.

044294 Insects (C) 25.20 044312 Plant (D) 20.69





WildCat 7x18mm **Focus-Free Kids** Binoculars (ages 5+)

Encourage your child's love of nature with these kid-friendly binoculars, perfect for observing the beautiful world around us. Binoculars are pre-focused, lightweight, and come with a neck strap, making them a practical and fun addition to camping trips, hik-

ing, bird watching, and much more. 047631 24.99

OUTDOOR

SCHOOL

OUTDOOR SCHOOL

SURVIVAL

SKILLS

Outdoor School (ages 10+)

These Outdoor School books will be a huge hit with your young adventurer. Nature Guides are environment

immersion, nature guide, and logbook all in one. Each guide includes educational material, observation tracking, and more, along with 101 additional ideas. 420+ pgs, sturdy pb. The Nature Essentials pocket guides provide the essentials for your next outdoor adventure, including things such as tracking or survival tips. Made of Tyvek, these 21 pages are water and tear proof.

Safari Ltd.® North American

Wildlife Collection (ages 3+)

What beautiful representations of

Arctic Fox (D) NEW! 7.12 Arctic Hare 4.98

Beaver 3.66

Bison. 9.97

Black Bear (E) 5.98

Black Bear Cub 3.14

Bobcat..... 6.27

Caribou 7.97

Coyote..... 5.23

Coyote Pup 3.66

Elk Bull 8.77

Fox 3.98

Gray Wolf (howling).... 4.98

Grey Squirrel & Acorn (F) 3.98

Kermode Bear..... 6.97

Lynx 6.97

Mountain Lion (G) NEW! 14.24

Raccoon 5.23

River Offer (H)..... 3.66

Weasel..... 5.27

White Wolf 5.23

Whitetail Buck..... 6.27

Whitetail Fawn..... 4.18

Wolverine 4.98

Toob (12 sm. animals) . . **13.29**

EACH NATURE GUIDE 13.95 024710 **Animal Watching**

Hiking & Camping 029698 Trees, Wildflowers, Mushrooms

EACH ESSENTIALS GUIDE 024689 **Animal Tracks**

024709 Survival Skills

Jr. Ranger Poop Tracks Game (ages 4+)

Quality kids binoculars with 5X

and a case.

power, 30mm objective lenses, a center focus wheel, carrying strap

This is a simple and enjoyable game that kids can play as they learn about different animals and how to track them. Each player takes turns spinning the spinner to dictate what they will do for their turn. Actions include drawing more cards, swiping cards, or

trading cards with others. The goal is to assemble scenes by collecting three cards for a specific animal. A scene must consist of an animal in its habitat, tracks, and scat. The players with the most complete scenes at the end of the game wins! The

> instruction manual also includes

a study guide with additional information, 2-6 players. 042406.....

SCIENCE | Nature

See inside front cover for key to Consumer Product Safety Improvement Act warning labels.



Window Bird Feeder (ages 4+)

Enjoy a close-up view of your favorite feathered friends! Strong and sturdy suction cups ensure that the bird feeder will support the weight of birdseed and common songbirds, even staying securely attached to your window through seasonal weather changes. The design smart ly includes drainage gutters to funnel rain away from the feeder and a roof to discourage squirrels! Made

of sustainable bamboo, this eco-friendly window feeder provides an excellent opportunity to bird watch from the comfort of your own home.

Includes is a small format, fold-out bird log. 044314 13.75

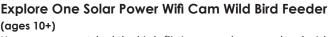
GeoSafari® Jr. Kidnoculars® (ages 3+)

Whether watching birds or the neighborhood wildlife, sturdy binoculars are a must-have. Designed for a comfortable fit, Kidnoculars offer enlarged eyepieces with soft, rubber cushioning, "easy grip" sides, focus free binoculars, 2x magnification, and an easy-carry breakaway strap.

013833 13.25

Carson Stinger 8x22mm Compact Binoculars (ages 8+)

Compact (4"x 3.8"x 1.3"), and lightweight. The center focus knob adjusts 8x magnification; adjust each of the 22 mm objective, fully multi-coated lenses for a bright and sharp image quality from 10 to 342 feet. A good beginner model, set includes a soft pouch, wrist strap, and cleaning cloth.



Have you ever watched the birds flitting around your yard and wished you could get a better look? This feeder-combined-camera provides a winwin: the birds get a yummy snack, and you get to watch them up close! The feeder can hold two cups of seed and also includes a juice reservoir to attract hummingbirds. Built-in WiFi camera means you can connect and watch a live stream from your phone! The attached solar panels extend battery life, and the birdfeeder also features infrared lights to watch at night. Includes all mounting hardware.

045466 126.95

Audubon

Bird Spotting Opoly

Audubon Bird Spotting Opoly (ages 8+)

Not only is this birdwatching version of Monopoly beautiful, but

players will also learn a little bit about both common and notable birds as you compete for the most bird-sightings! The game board features the artwork of John James Audubon, with bird spe-

cies instead of neighborhoods. Collect bird-sightings and add eggs-and nests-to your bird spaces to collect additional rent. Birdsighting cards feature brief information about the bird's habits on the back. Instead

> of Chance and Community Chest cards, there are Field Guide and Birder's Journal cards with birdwatching actions and events. Even the metal playing pieces are bird-themed.

2-6 players.

007469..... 23.99



Each 5" plush bird is designed to look and sound just like its real-life counterpart. Press its back to hear its

call! A fun stocking stuffer for your aspiring ornithologist. EACH BIRD..... 9.50 070292 American Goldfinch (A) 070293 **American Robin**

070294 Bald Eagle (B) 070295 **Baltimore Oriole**

070400 Barn Swallow (C) 070296 **Black-Capped Chickades**

Blue Grosbeak 070297 070298 Blue Jay

051291 California Quail 051302 Canada Goose 051333 Dark-Eyed Junco 070300 **Downy Woodpecker**

070301 Eastern Bluebird 070303 **Great Horned Owl** 070417 **House Finch**

051340 **Mallard Duck** 070305 **Northern Cardinal** 051362 Northern Flicker

051374

Northern Mockingbird (D) 070306

> 070307 Peregrine Falcon 070308 Pileated Woodpecker 070309 **Purple Martin Red-Tailed Hawk** 070310 070312 Ruby-throated

Hummingbird 070314 Snowy Owl

051388 Steller's Jay 070316 **Western Tanager** 051391 Wild Turkey (E)

What Bird Am I? (ages 14+)

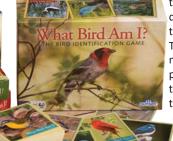
Painted Bunting

How well do you know your birds? In this game, the fewer clues you need to figure out the type of bird, the more points you'll score. The game is

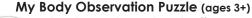
composed of 300 cards (at three different levels), with each card showing a photograph of the bird on one side and five clues and the name of the bird on the other. One player acts as the reader and reads the first clue to the player on their left, who is the answerer. If the answerer can name the bird after the first clue, they receive 5 points, if they need two clues,

they get 4 points, etc, down to 0 points if they can't identify it. Then they become the new reader and play passes around the table. Whoever has the most points after eight rounds wins.

For 2+ players. 054725 26,75

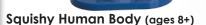






This vibrant, whimsical puzzle offers more

than just construction; it sends builders on a search-and-find activity after assembly. Themed objects around the frame are hidden within the completed picture. Puzzle pieces are made of high-quality 2mm thick cardboard, and come packaged in a handled keepsake box. Includes a double-sided educational poster with fun facts. Assembled: 19" x 26.5". 040049 (A)



These squishy, somewhat sticky organs feel incredibly lifelike! These kits teach all about the wonderfully constructed human body, complete with all the inner workings. Kit includes a human body model and stand, plastic bones and mus-

cles, vital organs, and a colorfully illustrated booklet about the body, including step by step directions for completing your model. 052446 Squishy Human Body (12")-(C)................ 28.49 041411 Ultimate Squishy Human Body (16")-(D) 5... 94.99

Features electronic quizzes, including 70 questions about the removable organs. Requires three AAA batteries (not included).

Smartivity Human Body Kits (ages 6+)

These kits feature laser-cut

wooden pieces that first need to be assembled, and then can be used in a fun, interactive way. Assembly does not require glue or adhesives! The mechanical hand allows the user to move their own fingers to trigger movements of the wooden hand. The Human Body set features a torso with different "germs" targets and a small hand shooter to hit the germs away with. Also included are some body organ cards with functions and other information on them.

043016 Human Body (6+). 043023 Mechanical Hand (8+)-(E) 39.99

Cyber Hand (ages 10+) The Cyber Hand is a fun toy to

build and play with! Easy to use, simply slide your

fingers into the flexor control abductors which allow you to easily squeeze and open the hand. Single handedly pick up massive objects, perform household tasks, or see how many things you can grasp and lift with the Cyber Hand. This toy

makes for continuous entertainment. Measures 16" in length and there are no batteries needed.

038193 24.95

Uncover the Human Body (ages 8+)

This fascinating human body book has a layered, plastic 3-D model built right into the

pages! You can layer 2 or 3 "pages" and see how the systems relate, or study one at a time in depth. Colorful illustrations and text inform the reader about each body system. The plastic pieces are not so delicate that it will break with use, but you will want a child to handle it somewhat carefully.

Dr. Livingston Jr. Human Anatomy Floor Puzzles (ages 6+)

Scientifically accurate, these puzzles teach children the intricacies of the human body and how it all fits together. Quality puzzle pieces are designed to outline a specific organ or system. Includes an anatomy reference guide. 100 pieces.

▲CHOKING HAZARD (1). Not <3yrs.</p> EACH FLOOR PUZZLE..... 24.99 070118 Human Body (4' tall)

016347 Brain (25" x 28") 016348 Heart (22" x 28")-(B)

DISSECT IT

Dissect It! Lab (ages 6+)

Removing the "ick factor", these labs provide a fun learning experience with less mess. Kits feature a gellike outer layer for kids to cut through. Following the basic instructions in the Dissect It! Labs, children reveal the interlocking bones and organs. Once completed, each kit includes additional refill packs to recreate the experience, along with safe instruments, and information about the animal. Super

Labs offer more realism with the dissection of the bones and organs, along with a detailed dissection table to display frog innards and a full-color instruction booklet.

▲CHOKING HAZARD (1). Not <3yrs.

EACH DISSECT IT LAB ... 14.40

022069 Bat 022075 Froa

022099 Piranha (F) 022102 Salamander (G)

EACH SUPER LAB.....

022103 Frog

Rattlesnake (H) NEW!

DISSECTI

Smartivity

GU Smartivity

WOW in the World! Break Open Crystal Geodes (ages 6+)

What a great way to learn about crystals and geodes! Contains 10 real geodes to crack open, safety googles, detailed activity guide, and magnifying glass. Geodes measure 1.2-2" each. You supply a hammer and chisel (or sock). ▲CHOKING HAZARD (1). Not <3 yrs. 034717 26.90



Dig It Up! Giant Gem Discovery (ages 4+)

A dig kit for gem lovers, this geode shaped kit is filled with 12 different gems waiting to be discovered. Included in this kit is the giant gem-filled geode, 12 beautiful gems, a bonus mini dig kit, a bonus gem, 2 chisels, a hammer, an excavation brush, a sponge, an 18" x 24" infographic poster, and a guidebook/dig journal. Once the gems have been uncovered, they can be identified by the poster included with this kit, which also has facts about each gem. 078364 29.95

GeoSafari Jr. Rocknoculars (ages 4+)

Support your young geologist's love for rocks with this portable viewing and collecting tool. Aided by a kid-size handle, the rocknoculars offer a rock storage compartment, observation stage, and a dual eve piece that extends. With a 3x magnification, children will be

able to get a good look at all their treasured finds... from rocks or seashells, to leaves and more! Includes Parent Activity Guide and bonus Spark More Play Activities. Great

gift for any budding naturalist!

024144..... 13.50



Light-Up Rock & Gem Kit (ages 8+)

Variety is the spice of life, and this rock and gem kit offers 29 rocks and gems, perfect to start or build a rock collection! Also included

are acrylic stands, a magnifying glass, and a display light. The 32-page guide booklet provides an overview of included items, safety tips, information about the rock cycle, and a field guide that covers the included resources. There are also 6 hands-on activities with step-by-step instructions,

allowing children to learn basic rock characteristics and release their inner creativity. Requires 3 AA batteries (not included). ▲CHOKING HAZARD (1). Not <3 yrs. 003213 18.50

MyCraft: Minecraft-Inspired Rock & Mineral Kit (ages 8+)

Minecraft meets geology in this fantastic rock kit resource. It teaches kids about the real rocks and minerals behind the building materials they use

to create their structures. Kit contains 20 specimens in various sizes. Along with the 20 quality specimens, you receive a reference sheet with the Minecraft block name, true resource

074814

OLCANOES!

name, specimen location and stratigraphy, description and uses. All specimens come in a quality constructed storage box with divided specimen tray. A great gift for the Minecraft lover in your family!



Tiny Volcanoes! Kit (ages 8+) What a small yet mighty way to learn

about volcanoes and tectonic plate movement. Activity book includes instructions for 10 eruptions. Activities also demonstrate tectonic plate movement with interactive paper pop-ups, and mix multicolor magmas for unique lava streams. Requires a few household items.

▲CHOKING HAZARD (1). Not ≤3 yrs.



ROCK & GEM

COLLECTION

Combine the fun activity of chiseling and digging with the anticipation of finding cool rocks! The kit includes a sand block that encases 11

gemstones (which will vary from kit to kit), wooden mallet and dowel, goggles, streak plate, magnifying glass, pouch, and poster with instructions. The poster gives a bit of information about rocks and identification and how to safely dig out your specimens, with an explanation about hardness, cleavage and fracture, color, and streak. After you clean up your rocks and gems, store them in the drawstring bag.

Smithsonian

BOOK & S.T.E.M. KIT 024135 16.95

Klutz® Rocks, Gems & Geodes (ages 8+)

It's a little rock collection, a geode experiment and a book about rocks and minerals all in one! The front of the package holds 36 small rocks in a labeled tray. Inside the box you'll also find crystal powder, a geode mold, plaster, and a magnifying glass. The informational book explains different types of rocks, how to identify rocks, how geodes form, and how to make a rock tumbler.

074851 18.50

SCIENCE | Nature



Crayola® Color Chemistry Lab Set (ages 7+) If anyone knows the science of color, it's Cravola[®]! These kits provide instruc-

tions for 50 experiments, along with most of the tools and neat odds and ends to complete them. The full-color experiment book lays out illustrated stepby-step directions, along with a list of the included kit items and the common household items you will need to collect or purchase. Adult super-

> vision is recommended, although most experiments can easily be completed in a few steps by the child. Our most colorful science kit!

034980 29.50

Ooze Labs Chemistry Labs (ages 6+) 🕟

Where were chemistry kits like this when I was a kid? It has excellent experiments, a well-written full-color manual, and it comes with a "chemistry station" to hold all of the equipment! Chemistry Station is the original and includes 20 experiments like: making a fire extinguisher on a small scale, making color-changing slime, growing salt crystals, making invisible ink, and creating an underwater volcano. The topical labs focus on a theme and each comes with a smaller lab setup that can be added to the Station or to each other to create a larger experimentation zone. Some household items will also be

needed. ▲CHOKING HAZARD (1). Not <3yrs. 038232 Chemistry Station EACH TOPICAL LAB (exc) 26.90 050927 Colorful Crystals (11 exp) 043358 Instant Snow (11 exp) Rainbow Tie-Dye (4 exp). . 19.70



to learning with these hands-on STEM kits. Each kit includes supplies to do numerous

activities following the clearly explained instructions in the Experiment

Guide. Make worms, watch color changing or fizzy reactions, or make glow-in the dark bouncing meteors, and see chemistry in action. Adult supervision required.

001624 Amazing Worms 001687 **Cool Reactions**

Glow-In-The-Dark Meteor

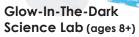


Periodic Table Book and Jiasaw Puzzle (ages 8+)

Make learning fun with this illustrated periodic table jigsaw puzzle. Puzzle includes a small, illustrated book of the elements, with picture demonstration of a fact and/or reaction of each element. This puzzle and book duo really help to put a face to each element. Puzzle is colorful and informative. Assembled: 23" x 16"; 300 pieces.

030035

FERROFLUID LAB



Illuminate your understanding

of chemistry through the 5 interactive activities using the included glowing pigments, UV Flashlight, tools, instructions and more. Glow in the dark flowers, neon sidewalk chalk, glowsticks and more are just a sampling of the fun experiments.

Household items are also required. ▲CHOKING HAZARD (1). Not <3 yrs. 058948..... 17.90



Just Add... Science & Art Activity Kits (ages 8+)

Instead of simple, nothing-can-go-wrong science activities, these kits encourage students to actually experiment using the scientific method. Everything needed comes in the unique

package, except the "just add" component. The small booklet provides directions for multiple experiments, but also encour-

ages adding more or less of certain ingredients to see differences in properties of the finished product. It also suggests different ways to test the products and hypothesize reasons for differences.

iust add

EGG

▲CHOKING HAZARD (1). Not <3yrs.</p>

078845	Baking Soda	27.99	
077778	Egg	30.95	
078846	Fruit & Veggies	26.99	
049021	Glue	26.99	1
049026	Milk	18.99	
009727	Soap	27.99	١
049034	Sugar	26.99	

021513 Sun.....



Labs (ages 8+)

These little science kits each include 5 experiments to

conduct. The experiments are creatively packaged in test tubes, which are also incorporated into the experiments. Each kit includes a lab instruction booklet and simple ingredients.

▲CHOKING HAZARD (1). Not <3yrs.

081013 Ferrofluid Magnet Kit 081015 Luminescent Glow Kit



Bubble Gum Chemistry Kit (ages 8+)

Learn about and experiment with elastic materials using this all-inclusive kit to create your very own bubble gum! The illustrated instruction booklet explains the entire process well. Making the

gum requires actions such as mixing ingredients,

microwave use, and kneading the mixture. Once the entire process has been completed, individually wrap gum pieces in wax paper for easy storage and sharing. Adult supervision required.

Super Duper Bubble Gum Lab (ages 6+)

Learners cook-up their own bubble gum, learn about polymers, and conduct bubble gum experiments with this sweet science kit! Use the gum base, powdered sugar, and corn syrup to make the gum, then add your choice of flavor - watermelon, orange, or classic bubble gum. When it's made, you can wrap it up and label it with the special stickers, or use it to conduct

experiments. Some common household supplies are also needed for making gum and conducting some experiments. Kit also includes a 16-page manual that provides instructions and interesting information.

051056 17.90



Lollipop Lab (ages 8+)

only will you get to enjoy the finthe way. You will get to see first-

AUR Gummu

Candy Lab

ndu Lab

hand how sugar can be boiled and crystal-

more! An illustrated instruction booklet thoroughly explains the whole process. ▲CHOKING HAZARD (1). Not <3yrs.

Rainbow

Dino NFW!

Gummy Candy

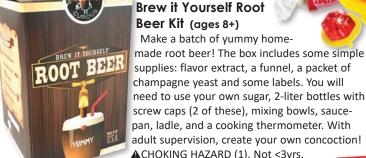
w Gummu

andu Lab

Create your very own stick and ring lollipops with this fun kit! Not ished product, but you will also learn a bit about chemistry along

ized into hardened candy. This kit includes everything you need: colored sugar, molds, candy sticks, and

043355 19.70



▲CHOKING HAZARD (1). Not <3yrs. MADE IN 070094.... 18.00



Kids Magical Baking (ages 6+)

This whimsical baking kit will whisk you away into a magical world featuring 25 enchanted recipes! From cinnamon rolls to cake decorating, try your hand at a variety of cooking techniques. Kit covers cakes, cookies, chocolate, breads, pies & crusts, and potions. Though you'll need some tools from home, this kit provides: a spatula, measuring spoons, decorating tips, pastry bags, toothpicks, baker's twine, paper straws, punchouts, and stickers! 60 pgs., pb.

069040

Candy Creations Science Kit (ages 8+)

Create a wide variety of candy and sweets while also getting a bit of hands-on science experience with this handy kit. This kit provides the instructions and some of the tools and materials needed to create 20 different experiments. Although this kit includes 40 lab tools and supplies, there are still some household tools and supplies needed to complete these experiments. Through these experiments, the user will learn about chemical and temperature reactions of certain substances, especially sugar. ▲CHOKING HAZARD (1). Not <3yrs.

Candy Chemistry (ages 10+)

Make some treats and learn some science too! The kit includes special tools, molds for chocolate and gummy candies, cutters, paper baking cups, lollipop sticks, candy thermometer, colored foil sheets, and candy labels. Use this kit along with your own ingredients to make chocolate cars, or gummy dinosaurs, or make a solid chocolate egg. The molds are plastic and high-quality like those used by

confectioners, and the dipping fork and sugar spatula are great specialty tools. The experiment manual includes recipes, explanations, and colored illustrations. ACHOKING HAZARD (1). Not <3 yrs.



Dino Bots (ages 5+)

For the youngest of engineerminded children, these fun robotic kits are a simple, yet fun activity for introducing young minds to robotic kits. Each kit includes the plastic dinosaur pieces and necessary tools needed for assembly. Once assembled, each electronic toy has the

capability to walk and make dino-like movements. A great toy to help build problemsolving skills, fine-motor skills, logical thinking, and more!

005723 T-Rex (A).... 22.95 005733 Triceratops . . . 22.95



Mechanics Junior Kits (ages 6+)

Introduce your younger ones to the world of physics and engineering! Children can build, play, take apart and build again! Each kit contains 120+ quality components and clear directions. Along with learning science and improving motor skills, junior mechanics will develop logical thinking and creativity with these kits. Moving kits require 3 AAA batteries (not included)

Hydraulic Boxing Bots

and make 5 models (only one model can be built at time). The other kits construct 3 models simultaneously and drag and click mechanisms allow them to move.

▲CHOKING HAZARD (1). Not <3 yrs. 070098 Insects

070103 Sea Animals 22.95 070101 Moving Animals (B) . 39.95 070102 Moving Dinosaurs ...

Robotic Hand Kits (ages 7+)

What is cooler than a robotic gloved hand? How about an interactive robot glove that you build yourself! Teaching kids about pneumatics and the physics of air pressure, these awesome engineering projects are not only fun to build, but also fun to use. Adjusts to nearly any hand size - whether right or left-handed.

013233 Mega Cyborg Hand...... 40.40 Includes 203 pieces, 5 experiments, and 52 page manual.

034694 Mega Cyborg Hydro Blaster (C) NEW! 40.40 180 pieces to build 5 different weapon configurations that shoot water with hydraulic pressure.

Ultra Bionic Blaster (ages 10+) 35.90

Shoot foam bullets from a robotic glove gun with this 139piece project kit.

Ultra

Bionic

Blaster

Hydraulic Boxing Bots (ages 8+)

Assembling these Hydraulic Boxing Bots will provide a good learning experience in hydraulics, physics, and design, and will be loads of fun once finished. You can use the hand-held controller to manipulate each bot's movement as you'll be able to have your boxing bot throw punches and even move side to

side to dodge. This set provides parts and instructions for two different bots so you can have exciting matches with your friends.

043346 44.90



Mechanics Laboratory (ages 8+)

These STEM kits provide incredible insight into the world of physics and engineering—and fun! Each box high-

lights different vehicle designs, ranging from single-prop seaplane to combine harvesters. These exciting builds also offer great learning experiences in pulley, lever, and gearing fundamentals! Once finished, these detailed

models include functioning mechanisms such as transmissions, differentials, propellers, and steering systems! Building instructions are also well-done. Made in Italy. Number of models in each kit noted below. **▲**CHOKING HAZARD (1).

20.95

32.95

20.95

Not <3yrs. 005738 Racing Car (1)-(E) 045065 Floating Shuttle (1)-(F) NEW! . 067454 Buggy & Quad (2) 030572 067457

20.95 Roadster & Dragster (2) 20.95 Trimaran & Watercraft (2) ... 20.95 Floating Dragon (3)-(G) NEW! 29.95 40.95 Crawler Tractor (20)..... 46.95

Theme Park (50)

Smartivity[™] Playsets

Combining learning and fun, these high-quality DIY playsets are sure to secure a place in your child's educational playtime! Each laser-cut wood set revolves around a scientific or mechanical

(ages 8+) 🕟

principle and can be built in an hour or less. Full-color,

39.99

step-by-step instructions are provided to assemble each major piece before combining it all together to create a working machine! Along the way, important scientific and mechanical principles are illustrated. No glue or adhesives are required; sturdy wooden fasteners and rubberbands are included, allowing kids an easy, clean

building process. 055028 043019 Hydraulic Forklift (D) NEW! ... 24.99 055035 Hydraulic Plane Launcher... 26.95 072966 Kaleidoscope 24.99 Microscope NEW!....

019602 Music Machine..... 39.99 Pinball Machine 055037 34.99 043029 Pirate's Telescope NEW! 29.99

SCIENCE | Robotics

043025

Smartivity 🔎

Telescope

013925

045058

074282

013915

078083



Create your own tiny coaster replica with the guidance of this all-inclusive kit! Construct 20 different model variations using the illustrated instruction manual. Experiment with the physics of force and motion by increasing drops, tightening

loops, shortening tracks, and more! This hands-on learning activity is so much fun to build, and captivating to watch.

Design your own track ideas for more experience, creativity, and exploration. Set features 305 pieces, and includes the track-gripping cars. Recommend ages are 6+

with adult, or 8+ on your own. **A**CHOKING

HAZARD (1). Not <3 yrs.

033611 44.90



S * Common the Property Co

Learn the mechanic skills, engineering, and physics that created the legendary V8 engine with this hands-on combustion building kit. With over 270 pieces, children and parents alike, will learn the intricacies of the 4-stroke engine as they build a real working combustible engine. Detailed instruction manual explains the differences between an electric and V8 engine, as well as different types of combustion engines. Once built, press the power button to activate cooling fan, piston firing, and on and off light bulbs, that mimics in perfect sequence the air-fuel combustion process. Approx. 11" when completed. 3 AA batteries required – not included. ACHOKING HAZARD (1). Not <3 yrs.

015080 (B)..... 56.95

Mini Helicopter

Franzis Ford Mustang V8 Engine Kit (ages 14+)

Ugears 3D Mechanical Models (ages 14+) 下

Fully-functional mechanical models from nothing but laser-cut plywood. Once completed, the scale model operates just like the real thing, mimicking behavior

as closely as 1/8th-inch plywood (and a few extra bits) can. Safes have

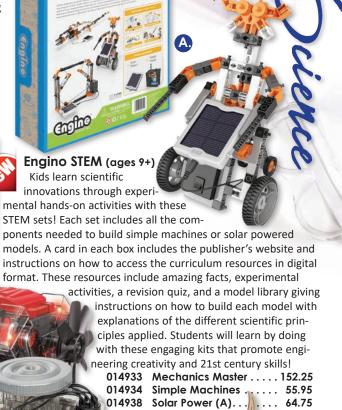
combination locks, engines have push pistons, and vehicles feature functioning transmissions and rubber-band powered motors. Each kit contains
sheets of laser-cut pieces, with each piece numbered according to its chronological use in the
instructions. The booklet itself is the veritable pièce de résistance of the kits, utilizing full-

V8-MOTOR

color 3D illustrations, "magnified" steps for small pieces, a straightforward labeling system, and helpful symbols for tricky steps. All components are natural

and sustainably-sourced with no glue required. Estimated hours to build noted

See inside front cover for key to Consumer Product Safety Improvement Act warning labels.







Engineering / Mechanics | SCIENCE

100 in 1 STEM Lab Science Kit (ages 8+)

included). ▲CHOKING HAZARD (1). Not <3yrs.

This highly interactive kit shows children how circuits connect together to create common household items and games. Children begin by connecting four initial models (Maze, Flying Disc, Turbo Air, and an Alarm System). From there, they build on the initial connections to build a bubble machine (bubble solution not included), vacuum cleaner or a floating foam ball. With the alarm system, children can build a functioning LED light with a loud beeping audio display. This exciting kit guides kids to transform common wires, springs, and plastic parts into fully functioning electrical circuits! Includes colorful instruction manual with schematic diagrams. This valuable kit will engage future scientists (or electricians!) as they learn practical applications of electricity. Requires 6 AA Batteries (not

Snap Circuits Snap2It Board Game (age 7+)

Be the first player to snap on your light by creating a path to the communal battery pack using

Snap Circuits®, to win this unique strategy game. Draw your playing cards, develop a plan, and take turns with your opponents to be the first to power the light! Game set up and play is straightforward, making this a fun

and educational game for all ages. 2 AA batteries required, not included. For 1-4 players. Game play 10-25 minutes. ▲CHOKING HAZARD (1). Not <3 yrs.

Snap Circuits Mini Projects Kits (ages 8+)

These kits provide a perfect introduction to electronics using easy to snap together block circuits. Each kit contains 4-5 themed projects. Learn to launch a flying saucer

> and build a fan with the UFO Kit, build 3 different types of towers or a light show with the Light Tower, and enjoy 5 unique light shows with the Nite Lite. Learn about aerodynamics by launching planes,

> > balls, or flying saucers with Flight Deck! Nite Lite includes a USB Type A Cable, other kits require 3 AA batteries (not included). ▲CHOKING HAZARD (1). Not <3 vrs.</p>

033001	Flight Deck	18.95
037877	Light Tower (A)	
037879	Nite Lite (ages 5+)	
027004	IIEO	0 05





Teach Tech Solar Bot.14 (ages 10+) While robot kits are very entertaining and educational, they can be expensive. This kit is considerate in this regard, as it recycles its parts for up to 14 robots. Your kids can learn about solar

power as an alternative energy source while putting together and playing with such creatures as Turtle-bot,

Beetle-bot, Quadru-bot, and more. There are also two

levels of complexity for the robots, simpler and more challenging. Instructions are included for all 14 variations.

> ▲CHOKING HAZARD (1). Not <3yrs. 036784 31.95



002437 34.95

Circuit Clay (ages 8+)

Introduce your younger students to the world of electricity with this hands-on, fun kit. Mold 15 different clay projects including a UFO, Shooting Star, Jack-O-Lantern, Snowman, Dragon, and more (all with light-up features) using 5 colors of clay (4 conductive, 1 insulating), 20 LEDS, a battery pack (requires 4AA batteries, not included), and over 50 punch-out paper pieces. The conductive clay allows electrons to flow through, and the insulating clay doesn't. Includes a 52-page book with instructions and illustrations for each project. ACHOKING HAZARD (1). Not <3 yrs. 066519 16.75

E-Blox (ages 8+)

Building circuits could hardly be easier! E-blox uses Duplo®-sized building blocks as the unit size for their sets. Sets come with a variety of switches, connectors, lights, sensors, buzzers, speakers, and motors. The clear base plate provides a solid foundation for all the circuits. Each

set includes clear instructions and numbered components for easy assembly. Let 'em loose and see what they create! ACHOKING HAZARD (1). Not <3yrs. Circuit Blox (require 3 AAA hatteries).

CIICUII B	iox frequire 3 AAA barrenesj.	
000803	Bubble Making Machine (B) 24.99	
017113	DJ Set	
035777	Sound & Touch-Controlled Light Show	
	(C)	
Power Blox (require one 9V hattery)		

017136 Electric Crazy Action Racers . . 23.99

017122 Glowing Night Light 11.95 017127 Unicorn Night Light..... 11.95



Snap Circuits® (ages 8+) 1/1

Why play with pretend construction games and toys and imagine the things you can create when you could play with electronic snap-together components and create things that really work like fans, lights, clap sensors and alarms? An impressively detailed book features each experiment with a full-color diagram of the completed

setup, an objective, and directions. Directions are clear and complete and even include an explanation of how the bomb sounds or simple water alarm works (which they'll maybe come back and read when the initial thrill of playing wears off). Available in several sizes, each has a different number of parts and possible experiments or projects to complete. A Dr. Toy 100 Best Children's Products Award Winner. ▲CHOKING HAZARD (1). Not <3yrs.

028551 100 Experiment Kit 35.95 029506 300 Experiment Kit 500 Experiment Kit (A).... 029507 001110 Snap FM Radio (B) NEW! . . 17.95 Build a working FM radio. Requires 3 AA batteries.

043748 AC Adapter..... Adapter works with all kits, saving you batteries!

SNAP CIRCUITS

Motion

Light

Create light shows and musical

oscillators, strobe lights, infrared,

scattering light, and light shows

tied to your iPod or MP3 player, to name but a few. You'll need to supply 4 AA batteries, a music

player, and a TV remote; instructions and other cir-

81.95

cuit components are included in this 55-piece set.

light shows. Through 182 proj-

ects, you explore fiber optics,

voice- activated lights, color

054699

This set contains over 50 parts to create 165 energetic projects, including a color-morphing fan, a merry-go-round, a motion detector, a mini car, an air fountain, spinning lighted patterns, and much more. Kids will get to experiment with concepts such as gear ratios, pulleys, tilt, circuitry, electronics, and physics. The unit requires four "AA" batteries, which

are not included, and the set is compatible with all other Snap Circuits® sets. 059219..... 81.95



Learn about electricity as you create games that light up and make noise! The colorfully illustrated

manual includes instructions to make 23 game-based projects, and an online guide provides an additional 40 projects to complete. Quality constructed circuits snap to the base grid and each other easily to help children understand basic principles of electricity. Compatible with other Snap Circuit® Kits. 3 AA batteries required, not included.

033002 40.95

MvHome

Why do the lights come on at home when you flip the switch? What does it mean when the power goes out? Kids will be able to answer these questions for themselves in a tan-

gible way, with this kit. It includes 60+ parts to complete 25 projects and construct a house or a tower with working circuitry so kids can learn all about circuitry, security systems, lights, alarm and motion detectors, generators, dimmer switches, appliances, fan speeds, etc.

077967 64.95



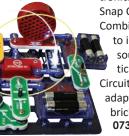
It's not all fun and games with this kit - there will be some learning along the way! This awesome kit includes over 35 pieces to assemble over 200 projects, including more than 20 build and play games! Features include a light-projecting arcade show, programmable word

fan, and tri-color light orb.

Bric Structures

Combining plastic building bricks with electronics, this kit provides 75 adapters to attach Snap Circuit components to any brick structure! Combine the best of architecture and electronics to integrate gear-driven drawbridges, lights, sounds, and more into your favorite plastic brick structures. Includes 20 Snap Circuits, 25 each of three different brick

adapters (1x1, 1x2, & 2x2), 140 building bricks, and an illustrated project manual. 073340 43.95





and artificial intelligence, this adventurous robot offers wireless remote and tank-like tracks, allowing it to go places that Kiko can't! But this is only part of the great updates RE/ CO offers! With the remote access, children can access new play modes like storytelling, sing-

ing, dancing, and programming! From the DIY assembly and easy programming, children will experience STEAM learning in a whole new way through the three action modes: patrol mode, obstacle navigation, and arm rotation. Includes 106 pieces and detailed instructions, 4 AAA, 2 AA batteries, pliers, and screwdriver required, not included. ACHOKING HAZARD (1). Not <3 yrs.

014951 (B)..... 30.95

Gravity Bugs™ Free-Climbing MicroBot (ages 8+)

This little robot building kit features an electronic creature that can climb smooth, vertical surfaces. Carefully follow the included illustrated instruction manual, learning the basics of suction and air pressure, to craft this model. It's unbelievable how

fast this robot can climb windows and smooth/glossy surfaces! This project involves the assembly of 70 pieces, with the help of a small Phillips screwdriver and one AAA battery (screwdriver and battery not included) **▲**CHOKING HAZARD (1). Not <3yrs.



Hero: Sound Sensing Robot (ages 8+)

Taking robotics to the next level, Hero hears and reacts to sounds using three directional

microphones. Using the full-color, illustrated manual and over 100 parts, children gain hands-on experience in engineering, sound waves, and spatial hearing as they build, play, and experiment with Hero.

Four play modes: follow me, sound-based remote control, tug of war, and dancing. You supply a few household tools and 4 AAA batteries.

▲CHOKING HAZARD (1). Not <3 yrs. 034679 (C) 58.40



As robots go, Zivko has personality. Maybe it's the blinking eyes and sound effects. Whether following the movement of your hand or working its way through an obstacle course that you set up, Zivko seems to interact with you. Zivko is a 107piece robot that includes infrared sensors and artificial intelligence. Mobility (360-degree)

comes from the movement of his 6

legs. He can operate in two modes; Follow Me (I

would love to try this one behind our cat) and Explore. Another great robotics kit from our friends at Elenco. You will need to provide a diagonal cutter, screw driver, 4 AAA batteries, and safety glasses. ▲CHOKING HAZARD (1). Not <3yrs. 073547 (D) 40.95

Electronic Games Lab (ages 14+)

Build (and play!) 20 retro games with the electronic components in this kit.

A colorful instruction booklet shows you how to build each game from "Simon Says" to a wire maze. Best of all, no soldering is needed! 3 AA batteries required, not included.

set to "defense mode" this little guy will detect threats and respond accordingly by backing away, opening its mouth, puffing its frill, and running! On "pet

Are you into robotics, but don't just want another nameless, bum-

bling, human-shaped thing? Perhaps you crave something that mim-

ics nature's many wonders like a Frilled Lizard robot. Well, amazingly,

you've found that exact thing! Once assembled, this interactive robot

can be set on two modes: "defense mode" and "pet mode". When

mode" this reptile companion is a bit friendlier, albeit still cautious. It will still display its frill when feeling threatened, but when it feels safe it will follow you around adoringly. Although the recommended age range is 10 and up, it is worth noting

that assembly is somewhat complex and requires time, patience, and vigilance. Instructions are diagrammed pictures, so little reading is required. Requires a

Teach Tech King Lizard Robot Kit (ages 8+)

diagonal cutter, Phillips head screwdriver, knife, hammer, and 4 AAA batteries (not included). ▲CHOKING HAZARD (1). Not <3yrs.

062175 (E)..... 40.95

Ultimate Spy Vault & Code Kit (ages 8+)

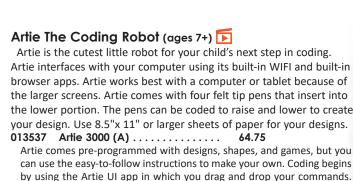
Kids can explore mechanics and electronics while creating their own secret vault. This STEM activity kit includes all the necessary parts and instructions to create a safe with a lock and alarm. The included 32-page book includes interesting facts on spy gear, coding, and code

breaking, and instructions to build the safe, create an alarm, create secret messages, and more! 013664 18.50







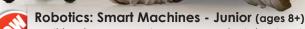


Artie comes pre-programmed with designs, shapes, and games, but you can use the easy-to-follow instructions to make your own. Coding begins by using the Artie UI app in which you drag and drop your commands. Artie also offers other coding apps to expand your coding knowledge -Blockly, Javascript, Snap!, Point and Click, Python, and Remote Control.

070130 Artie Max (ages 8+)-(B)..... 96.95

The coding languages used are as follows: Artie Max™ UI, Blockly, Snap!, JavaScript, Python, and C++. Once the user installs the Artie coding software program onto their preferred tablet or computer, they

> can create code commands which instruct the robot to draw specified objects. The coding projects are included in an instruction manual, listing the coding languages in order from beginner to advanced.



Build and program Junior, your new robotic bestie, with this exciting kit that teaches basic principles of physics, engineer-

ing, and computer science. Once Junior is built, children can program his movements on the built-in keypad or download a free app (Android or iOS) to unlock all his capabilities. Full-color detailed instruction manual included. 4 AA batteries and household tools required, not included.

▲CHOKING HAZARD (1). Not <3 yrs. 034712 62.90



While it appears to be something from a sci-fi movie, this technicallooking robotic arm is surprisingly simple to assemble. The gears enable

motorized wrist movement of 120 degrees, elbow movement of 300 degrees, base rotation of 270 degrees, and the ability to lift up to 100 grams of weight up to a foot. The gripper "hand" also features an LED light to locate objects in the dark. The controller holds five switches for manipulating the robotic arm. Instructions are completely pictorial, with clear drawings and pieces numbered for assembly. So what could you do with an extra arm?

Al SmartCore 4 (ages 8+) Forty-two unique parts and AI

SmartCore technology come together

to give children hands-on experience with the basic principles of physics and electronics. Pieces snap together easily, and young builders can build

and remix components for 4 different vehicles. Quick charging LiPo battery, USB, instructions, and remote control included.

2 AAA batteries required, not included. \blacktriangle CHOKING

HAZARD (1). Not <3 yrs. 042102 34.95



Kai: The Artificial Intelligence Robot (ages 10+)

Learn about artificial intelligence with Kai, the interactive, machine learning robot who walks, dances,

and learns how to respond to your gestures and sounds.

Using the included app and the camera and microphone from a smart device, you program Kai to respond to your recorded sounds or movements. Explores robotics and Al technology, the history and future of Al, and its real-world application. Illustrated instructions and 100+ components. Additional household tools and 4 AAA batteries required, not included. Tablet (preferred) or smart phone required to use. App. is iOS and Android compatible.

▲CHOKING HAZARD (1). Not <3 yrs. 019485 89.90

Mech 5 Mechanical Coding Robot (ages 10+) This unique, and (I think) adorable little robot is a great introduction to robotics and mechanical engineering. Robot move-

ments are centered around a coding wheel that you snap different instructional buttons onto. The robot can move right, left, forward, backwards, spin or pause and complete tasks

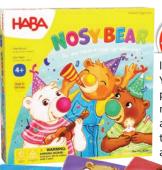
such as throwing, drawing, lifting, or kicking. As you become more familiar with the robot, you are able to complete more challenging functions. It's so rewarding to figure out the mechanics, and work through the different obstacles and challenges you encounter. See your

efforts in motion as the robot completes the tasks you've assigned.

▲CHOKING HAZARD (1). Not <3yrs.</p>

Robotics / Coding | SCIENCE





Nosy Bear (ages 4+)

The cutest little bear game - with colorful, high-quality wood pieces! Kids learn to fol-

low rules, take turns, and think ahead! As wooden Yuki Bear hops from one bear friend to another, players place their bear cards over the wooden bear noses of the same color, trying to be the first to play all their cards. But watch out! Things don't always go the way we think at these bear parties! Simple rules allow family and friends to start playing immediate-

ly. Such a fun way to connect and make memories together! 2-4 players; 10 minutes.

▲CHOKING HAZARD (1). Not <3yrs. 038443..... 19.99



Stello (ages 5+)

A colorful, geometric version of dominos that involves

strategy and color matching, Stello consists of hexagon-shaped tiles, each divided into 3 colors. There are 5 different ways to play Stello, but the most basic way involves

dividing the tiles evenly between players and then connecting your tiles by colors. The first player to connect all their tiles wins! Game includes 48 tiles and a game bag for easy

transportation. 1-4 players.

038944............ 24.99



Outfoxed! (ages 5+)

It's a collaborative crime-solving game for some of your youngest

gamers! The crime? A missing pot pie. The suspects? Sixteen nearly identical-looking foxes, thankfully each wearing different accessories. On each player's turn, they decide whether to travel around the board and search for clues or accuse a fox. A special "evidence scanner" reveals clues about what the suspect is wearing, helping players hone in on the guilty fox. As players rule out suspects,

the fox figurine is also gradually making his way to the end of the gameboard, so you need to figure it out quickly! A fun cooperative game that challenges observation and deduction skills. 2-4 players. 027692 17.95



What do you get when you mix dragons, dice, critical thinking, and a board game? A fun-filled, four-person

game for all ages! The goal is to strategically move your wooden dragon pieces across the bay to the golden egg. Roll the die and carry out the action that is shown on that color island card. The four special cards can aid, deter, or inflict chaos on progress to the other side. The first dragon to the beach wins the game! **▲**CHOKING HAZARD (1). Not <3yrs.



Throw Fish (ages 5+)

This game features a fun twist on the original game of Go Fish! As players collect sets of cards,

they stack a crate in between each set. Throughout the game, players try to dodge getting bitten by a dogfish or catfish. An additional feature is "throw fish" cards, which

> a player can throw at the stack of sets to try to knock some over and claim them as their own. ▲CHOKING HAZARD (1). Not <3yrs. 038294..... 11.50



Catan® Junior™ (ages 5+)

In this easier-to-play version, the island of Catan is replaced by a string of islands where players build pirate hideouts instead of settlements and cities, and make ships

to expand their borders. Players use the resources of wood, goats, molasses, and swords and collect gold. The robber is replaced by the dreaded Ghost Captain. Be the first to have 7 pirate hideouts and win! 2-4 players; 45-60 minutes. ACHOKING HAZARD (1). Not <3yrs.



Money Bunch (ages 5+)

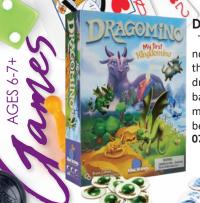
Early practice with money management will help you make smart money choices in the future. This game is a little like the game of LIFE®. The goal is to save enough money to



buy a new bike, spend money you earn to fill up your backpack, and finally, to put your share money together to buy new equipment for the neighborhood playground. Each player will have a money tracker folder to keep track of saving, spending, and sharing. There are no winners or losers—everybody works together to make the best playground possible. Up to 4 players. ▲CHOKING HAZARD (1). Not <3yrs.

041928..... 19.95

Ages 5-6+ | GAMES



Dragomino (ages 5+) 🔃

This introductory version of Kingdomino combines terrain dominoes with... baby dragons! Players draw a domino from the table. If they match, they draw a dragon egg token and flip it over. Some dragon eggs hold baby dragons, and others are empty. The more baby dragons you hatch while building your tile landscape, the more points you get. Play continues until all dominoes have

been claimed. For 2-4 players. ▲CHOKING HAZARD (1). Not <3yrs.

079041 19.95



Solve riddles and brainteasers in these cooperative games.

With fun themes and minimal reading skills required, younger children will enjoy com-

pleting the challenges. Numerous task combinations and non-consumable components mean the game is playable multiple times. 1-4 players; 20 minutes.

EACH GAME 16.10

Riddles in Monsterville NEW!

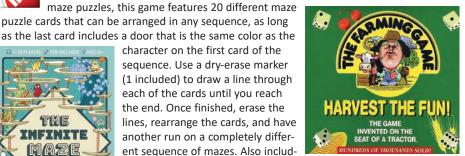


The Farming Game (ages 7+)

Round up your livestock, harvest your wheat, and keep an eye on the hay. If you manage your farm right, you might just come out on top! A trip around the board is a one-year cycle on the farm, and players can purchase acreage, livestock, or equipment at various points along the way. Also, during the appropriate season, they get the opportunity to harvest their crops and to auction off their live-

stock. A roll of the dice determines the market value for each commodity. An enjoyable family game that is easy to learn and fun to play, The Farming Game teaches how to balance income with debt and operational expenses

> as players battle to be the best farm. 2-6 players.





Mountain Goats (ages 6+)

The Infinite Maze (ages 6+)

puzzle cards that can be arranged in any sequence, as long

An amazing gift idea for those who love doing

character on the first card of the

sequence. Use a dry-erase marker

(1 included) to draw a line through

each of the cards until you reach

the end. Once finished, erase the

another run on a completely differ-

ed are hidden objects with special

abilities that may aid you on your

journey. 1-10 players. ▲CHOKING

players; 20 minutes.

Get your hooves ready to climb six mountains and compete with other galloping goats to race

HAZARD (1). Not <3yrs.

to the top and collect point tokens! Once you reach the top of any mountain, collect a point token and stay there to continue gaining points until another player's goat knocks you back to the bottom - only to begin your climb once more. When a player collects one of each of the point tokens at the top of each mountain, they gain

one of the four special bonus tokens. Once any three stacks of point tokens are collected or all the bonus tokens are claimed, the game ends and the player with the most points wins! 2-4



Families who love Ticket to Ride (TTR) will be thrilled to see this game for

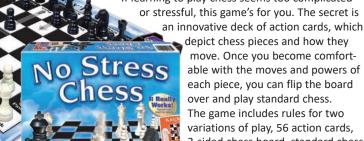
younger children! Players will draw ticket and train cards, use their plastic train pieces to connect well-known cities, and complete tickets. This new TTR version is perfect for families or to play with little ones while older siblings play the big kids' game! Simplified instructions and game play, along with a vibrant game board with familiar cities, are geared just for your early elementary students. 2-4 players; 15-30 minutes.

▲CHOKING HAZARD (1). Not <3yrs.

017083 US..... 003286

GAMES | Ages 6-7+

See inside front cover for key to Consumer Product Safety Improvement Act warning labels.



No Stress Chess® (ages 7+) If learning to play chess seems too complicated Chess (ages 8+) or stressful, this game's for you. The secret is

> depict chess pieces and how they move. Once you become comfortable with the moves and powers of each piece, you can flip the board over and play standard chess. The game includes rules for two variations of play, 56 action cards, 2-sided chess board, standard chess pieces (white and black), a card tray, and standard rules.

010758

Super Mario[®] Chess (ages 7+)

For fans of Mario and the classic game of strategy, this adorable chess set lets Mario and Bowser duke it out like true gentlemen! The "good" side consists of Mario and Luigi as King and Queen, Peach and Daisy as bishops, two Yoshis as knights, two Toads as rooks, and gold coins as the pawns. The "bad" side consists of Bowser and Bowser Jr. as King and Queen, two Kameks as bishops, two Birdos as knights, two goombas as rooks,

and green shells as the pawns. The high-quality playing pieces double as toys and collectible figurines.







This is quite the setup with three classic games in one! A reversible 12-inch round walnut gameboard features Chess

and Checkers on one side and Chinese Checkers on the other. Two storage drawers on either of the

sides open to hold all the pieces. The playing squares measure 1" and the King is 2.5". Chess and Checkers are two-player games and Chinese Checkers is

a 6-player game. **ACHOKING** HAZARD (1). Not <3 yrs.



Ah, to be a Viking! Sailing, exploring, raiding, and...

playing games around the hearth! This asymmetrical Scandinavian variant of

chess provides a fresh experience for strategists of all ages. One side plays as the "defenders", with 13 units helping the king escape the board. The other plays the "attackers", with 24 units trying to capture the king. Unlike chess, all pieces move like the rook and must be surrounded on two sides (4 sides for the king) to be captured. With some tactical thinking, multiple pieces can

be captured in a single move! These seem ingly simple twists create a fresh yet familiar experience, while retaining the tension and strategy of chess. This edi-

tion features wooden pieces and a flat board for a more authentic feel. 009379 29.95

See inside front cover for key to Consumer Product Safety Improvement Act warning labels.

Less Chess - New Take on

This game can be fun for both children and adults as it provides an adaptation of chess that makes for a quick and exciting game. Each player starts out with one piece on the game board and draws a card to see what piece they receive next. When a

> player can attack an opponent's king with three pieces at once then they win! A round will only take around five minutes, so players can quickly rotate in and out and have many fastpaced matches.

046560 12.95



catching game resembles

the structure of a DNA strand. Requiring a bit of dexterity, players must build a stack of DNA blocks, draw a card, and then subtract, add, or

rotate pieces to match the sequence on the card. This must be done without knocking any pieces off the tower, which can be quite tricky. If a player successfully matches the card, they get to keep it; however, if

they knock the tower over, they must turn in all their cards played that turn. The first player to collect 10 cards wins.

2-4 players; 20 minutes. **▲**CHOKING HAZARD

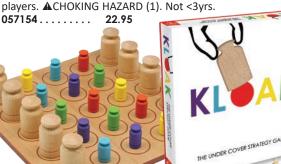
(1). Not <3yrs. 032999 18.99



Can you arrange three pieces of the

same color in a row to win? Adding

to the challenge are large pieces that "kloak" or hide the small pieces underneath. On your turn, you may move any small piece to any open adjacent space, move one large piece to any adjacent space (covering a small piece if it lands on one), or slide a large piece still concealing a small piece to any adjacent space. You may also spend your turn "unkloaking" hidden pieces to reveal (hopefully!) three colored pieces in a row – but if you're wrong, you'll face a penalty! You'll need a good memory to win this game! 2-4



Ages 7+ | GAMES

Will be updated Fall 2024 with 6 new characters and box design!!

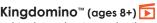
Keys to the Castle (ages 8+)

Successfully use the right keys to open or padlock doors to maneuver through the castle before the other players in this maze-styled strategy game. Players compete to be the first knight to escape the castle by traversing its many locked rooms. Each player begins his or her turn by drawing cards. These cards

consist of color-coded keys and other

helpful items. Players take turns playing a card, opening an adjacent door of their choice and moving – or locking a door behind them to slow down other players! Whether you use the keys or tools like padlocks and hacksaws, if you reach the opposite side of

the castle first, you win! 2-4 players; 10-20-minute playtime. **075865 Deluxe Edition................ 14.50**



This clever domino-style tile game is fantastic for families! Each piece is a numbered tile with each half representing a combination of grassland, wheat, forest, sea, or mountain. In each round, tiles are drawn and arranged in order. Players take turns claiming

tiles, adding them to their kingdom, and placing their king on the next set of tiles.

placing their king on the next set of tiles. When a player finishes his 5x5 kingdom, scores are tallied, and the player with the most points wins. The clever mechanics, simple premise, and colorful illustrations will appeal to all ages. 2-4 players; 15 minutes.

This expansion adds new "giant" dominoes, challenge tiles, and components for a 5th player to join in any game of Kingdomino or Queendomino.

Requires Kingdomino or Queendomino.

014044 Queendomino™.... 26.95

A stand-alone game similar to Kingdomino but with added complexity. Coins have been added, which allow players to purchase buildings and accrue points. A Queen and a Dragon also inhabit the kingdom, providing advantages to the players who acquire or bribe them. Queendomino can also be combined with Kingdomino for a few variations and up to 8 players!

Dorfromantik (ages 8+)

This cooperative and solo tile-laying game is peaceful and laid-back while being stra-

tegic because of basic landscape placement rules and the task tiles that dictate how many adjacent landscapes of a specific type are required to collect them for end-game points. Once all landscape tiles are used, the game ends and players add their points for completed forest, grain, village, railway track, and

stream tasks, as well as their longest river

Moon River (ages 8+) 🕟

Compete against your opponents to create the most productive land. Using the same styles as Kingdomino, this game features domino tiles that are split in half so that each player can choose the land type for their dominoes. Rather than centering land around a castle, like in Kingdomino, tiles are started along the banks of a river. The goal is to get your land to produce more recourses and increase protection against opponents. 2-4 players; 45 minutes.

043787..... 20.95

Labyrinth (ages 8+)
This game has seen plen-

ty of use at our house over

the years. A unique board features maze cards which are alternately fixed or movable. On each turn, a player slides a loose maze piece into a moveable row, which opens or

closes passageways on the board. He can

then move his marker to, or closer to, one of his treasure cards. The goal is to collect each of the treasures, in order, pictured on cards dealt him at the beginning of the game. It's not easy to plan, though, as each move changes the layout of the maze! A player must visualize how each of his



12 possible moves will most advantageously affect the maze. Another

Parents' Choice Awards winner. *Ocean, Super Mario,* and *Disney 100* play the same way, but the characters, treasures, and board are themed. 2-4 players; 20 minutes.

012925	Original
066277	Ocean29.99
045972	Disney 100 Edition
038416	Super Mario Edition



Goblins, orcs, and trolls are attacking the castle, and it's up to you and your fellow generals to defend it! In the center of the board is a six-tower castle, bordered by six walls. There are Swordsmen, Knights, Archers, and the Forest, from which monsters and other unwanted baddies emerge. Each turn, players can discard, trade, and play cards. These cards allow players to draw extra cards, rebuild walls, or attack advancing monsters. At the end of each player's turn all monsters advance towards the castle, destroying walls or towers if they are close enough, and two extra monster tiles are drawn and placed on the board. Calamitous surprise tiles drawn mean it's time to panic! The goal is to make it through the entire monster pile without losing all the towers. You can upgrade the difficulty with different variants. A decent bit of strategy and a whole lot of cooperation is key to ensuring your castle's

survival! 1-6 players; 60 minutes. ▲CHOKING HAZARD (1). Not <3vrs.

012597 My First Castle Panic 23.95 027235 Crowns & Quests Expansion 26.95

Crowns and Quests.



Ticket to Ride® (ages 8+) 🗾

This game has become one of our family favorites. 2 to 5 players draw tickets to connect rail routes between major cities and attempt to complete them in the most direct route possible. Routes are built in sections of 1 to 6 railcars based on playing cards of the designated color for the section. Longer routes and longer sections score more points than shorter ones. Since routes can have sections that overlap, competition for certain segments adds to the excitement. Strategy is not too complicated, so that younger players are not at a disadvantage. Games take from 45 to 75 minutes, depending on the number of players. The basic game is based on North American geography, while TTR Europe has slightly different rules and covers Europe and eastern Asia. There are many more expansions and editions available in other geographic localities, each with its own geographic

games to play. Happy travels! ACHOKING HAZARD (1). Not <3 yrs. 020663 TTREXP Ticket to Ride USA and 1910 Exp...... 020689 Ticket to Ride Europe...... 47.99 050037 Ticket to Ride: Iberia & S.Korea NEW! . . . 44.99 040710 Ticket to Ride: Rails & Sails 71.99 Ticket to Ride: Legends of the West NEW! 95.99 035734 **Expansions**:

020669 018794 Europa 1912 18.50 France & Old West Collection..... 35.99 003287 018885 Heart of Africa 23.99 012359 Japan & Italy Map Collection..... 35.99 000373 UK and Pennsylvania Collection 31.99





Miller Zoo (ages 8+)

Players will have the opportunity to work together to try to successfully run their own zoo! A round consists of four phases, with there being a dawn, morning, afternoon, and evening phase. Most of the gameplay will take place during the

> afternoon phase as players can freely play their resource cards in any order. Cards can be used to move, solve problems, or receive animals into the zoo. The goal of the game is to effectively take care of the animals and receive new animals in without running out of resource cards. The different challenges and problems that arise will keep players on their toes in this cooperative game. 1-6 players; 30 minutes

round of game play. 2-4 players. EACH GAME 19.99

Ticket to Ride Express (ages 8+)

Express editions are fast-paced base

games based in individual cities, last-

ing about 15 minutes or less for each

026115 Berlin NEW! 016243 London 074929 **New York City** 044753 Paris NEW!

Carcassonne (ages 7+)

Revisit the medieval city of Carcassonne, France, in this land development game. Players attempt to strategically place a randomly drawn land tile in such a way as to fashion a city, road, cloister, or field. Each player has 7 followers that can act as knight, thief, monk, or farmer, depending on their placement. Larger roads and cities score more points when completed, and multiple players can share in the scoring of a multi-tile completed project. This is definitely a thinking game and will take playing a few times to get the strategy down. 2-5 players; 45 minutes. ACHOKING HAZARD (1). Not <3yrs.

020839 074000 Big Box Game 2017 71.99

Contains the base game, Carcassonne, as well as the following expansions: The River; Abbot; Inns & Cathedrals; Traders & Builders; Flying Machines; Messengers; Ferries; Goldmines; Mage & Witch; Robbers; and Crop Circles II.

037270 Mists Over Carcassonne 31.99

This cooperative version provides roads, cities, castles, cemeteries, and mists - with ghosts - in six different levels of tile laying challenges. Working together, players take turns drawing and placing tiles, earning points and removing ghosts. If players reach the goal tile on the scoring track before too many ghosts populate the mists or the tiles run out, they claim victory! 1-5 players; 35 minutes.





sic game of battle strategies, diplomacy, and a bit of luck, players fight to protect their territories, capture opponents' land, and achieve world domination. This classic edition of RISK! is a reproduction of the first edition made in 1959 and includes a gameboard, 6 sets of wooden "army" pieces, a deck of area cards, high-quality dice (3 red, 2 white), and a rules booklet featuring the history of the game. It also includes the original rules from 1959, rules for a short game, and popular

rule variations. 2-6 players; 60-90 min.

051590 007243 1980's Edition 22.95 051640 Europe (ages 14+) 34.50

The classic game of strategic conquest comes to medieval Europe with advanced rules, an enhanced style of

play, and a team variant. 2-4 players.



Are you brave and bold? Then dare to enter the enchanted forest of Dragonwood. Build a handful of adventure cards to gain Enhancements or defeat grumpy trolls, angry ogres, fiery ants, dragons, and more with a Strike, Stomp, or Scream. Just when you have your strategy figured out, the landscape

of Dragonwood changes again. The player with the most victory points

at the end of the game wins. This beautifully illustrated and designed fantasy game by Gamewright combines thought, strategy, and a bit of luck into a card and dice game the whole family will enjoy. 2-4 players; 20 minutes. ▲CHOKING HAZARD (1). Not <3 yrs.

062857 Dragonwood 13.95 074624 Dragonrealm

In this sequel to Dragonwood, gameplay consists of rummy-style set collection and play. But instead of fighting creatures as they are drawn from the deck, players attempt to control monster-infested locations.



ArchRavels (ages 8+) 🕟 What is your crafting talent?

> Play as one of four characters, each with their

own special ability. In this light resource-management, patternmatching game, players use colorful yarn to create items such as teddy bears, scarves, and mittens, after they shop for the required yarn. Project cards and special request projects are available to complete by turning in required crafted items. Crafted items and completed projects earn end-game points, while points are lost for any remaining yarn. 2-4 players; 30-45 minutes. ACHOKING HAZARD (1). Not <3 yrs.

037241 36.95

Maki Master (ages 8+)

Compete against players (sushi chefs) to make maki orders as quickly and effectively as possible. Players can either choose many small

and simple orders or fewer larger and more com-

plicated orders, but the end goal is to collect the most points possible. Collect special actions and ingredients along the way to help

your recipes. 1-4 players; 30 minutes. 040393 39.00

Lord of the Rings Games (ages 8+)

These games give players the chance to experience places and characters from the novels by J.R.R. Tolkien. Each game plays a little bit differently. In Battle for Middle-Earth, 2-4 players form groups of companions like Frodo, Pippin, Aragorn, Legolas and others and send them into battle against the armies of Mordor. The player that defeats the most enemies wins the

game! Journey to Mordor is a dice-rolling game for 2-4 players. The hobbits must make decisions with each roll of the dice, competing to be the

first to climb Mount Doom and destroy the ring! ▲CHOKING HAZARD (1). Not <3yrs.

054799 Battle for Middle-Earth 054771 Journey to Mordor

Chomp (ages 8+) Create a prehistoric

environment and place its dinosaur inhabit-

ants strategically so that they are all fed in this quick-to-teach, small box tile placement/layering game. Players take turns drawing tiles to add dinosaurs, land features, or goals that supply end-game points. All dinosaurs need to be fed by the end of the game, or they will become extinct. Carnivores eat meat

and if it is not available, they will eat herbivores of the same size or smaller, rendering them extinct. Herbivores who survive eat adjacent plants, but any dinosaur that is next to a tar pit will die. Once all tiles are claimed, the game ends and players score points for each dinosaur that is alive, any eggs in nests, and any earned end-game goals. 1-4 players; 20 minutes.

Bites (ages 10+)

A fun, ant-themed game where five colored ants invade a picnic and must collect food

on the trail on their journey home. On each turn, a player picks an ant and moves it to the next available food of that color. Then they choose either the food item in front of or behind them to add to their own food hoard. Continue until all ants are back at the hill. The trick is, players don't know how much each type of food is worth until the game is over. 2-5 players; 20 minutes. ▲CHOKING HAZARD (1). Not <3 yrs.

GAMES | Ages 8+



Azul (ages 8+)

In this colorful tile-laying game, players take turns acquiring tiles from those available each round and moving them to their tile wall (player board). The goal is to strategically

place them across five different rows, each comprised of five different available patterns. Points are scored for numbers of tiles placed, with additional points for all adjacent vertically and horizontally placed tiles. Points are lost for unplaced tiles. The game ends when one player completes a horizon-

tal line of five consecutive tiles on their tile wall. The player with the most points at the end wins. This game is easy

to learn, but strategy and planning are important. 2-4 players; 30-45 minutes. **A**CHOKING HAZARD (1). Not <3yrs.

Same gameplay as the original but includes a storage bag and is small enough to stow in a backpack or suitcase for on-the-go fun!

016377 Master Chocolatier NEW! 35.99

Become a master chocolatier and create a selection of exquisite candies using the tempting, but inedible, tiles. Game play is the same as the original.

037310 Queen's Garden *NEW!* 35.99

Design an idyllic garden for the queen by strategically placing matching color and hex patterns around statues, fountains, pavilions, and benches.



Learn how to play the classic MahJong tile strategy game with this beginner-friendly edition. It includes both

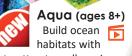
American and Chinese game boards, allowing players to play either version. Game instructions also have beginner and advanced variations, depending on the skill and comfort level of players. 4 players.

046103 29.99

Planet (ages 8+)

Do you have what it takes to create a world teeming with life? In this game, players take turns adding continents to fill up the 12 spaces of their dodecahedron-shaped planet. As the planets fill with habitats, life emerges! Players try to meet the conditions of random-ly-selected animals who prefer certain ecosystems. For example, whales thrive on planets with the most oceans, while scorpions prefer deserts disconnected from glacial regions. The player whose planet contains the most of these preferred regions wins the animal, adding it to their planet. Once all planets are fully developed, the game ends, and players score points for each animal they have gained. The simple mechanics, the unpredictability, and the novelty of building planets

and moving them is to strategically the less s.s. ee en-eesy



coral formations to attract small marine animals and then create reefs around them to help them

hide, survive, and thrive. Next, establish biodiversity by attracting large species of marine animals with varied types of small marine animals. When the game ends, players score points for their large and small animals, reefs, and ecosystem goals, which are assigned at the beginning of the game and change each time Aqua is played. The person with the most points wins the game! Alternate gameplay instructions included. 1-4 players; 30–45 minutes.



Photosynthesis[™] (ages 8+) Fraction of trees by

strategically planting them around the "forest-to-be." To start, plant two small trees along the edge. Each turn consists of two phases: Photosynthesis and Life Cycle. The first rotates the "sun" and generates "Light Points" for each tree in direct sunlight. But beware; as the sun travels around the board, every tree casts a shadow, preventing trees behind from earning

sap light points from those closer to the center. The Life Cycle phase allows players to buy seeds, plant seeds next to their trees, and end the life cycle of large trees to collect scoring tokens. 2-4 players; 30-60-minute playtime.

points. Having trees in the middle is beneficial, but risky, as taller trees can









Visit the North

American wilderness where Eagles nest and soar through mountain skies, Bison roam the prairie, and all animals visit waterfalls and rivers. There

Cover Your Kingdom (ages 9+)

Settle the most clans (sets) of creatures in your kingdom to get the most Magic and win the game! Create clans by matching cards

from your hand and the discard pile, and gain points from the gems on each card. Throughout gameplay, learn to both defend your clan from other recruiting kingdoms while also trying to recruit new clans yourself! Rulebook includes several variations. 2-8 players; 20-30 minutes. ACHOKING HAZARD (1). Not <3 yrs.

040040 26.99

might be sunny days, but hailstorms and snowstorms can also occur. Welcome to Caldera Park – a tile laying game where you can plan a park of your own, populate seven different terrain

> types with six different animals, and plan their placement around weather forecasts to earn the most points to win the game! This game is beautifully designed and produced and includes a solo challenge and an alternate player board map with variable play instructions. 1-4 players; 30-40 minutes.

▲CHOKING HAZARD (1). Not <3yrs. 040603.....

Creature Comforts (ages 8+)

In the village of Maple Valley, animal families prepare their homes for winter. There are eight months over which Creature Comforts unfolds, during spring, summer, and fall. Players choose locations for their family members to visit in the village to obtain goods and resources to craft comforts and home improve-

ments which are worth points. The game ends when all eight months have been played and the player with the most points wins the game. This is a beautifully produced game with interesting

game play that uses luck, strategy and planning to meet game goals and score. 1-5 players; 45 minutes. **ACHOKING HAZARD (1)**. Not <3yrs.

016342 Creature Comforts...... 49.99 022111 Maple Valley NEW! 39.00

This new game takes place in spring, with players competing to bring the most joy to the spring festival.



Monkey

(ages 10+)

Palace

This unique collabora-

tion with LEGO® resulted

draw cards, collect build-

monkey palace. This is sure to

minutes. ACHOKING HAZARD

be a hit with those who are

LEGO® fans. 2-4 players; 45

ing blocks, and create

arch staircases to

(1). Not <3yrs.

048938

form a magnificent

in a fun architectural strategy game where you

Settlers of Catan® 5th Edition (ages 9+)

This game is the perfect blend of strategy and luck. What really makes this game unique is that the game board is different every time you play which keeps the game fresh and the strategy ever-changing. The primary contention in the game comes from settling around various resource tiles. Each tile on the board represents one of five different resources. Number tokens, ranging from 2-12, are placed on each tile. The game begins with an initial settlement phase, where each player gets to place two settlements on the corners of the resource hexagons. Any player who has settled on a tile whose number is rolled receives resources. Each player's turn typically consists of

three "phases": rolling the dice to produce resources, trading (for needed resources), and building (using the resource cards in their hand to build roads, settlements, cities or buy development cards). The object of the game is to be the first player to reach 10 points, which are accumulated through developments like settlements, cities, having the longest road or largest army, etc. There are many different routes to victory, and those who conquer them will successfully

settle the isle of Catan. 3-4 players (extensions allow for up to 2 additional players); game time is approximately 60 minutes. Expansion sets require the original Settlers of Catan® game to play. ▲CHOKING HAZARD (1). Not <3 yrs

060268 Settlers of Catan 43.99 060267 5-6 Player Extension...

Catan Expansions & Extensions:

060266 Seafarers[™] Game Expansion...... 47.99 060265 Seafarers[™] 5-6 Player Extension 26.39 053585 Cities & Knights™ Game Expansion.... 47.99 053586 Cities & Knights[™] 5-6 Player Exten.... 26.39 060264 Explorers & Pirates™ Game Expans. . . . 47.99 Explorers & Pirates[™] 5-6 Player Ext 25.60 060263 053588 Traders & Barbarians™ Game Expn.... 47.99 Traders & Barbarians™ 5-6 Player Ext . . 26.39













HEERR

Minecraft: Builders & Biomes (ages 10+)

This screen-free rendition captures the spirit of Minecraft while providing a unique experience. Features like the 4 \times 4 \times 4 resource cube, made up of 5 different materials found in Minecraft, bring the theme home. Play begins in an

"Overworld", surrounded by face-down dirt blocks and weapons. Players can take two of five possible actions each turn: mine for resources; explore the overworld to reveal Mobs and Buildings; collect an adjacent Weapon; fight an adjacent Mob; and build a Building by discarding resources. Much of the scoring is based on the 3 x 3 "Biome" board in front of each player, which players alter by constructing various buildings. Just like the sandbox which inspired it, there are many routes to victory. 2-4 players; 30-60 minutes. ACHOKING HAZARD (1). Not <3yrs.

038417 Heroes & Village Game... 29.99 A stand-alone, cooperative game where players build a world and protect their village from danger. Similar features to *Builders & Biomes*.

002825 Portal Dash *NEW!* **39.99** A stand-alone cooperative game where players attempt to cross the portal and return to the safety of the Overworld using game tiles.

Wingspan (ages 9+) 🗾

Will you develop the most successful aviary by attracting and collecting the most birds, eggs, and food? While a strategy game, the rules are fairly simple with a good mix of strategy and luck. The game components in this strategic game are beautiful: 170 different illustrated bird cards, miniature eggs in a variety of colors, a birdfeeder dice tower, and large playing mats. Players compete to develop their aviaries, and as they play bird cards, each starts a chain reaction of effects in your habitat. The winner is the

player who collects the most points from birds, eggs, food, bonus cards, and goals met. 1-5 players (and unlike most strategy games, this one also works really well with two players), with a game time of 40-70 minutes. A CHOKING HAZARD (1) Not <3 yrs

minutes. ▲CHOKING HAZARD (1). Not <3 yrs. 028550 Wingspan Game 46.95

078595 European Expansion

Adds 81 new bird cards (some with a fresh type of activation), new bonus cards, Automa cards, and goal tiles.

079181 Oceania Expansion 28.95
Introduces nectar, a special type of food, that has three main functions. Includes new player mats, birds with "game end" activations, 95

new bird cards, new bonus cards, and new goal tiles.

019672 Asia Expansion 34.95
Use as an expansion to the base game (two more game boards can be added to the base game to accommodate up to 7 players!) or play as a stand-alone

game for two players.

Heat: Pedal to the Metal (ages 10+)

Smell the fuel, feel the heat, hear the

roaring engines, and watch the excitement of the crowds! Will you be racing your car in the United States, France, Great Britain, or Italy? Choose a map and use a deck of cards, timing, and strategy to manage your options. How many cards you can play each turn depends on which gear you choose to race your car in. How far it moves each turn depends on the value of the cards available. Moving too fast around corners can cause spinouts, which can set you back. The first driver to cross the finish line wins the game! Solo and advanced modes included. 1-6 racers; 60 minutes.

▲CHOKING HAZARD (1). Not <3 yrs.

Introduces two new races: the Japanese Grand Prix and Mexican Grand Prix. Requires original game; accommodates up to 7 players.

Wyrmspan (ages 10+)

From the Antediluvian Basilisk that is

large but shy, to the Yellow-Bellied Lung Dragon that is aggressive, of medium size, but harmless, meet the Dragons of *Wyrmspan* and enter their Crimson, Golden & Amethyst Caves for a beautiful adventure of

fantasy. Get ready for a unique, rich game experience in which players collect unique dragon cards, excavate caves, entice dragons into them, and explore them to collect resources, eggs, cards, and victory points. After four rounds, the player with the most points wins the game! 1-5 players; 90 minutes. ACHOKING HAZARD (1). Not <3 yrs.

029342..... 46.95

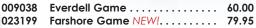




Everdell (ages 10+)

In this charming game with a woodland setting, players send out workers for four seasons to gain resources and add to their deck of cards that represent locations and creatures that they may play for points. They can also visit locations on the board to gain points. Each season, players deploy all workers and take all possible actions. When the fall season ends, however, the game is scored and the person with the most points wins the game. With card drafting, card tableau building, worker placement and resource management, Everdell presents players with several ways to use strategy and planning skills while being a charming and

enjoyable game for all! Expansions require the base game to play. 1-4 players; 40-80 minutes. ▲CHOKING HAZARD (1). Not <3 yrs.



Everdell's beavers, puffins, ducks, and crabs set out to build and inhabit Farshore on the north coast. They find plentiful resources to construct many common and unique structures. New critter friends appear who provide services to the burgeoning community.

Expansions:

022482 Bellfaire 40.00 Offers more rewards, player powers, and new ways to gain resources.

026454 Spirecrest..... 50.00 A mountain expansion that offers weather cards, discovery cards, and new challenges.

000304 My Lil Everdell (ages 6+)..... 37.95 A streamlined version of Everdell with the same quality components and basic mechanics. It is easy

to teach, moves quickly, and has simpler end-game scoring goals. 1-4 players; 30-60 minutes.



Keystone North America (ages 10+)

Explore the ecosystems of North America, including wildlife and plant species, and learn about where they live, grow, and thrive. This game is

> educational and a nice introduction to strategic card drafting and placement. It can be shared as a family experience or solo/cooperative for a deeper learning experience. In competitive mode, players compete to earn points for building the best ecosystems on their player boards. In solo or cooperative partner mode, a rich narrative adventure using an illustrated field journal book leads you on a more comprehensive look at North American Wildlife. 2-4 players; 30-60 minutes.

▲CHOKING HAZARD (1). Not <3 yrs.

002926.....

Parks (ages 10+)

How many of our National Parks

have you visited? In this game, players are hikers, visiting parks to see landmarks, wildlife, take photos, and more. Players aim to collect beautifully illustrated National Parks cards by gathering resources during their hikes along different trails over four seasons of a year. The game ends when all four seasons have ended and all hikers reach the end of the trail. Get points from park cards, bonus cards, and photos that hikers have taken

during their trek. The player with the most points wins the game! 1-5 players; 40-70 minutes. ▲CHOKING HAZARD (1). Not <3 yrs.

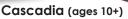
015851 Parks Board Game..... 44.99 Nightfall Expansion..... 015850 21.95

Introduces 24 new Park cards that give players flexibility with the resources needed to visit a park AND an immediate benefit.

016797 Wildlife Expansion 17.99

Features new Canteen, Gear, Season, and Park cards. A Bison Meeple moves above the Parks cards and rewards players with a wildlife token when they visit the park below it. Lastly, the new Park Card additions include wildlife requirements and give instant actions.





Imagine yourself in the Pacific Northwest where native elk, bears, salmon, foxes and hawks reside. Place these animals on five different native habitat tile types to score points. Players earn points by creating the largest contiguous habitat areas and working on specific animal

arrangement goals that are different for each wildlife species. The game ends when all available tiles

> are placed in player terrain areas. The player with the most points wins the game. This award-winning game features strategic planning challenges and is a wonderful addition to game night that a wide range of ages will enjoy. 1-4 players; 30-45 minutes. ACHOKING HAZARD (1). Not <3 vrs.

> Cascadia Game..... 000102 003743 Landmarks Expansion. . . . 28.95

Adds several unique components, increases the player count to 6, and offers new scoring options. Requires the Cascadia game to play.





Forbidden... Games (ages 10+)

Band together with your fellow players and race around to accomplish your mission and escape before you succumb to the perils that await you! These innovative cooperative games consist of beautifully illustrated, double-sided tiles, Adventurer cards, pawns, and other accessories. Players are randomly dealt Adventurer cards, each of which has a slightly different role and abilities. Players are able to take several actions on each turn; it's a race against time to complete your goals and get your entire team to safety. Truly unique, these heart-racing,

pulse-pounding games are slightly different every time you play! Highly

recommended. ▲CHOKING HAZARD (1). Not <3yrs.

048359 Forbidden Island $^{\text{\tiny TM}}$ 19.95

Players race around a sinking island, trying to capture the hidden treasures and escape before it disappears under the churning sea! 2-4 players.

025933 Forbidden Desert[™]..... 26.75 Players are on a quest to excavate a buried city and find the ancient flying machine. 2-5 players.

037649 Forbidden Jungle™ 26.75 Players have landed in an abandoned spaceport on a remote moon. Can they power up a transportation portal to escape before the station sinks? 2-5 players.



Show Me the Monet (ages 10+)

Learn about famous artists and paintings while playing an engaging card game! Be the first person to build the most valuable art collection by collecting the most valuable paintings. Build a complete collection (based on artist, country, or genre) and earn a bonus; but forgery cards are penalty cards if you get stuck with them at the end of the

game. Comes with 64 nice quality cards and a game rule booklet packaged in a beautiful box. Note: includes "The Three Graces" portrait.

026043 12.50

Scooby-Doo™ Escape (ages 12+) 🔽

The Mystery Machine has broken down near a creepy old mansion. The gang soon learns it's haunted by the ghost of Lady Fairmont, and they're locked inside! Can you help them solve the mystery and escape? The story progresses and the tension builds as you help the characters explore rooms, use items,



solve puzzles, and discover clues. But be careful! If you make a wrong move, you must eat a Scooby Snack, and your supply is limited. Even younger

children can participate in this cooperative game, especially if there are older players helping. Reusable pieces, so it can be replayed

with the same story and ending. For 1+ players.

078439 24.95

Habitats (ages 11+)

Create a new wildlife habitat as you drive your jeep through a preserve, choosing which animals to populate it with while also planting flowers,

building watchtowers, erecting gates, pitching camps, and welcoming tourists. Across three rounds, place animal tiles belonging to grassland, water, forest, or desert terrains, and earn end-game points for meeting their desired proximity to other terrain types. Each round, players also earn points for progress made in two public goals. At the end of round 3, players total up all points from that round and all game-end points for their preserve. The person with the most points wins the game! This is an easy-to-learn, quick moving, portable game with deep strategy. 1-5 players; 40 minutes. ▲CHOKING HAZARD (1). Not <3 yrs.

Scotland Yard: Sherlock Holmes Edition (ages 10+)

Detectives are on a search for Moriarty, a dangerous criminal in hiding. One player plays the role of Moriarty, while the others select a detective role. Moriarty travels around the board, but without a pawn, while the detectives try to guess his

> location by going to the suspected location on the board. There are three different modes of transportation on the board and players must pay tickets for the appropriate transport. Detectives

can see which tickets Moriarty plays, but he does

not have a pawn on the board like the others do. If Moriarty is found, the detective who discovered him is triumphant; however, if Moriarty is not caught, he is the winner! For 2-6 players; 45-60 minutes.

043141



Harmonies (ages 10+)

A strategic, ecosystem-themed board game that involves building attractive landscapes for wildlife with thoughtful tile placement. Tiles feature elements such as rivers, mountains, man-made structures, and more.

The goal is to collect the most animals by build-

ing a landscape that will draw them to your territory. Solo and expert 🌉 🌉 game mode instructions are

included. 1-4 players; 30 minutes. ACHOKING HAZARD (1). Not <3yrs.

044760 27.99



See inside front cover for key to Consumer Product Safety Improvement Act warning labels.



the dice, strategic management and placefor clues. Tally your score by how long it took and how many help cards you used. Each title is for one play only, since you will mark up, tear, fold, and cut ment of cards, this game provides the right mix for family game night. 2-4 players; 90 the materials. Each game has a difficulty score from 1-5, easiest to hardest. minutes. ACHOKING HAZARD (1). Not <3yrs. Game times average 1-2 hours. ▲CHOKING HAZARD (1). Not <3yrs.

ADVENT CALENDAR

ADVEN



tures a mystery that is separated into 24 days of riddles. Takes 10-15 minutes per day, for one or more players. One-time use. 029247 **Hunt for Golden Book (Beginner)** 034612 Missing Hollywood Star (Beginner) 083971 Mystery of the Ice Cave (2/5)

ADVENT CALENDAR 029225 Silent Storm (Beginner) GAMES | Ages 12 See inside front cover for key to Consumer Product Safety Improvement Act warning labels. The Search for Lost Species (ages 14+) If you enjoy logic deduc-

tion puzzles and competing to find clues to locate hidden items, this game might be one you will like. Each game, players race to find the location of one of six lost animal species located in Indonesia and Papua New Guinea. There are sixteen regions on the map to explore, which contain either one of four known species, no species, or the lost

species. On each turn, players use different methods to examine clues that will lead them to identify the location of the lost species to end the game. Points are scored for each species correctly located and the person with the most points wins! 1-4 players; 60-75 minutes. ▲CHOKING HAZARD (1). Not <3yrs.



World Wonders (ages 14+) Ancient peoples built monumental structures

worldwide such as the Parthenon, The Great Wall of China, and The Lighthouse of Alexandra, to name a few. There are 21 beautifully depicted wooden monu-

ments in this game, and the manual includes a brief historical background on each one. Go back in time, starting with your own empty map, where you will create your own settlements with the goal of accumulating the most

victory points to win the

game. To do this, position roads, towers, and building tiles following placement rules to earn resources and attract populations who build great monuments! If you strategically plan your settlement, you will earn the most victory points for population, resources, and monuments, and celebrate victory! 1-5 players; 70 minutes. ▲CHOKING HAZARD (1). Not <3yrs.

021423 40.75

Ark Nova (ages 14+)

This award-winning game lets you plan and design your own zoo! Using a huge deck of 255 cards, experience the excitement of building zoo enclosures, kiosks and pavilions as well as placing animals in enclosures, performing a variety of tasks and supporting conservation projects. During each turn, players will choose from five different options implemented by their action cards, which they can upgrade during the game. Players earn and track points for conservation and the appeal of their zoo. At the end of the game, players total their victory points based on how these points are balanced. 1-4 players; 90-150 minutes. ACHOKING HAZARD (1). Not <3yrs.

000164 Ark Nova (A)..... 59.96 040579 Marine Worlds Expansion Zoo Map Pack 1 Expansion..... 023520



Good city planning takes more than acres of available surveyed lots. In this

game, assume the role of a building contractor in the 1920s. To be successful you need planning, hiring, and management skills to obtain the right types of workers and procure the materials needed for different types of buildings to create a thriving community. Rolling Heights is a city-building game containing elements of area control and push-your-luck mechanics. Claim

building plans, roll colored meeples to obtain building cubes and special

actions to build various types of structures, and meet goals to gain victory points. The person with the most points at the end of the game wins! 1-4 players; 60+ minutes. ▲CHOKING HAZARD

> (1). Not <3yrs. 037201.... 62.75

> > Revive (ages 14+)

5000 years ago, a particular plan-

et became ice covered. There were few survivors hidden in the depths of this world. As the ice begins to melt, the new generation emerges to see if the time is right to begin again. In Revive, each player leads a tribe with unique strengths and abilities they use to

explore, manage resources, populate the land, and build factories. Players earn points during and at the end of the game for building, exploring, meeting goals and collecting artifacts. Once all of the artifacts are collected, the game ends with scoring across eight different criteria and the player with the most points wins! A deep, engaging strategic experience. 1-4 players; 90-120 minutes. ▲CHOKING HAZARD (1). Not <3yrs.

000232 64.00

Space Base (ages 14+)

As every Commodore knows,

the key to a successful space station lies in the best combination of ships that perform different critical functions along with planning and timing their deployments strategically. In Space Base, players choose the ship cards to place in their command center and activate their benefits and abilities with the

goal of earning rewards and actions that propel them towards earning the most Victory Points to win the game! This strategic, dice rolling, card/tableau building game has just the right mix of mechanics to give it staying power for game nights with family and friends. 2-5 players; 45-60 minutes. ▲CHOKING HAZARD (1). Not <3yrs.













Telestrations (ages 12+)

In this clever take on the telephone game, each player starts off with a dry-erase sketchbook,

dry-erase marker, and a card with 12 words or phrases on it. Each player writes their word/phrase on the first page, turns the page, and has 60 seconds to sketch it. Then players pass the sketchbook to the player on the left who guesses what the sketch is, then passes it on to the next player who sketches the guess, and so it goes. Once your notebook completes the circle and comes back to you, it is hilarious to see the course the words have taken. From "Blood Bank" to "Duck Worship," you are guaranteed a lot of laughter. The regular game: up to 8 players with 142 cards; the Party Pack: up to 12 players with 192 cards.

006620 Telestrations 25.95 006628 12-Player Party Pack 36.95



This competitive game pits two teams against each other in a race to uncover their secret spies. Each team votes one player to be the "spymaster." Twenty-five code name cards, each with one word, are laid out. Each word belongs to one of the teams, or is an innocent bystander; one card is the assassin. The two spymasters are the only ones who know which is which. The trick is for the spymasters to think of a one-word clue which relates to as many

of their words (secret agents) as possible. The rest of your team works together to decide which card or cards you are trying to link. Whichever team finds all of their secret agents first wins. 200 double-sided code name cards and 40 different key cards mean this game can be played over and over again. Younger players can participate even if they aren't ideal "spymasters", and it works with varying group sizes (4-8+).

067225 Codenames 19.95

With larger cards and larger font. 067226 Codenames Pictures (ages 10+) 19.95 Uses picture cards for younger players.

Cooperative 2-player/team version. Identify the agents without revealing any assassins, in nine turns or less! Includes 200 cards (for 400 new words total); compatible with the original game.

Sky Team (ages 10+)

If you would play a board game that gave you a simulated experience helping co-pilot airplane landings without real life risks, and you have always wanted to see what that adventure might be like,

Sky Team was made for you! In this game,

two players work together as pilot and co-pilot with the challenge of successfully landing their plane using cockpit controls such as speed, altitude, axis, landing gear, brakes, and communications. There are 11 different airport locations to play at varying difficulty levels, and 21 different game scenarios to provide more fun challenges! 20 minutes. ▲CHOKING HAZARD (1). Not <3 yrs.

012262 29.99

Wing It: Game of Extreme Storytelling (ages 12+)

Picture this: you are being chased by a pack of rare carnivorous rabbits in a nature preserve in central Missouri. Hunting season is over, and the rabbits are a protected species. The nearest ranger station is a mile away. You only have 5 things with you: a ten-gallon drum of maple syrup, a magical flying dishtowel, a particle accelerator, a circus of trained mice, and one concerned parent. Which 3 will you use to engineer your escape?

Each round the Judge draws 1 Situation card while players think about how to use exactly 3 of their Resource cards to solve the scenario. When everyone is ready, players begin telling their story in the most creative way possible. When everyone is finished, the Judge declares 1 story the best, and the storyteller takes the card! The first player to win 3 rounds wins. 4-7 players.

074077 22.95



FUN'N'FAST GAME

Speed Colors (ages 6+)

This memory-drawing game is fun for the whole family. To play, look at the colored picture on the card, then try to color a black-and-white version of

the same picture with the correct colors from memory! Score points based on how many colors you got right. Game includes

100 cards and 6 dry-erase markers. 2-6 players.

▲CHOKING HAZARD (1). Not <3 yrs. 044758 14.95

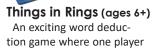
Sushi Go!™ (ages 8+) 🕞

Compete to collect the best sushi din-

ner in this fast-paced card game. Players choose their favorite sushi dish from their hand, place it in front of them, and then pass the rest of the hand to the next player. Once all the cards are chosen, the round is over, and the sushi is scored. Score the most

points by dipping your nigiri in wasabi, collecting three sashimi, piling on the dumplings, or having the most

maki rolls, and don't forget to save some pudding for dessert! With a wide variety of different sushi cards to choose from, there is lots of replayability here. The player with the most points after three rounds wins. 2-5 players.



is assigned the "knower" and the other players attempt to sort the cards correctly by category. The trick is, the "knower" is the only one who knows the correct placement. The first player to correctly

place and distribute all their cards in the catego-

rized rings (Venn diagram) is the winner. 2-6 players; 20+ minutes. 044741 16.95



070737

Includes 3 new delicious dishes (cards), along with a host of new menu choices and enough cards to accommodate up to 8 sushi go-ers!

038279 10th Anniversary Tin NEW! . . . 24.95 Features a collector's edition of the Sushi Go! game, with only 10,000 copies of this version available worldwide!



That's Not a Hat (ages 8+)

Players' memories will be tested in

this fun party game as you will need to remember different cards and try to bluff your way to winning if you forget! Each card features a simple picture of something that you will give as a "gift" to another player. The gameplay is entertaining and fast moving as everyone will

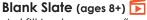
try to keep track of who has

what and try to bluff to avoid penalty points. This is a great group game



and would be a sure hit at game nights or

family gatherings. 3-8 players; 15 minutes. 046164.....



What does your mind fill in when you see " 'Surfboard'? 'Cardboard' 'Whiteboard'? You're on the right track... as long as someone else thought of it too! Blank Slate

is all about filling in the blanks to make compound words or common phrases. You earn 3 points for

one match, 1 point for multiple matches, and no points if your word is unique. There is no voting or thinking period, everyone is constantly engaged, rounds take very little time, and young players face no disadvantage beyond limited vocabulary. 3-8 players; 20 minutes.



Mad Libs®: The Game (ages 10+)

Mad Libs have been riotous fun for kids for many years, and now you can have that same learning fun with Mad Libs*: The Game. The game includes 42 sentence cards and 200 word cards. The game plays out simply - deal 7 word cards to each player, flip over one sentence card, and then each player chooses

enough cards from their hand to fill the blanks in the sentence. Each player reads their sentence aloud, and then everyone votes on their favorite. Have some hilarious, sentence-building fun with

Mad Libs: The Game! 3-8 players.





Makemaki Sushi (ages 3+)

Chop! Chop! This fast-paced, sushi showdown game for two combines speed and skill! Which sushi chef will complete the maki roll recipe first to win? Flip over a card from the 33-recipe pack and begin the culinary masterpiece choosing from 48 colored wooden ingredients. One catch, you can only use chopsticks! Includes 2 pairs of chopsticks and 2 green placemats.

▲CHOKING HAZARD (1). Not <3 yrs.

D



Ready, set, score! You must have fast fingers, speed, and good aim to slingshot the wooden disks through the center hole into your opponent's court. Both players face

off with several disks on their side of the partitioned wooden board. Get all of the disks onto your opponent's side to win – but watch out, they're constantly trying to send 'em right back! Play is

fast and furious and the best of three rounds is the winner! Reminiscent of the classic Crossfire game, but more action-packed, this game will put your manual dexterity, coordination, and aim to the test. How about a friendly family Fastrack tournament? **\(\Delta \)** CHOKING HAZARD (1,4). Not <3 yrs.



Using colorful, chunky plastic pentomino pieces in 8 bold colors, your task is to meet the challenges on the cards.

There are several ways to do this! Place the

The first player to make the tower wins. Or, pass out 8 block cards to each player. All at once, flip the top card and grab your block. Flip the next card and add that block on top.

Continue until the tower is 8 blocks high and

you win! Three more variations include a cooperative version and a 2-team version. The pieces fit together like a logic puzzle, too. Includes 32 blocks, 32 tower cards, and 32 block cards. 2-4 players.

005017 26.95



Tumball (ages 5+)

This ball-balancing game is full of fun for 2-4 players. On your turn, use the wand

to pick up one of your balls and try to balance it on top of the others in the hanging "cluster." The





VolleyShot (ages 8+)

Simple and fun to play, this is a great two player game that takes

some skilled timing and precision. Use your paddle to hit the ball back and forth with your opponent and whoever misses gives away a point to the other player. Keep track of points with built-in score keeping as the first player to score 10

points wins the game! VolleyShot features a durable wooden design and instructions and tools for assembly are all included in this set.

ACHOKING HAZARD (1).

Not <3 yrs.

001171 34.95



Foosbots (ages 6+)

These creative and enthralling Foosbot toys are designed to look just like the players in Foosball

and prove to be just as fast! Squeeze its arms to make it spin and then try and kick the ball toward

the goal. Encourages hand-eye coordination, fast reflexes, and imaginative play! Foosbots are available to buy individually or as a set. Toys measure about 2.75" x 2.5" x 2.75" and come in a

variety of colors. **\(\Delta \)** CHOKING HAZARD (1). Not <3 yrs.

 037911
 Stadium Battles Set.
 19.99

 037904
 Single (Assorted)
 9.95

 037905
 Two Pack
 19.95



Guess Who?® (ages 6+) 5

A reproduction of the classic 2-player game, this game holds 24 familiar mystery faces. Players each choose a face and try to guess their opponent's face before he guesses theirs.

But you don't randomly start shouting names! Players take turns asking yes/no questions of their opponent, eliminating faces on their board as they go. Does the per-

son have blue eyes, dark hair, glasses, etc? Deductive reasoning disguised as fun! ▲CHOKING HAZARD (1). Not <3yrs.

7un: ACHOKING HAZARD (1). Not <3yrs. 029443 17.50



Can you create a code your opponent can't crack? In this classic two-player strategy game, the rules are simple; one player acts as code-maker and

arranges four colored pegs behind a shield on his/her end of the board. Then it's up to the code-breaker to crack the code, try-

ing to duplicate it. After the code-breaker places a row of four pegs, the code-maker uses white and red pegs to give the code-breaker feedback. A white peg means a peg of the right color, but the wrong position. A red peg means that one of the pegs is the correct color and in the right position. The code-breaker has no way to know which one is right without some trial and error! Play continues until either all ten rows have been filled unsuccessfully or the code-breaker breaks the code. Then, switch

roles and play again. Simple to learn but challenging!

RACK-O® (ages 8+)

The Rack-O deck is made up of cards numbering 1-60. Each player is dealt 10 cards to place in a rack with slots numbering 5-50 (counting by fives). As cards are dealt players place them in their racks, starting with the 50 slot down to the number 5 slot. The remainder of the deck is then placed face down in the middle to be used as the draw deck. In turn, players draw from the top of the deck or discard pile

and replace any card in their rack, with the object of the game to be the first to organize your cards from the lowest number to the highest. Numbers need not be in consecutive order, but each card must be lower than the one that follows. Includes 4 plastic

racks and 60 cards. 2-4 players. **050256...... 11.55**

Clue® Master Detective (ages 10+)

Some nefarious villain has murdered Mr. Boddy, and it's your job to find out who. There's only one catch: in this super-sized version of Clue, there's a lot more evidence to find! This faithful reproduction of the origi-

nal Master Detective involves 10 suspects, 8 weapons and 12 locations for 3-10 detectives to duke it out in the ultimate

sleuth-fest! Please note this is a reprint of the 1988 version, with everything the original included (though

with plastic instead of wood pawns).

073758 Master Detective

Also available (ages 8+):

073973 Clue® Classic 18.50

Crocodile Dentist® (ages 4+)

If you didn't have this classic toy as a child, you've missed out on a lot of fun. The cute crocodile opens his mouth wide to reveal thirteen teeth. Players take

turns pushing down

the teeth, not knowing which one will make the croc's jaw snap shut. The last player to get chomped wins the game! With no loose parts and no batteries required, this simple game is huge

fun for the whole family. **041813..... 12.25**



The classic favorite where players dress up as they move around the board collecting jewelry. The first player to collect a necklace, bracelet, ring, two earrings, and the crown will be crowned the Pretty Pretty

Princess – but if you land on the dreaded black ring, you have to get rid of it before you can win! No reading required. 2-4 players.

▲CHOKING HAZARD (1). Not <3yrs. **14.75**

Classic Trouble (ages 8+)

Bringing back a blast from the past, this game is a replica of the classic board game Trouble. To start, each player must have all four pegs in their home base. Players take turns pressing the center bubble to roll the die. The player moves their peg







Classic Games | GAMES

Spot it!™ 🔽

You'll have to sit on the edge of your seat with your eyes peeled if you want to win Spot It! The goal is to find a match between two cards. Each of the 55 circular cards contains exactly one picture that will match any other card. The challenge? To "spot it" first! The matching objects will be the same shape and color; but the size may be different. Age differences

between players are irrelevant - the sharpest eyes will win the game! 2-8 players; 15 minutes.

050476	Spot It! (ages 7+)	8.95
054690	Spot It! Jr. Animals (ages 4+)	8.95
073989	Camping (ages 6+)	8.95
040702	Disney 100th Anniversary (ages 6+) NEW!	13.95



Mantis 🕟 (ages 7+) An excit-

ing game of stealing and guessing, this vibrantly colored card game will have players

on the edge of their seat hoping their cards don't get stolen or that the cards they are attempting to steal match the card they drew! The first player to collect 10 cards in their card bank wins! Includes 105 cards. 2-6 players; 10 minutes.

CHEESE

Baseball (ages 5+)

Dutch Wlits

Played with the same basic rules as baseball, this card game features a baseball diamond game sheet that players take turns completing until 9 innings have been completed. The player up to bat flips over the top card from the draw pile, revealing a hit,

> out, strike, foul, or ball. The players can use any small items like coins, jellybeans, etc. to run the bases. Hits are labeled as singles, doubles, or triples. After three strikes, players swap between batting and field positions. If the score is tied after 9 innings, continue play until one player ends an inning with a higher score. For two

players or teams.

010021 7.99

Taco Cat Goat Cheese Pizza (ages 8+) **|**

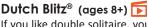
must slap the middle of the table with

This game will keep players on their toes as they will have to pay close attention and quickly react to cards being played. Simple to play, each player takes turns laying down a card that will be a taco, cat, goat, cheese, or pizza. Players take turns saying one of these names in order as they lay each card down until a card matches the word they say. Then, all players

the last person to slap having to take the pile of

cards in the middle. This fast-paced game will be enjoyable for

the whole family. 3-8 players; 15 minutes. 003746



If you like double solitaire, you'll love Dutch Blitz! Each player has a set of 40 cards, numbered 1-10 and in

> four colors. Players lay out 3 base piles, and stack 10 cards in their "wood" pile. Everyone plays at once in this fast-paced card game, moving cards to the communal colored piles in the

> > center, as they compete to be the first to use all of the cards in their "wood" pile.

The first player to eliminate their woodpile and yell "Dutch Blitz!" wins the game. Easy to learn, fun to play, and contagious, this has been one of our favorite games to play at home and on the go. 2-4 players. For bigger families or more friends, add the Expansion packs

which each allow another four players to play.

000000	DUICH BIIIZ	0.75
031820	Expansion	8.95
DCHBLZ	Dutch Blitz + Expansion	15.95
014344	Purple Expansion NEW!	8.95

The Fox in the Forest (ages 10+)

This whimsical trick-taking card game pits two players against each other. But like any good fairy tale, greed only leads to losing! The deck consists of 3 "suits" numbered 1-11. Each round, players are dealt 13 cards from a deck of 33, with the next card's suit serving as "trump" for the round. Players take turns playing a

card from their hand, with the larger number winning. Adding spice to this simple concept are special character abilities that allow players to lead after losing, to force the other player to play their lowest card in a suit, or even to change the trump suit. The first player to reach 21 points wins. 2 players; 30 minutes. 010319 12.95

049193 Extra Salt Expansion..... 5.75

number of players. If a player has collected all four of the mermaid

Sea Salt & Paper (ages 8+) With beautiful, origami-themed artwork, this game requires players to make pairs and sets with the cards in their hands to earn points. Symbols and numbers on the cards will show players how many of each card type must be acquired to earn points and unlock valuable actions. To end the game, a player must reach the set goal of points, which is determined by the

cards, they immediately win the game. The expansion pack adds 8 new cards with 5 new effects. 2-4 players; 30 minutes. ▲CHOKING HAZARD (1). Not <3 yrs.



peppers) you'll need to fulfill yummy recipe cards.

Use the chopping "knife" to cut off just the right number of

dice from the block and whip up some yummy international

dishes. See who can serve up the most dishes, but don't for-

get to play your hype cards—they give you extra points! 2-4

players; 20-30 minutes. ACHOKING HAZARD (1). Not <3 yrs.

This chopping game, designed by kids, is fun for the whole family! Colored dice represent veggies (carrots, tomatoes, onions, mushrooms, and

The Rescue

Bandido/Bandida (ages 6+) Work together keep Bandido from escaping his

prison cell. Use tunnel cards to try to seal off all exit routes as your wily prisoner attempts to escape. If players can dead-end all escape routes before the cards run out, Bandido's escape is foiled, and you win. Otherwise, Bandido goes free, and all players lose! In Bandida, the sequel to Bandido, players can choose to either prevent Bandida from escaping or help her escape from prison. 1-4 players; 15 minutes.

017409 Bandido 035737 Bandida

Cover Your Cookies (ages 6+)

Create batches of cookies and steal cookies from others to try and obtain as much cookie "dough"-

BLAMMO!

BANDIDO

points—as possible! Throughout gameplay, use cards in your hand and in the discard pile to make matching pairs of cookies, called Batches. You will become adept at both preventing your cookies from being stolen and becoming a

cookie thief yourself as you battle with friends to get the most Batches!

3-6 players; 15-30 minutes. ▲CHOKING HAZARD (1). Not <3 yrs.

Sleeping Queens[™] (ages 8+)

001930 20.00

Queens, kings, knights and dragons! This card game requires some strategy and some luck as you try to awaken sleeping queens, stop your opponent's

knights with a dragon, put another's queen back to sleep with a potion, or defend yourself with a magic wand. The directions are clear and

the game is quick to learn. Your goal is to collect gueens and the winner is the one with the most points when all of the queens are awakened. 2-5 players.

027662 Game 10.99 005792 Sleeping Queens 2 14.75

The queens are back with a whole new game... save the kings! Watch out - Wild Gnomes, Sleeping Willow,

and a sneaky Switch Witch might try to get in your way. If you save the most kings, you are the royal hero!



Spots (ages 10+) Spots is an easyto-learn game that

uses creative, whimsical depictions of dogs as the palette upon which you can add matching dice. Be the

first to complete six dog character cards and claim immediate victory! Players use trick cards to take actions such as roll over, walk, and gobble to provide dice rolls and dog treats, which can be used for dice re-rolls. 1-4 players; 30 minutes. ACHOKING HAZARD (1). Not <3 yrs.

Trash Pandas™ (ages 8+) 🕟 You are a racoon digging in the trash for treasure. Each turn you roll a die to

earn actions, and after each action earned you must decide to

roll for more actions or play it safe and use the ones you've

already earned. But be careful! If you roll one of the actions a second time, you BUST and forfeit all your actions that turn. Actions include drawing from the trash pile, stashing your treasure, or stealing from another player. The player with the best stash wins! For 2-4 players. ▲CHOKING HAZARD (1). Not <3 yrs.

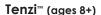
017637 10.99



breakdowns - not to mention little things like stoplights and speed limits! This classic family card game requires players to log in 1,000 miles in a race across France.

Players collect mileage cards and things like spare tires, gas, and more so they are ready to overcome any hazard that comes their way, while at the same time trying to sabotage other players' progress. 2-6 players.

041814 11.99



8

Simple, fast, engaging, addictive – that win might always be just out of reach, or you

might find yourself king of the pile every time. The basic rule is this: give everyone 10 dice, yell "GO!" and be the first to have all your dice showing the same number. There are instructions for 8 other variations of the game, which is stored in a easily portable plastic tube. Get rolling!

054865 Original 16.95 Four sets of dice for up to four players, in a plastic storage case.

024898 77 Ways to Play . . . A deck of oversized cards with 77 variations on the game. No dice included.

024902 Party Pack...... 26.95 Six sets of dice for larger groups and even more speedy, competitive fun!

Party Pack + 77 Ways... Set TNZIPK 36.95

Card/Dice Games | GAMES



In this Scrabble-like game, play is continual for all players. Turn over your tiles and start making connecting and intersecting words. All letters are the same point value, and you can ETRAINED rearrange your words at any time. When any player has played all his letters, he takes

WANE a new tile from the Bunch. The first player to play all his tiles is the winner of that round. Rounds typically take 5-10 minutes, so games can consist of as many rounds as you want. Up to 8 players. Various versions have slightly different

rules and number of players. ACHOKING HAZARD (1). Not <3yrs.

SCRABBLE

021253 020426 Double (for 2-16 players)



Yahtzee Words (ages 8+)

Rather than collecting scoring with number rolls, this version features let-

tered dice that players must form correctly spelled

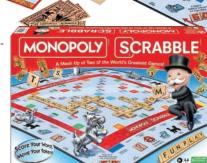
words with to earn points. More points are earned by forming longer words, rolling all vowels, completing a 7-letter word (which would be a Yahtzee), and more! Includes a rolling cup and scorepad. 2-6 players. 037386 12.95



Play the original game of Scrabble or play an enhanced version with the themed alterations of the Dr. Seuss or National Parks sets. In the Monopoly version, the goal is to accumulate the most cash and property before the last Scrabble tile is played. 2-4 players.

Scrabble (ages 8+)

003415 Dr. Seuss NEW! 28.95 003433 National Parks NEW! . . 28.95 009896 Monopoly *NEW!* **□**..... 26.75



Letter Grab! (ages 8+)

A word-building game where players try to make the longest words possible with the double-sided

letter cards they acquire. To play, players draw 5 cards from the draw pile, trade a letter card with an opponent, and

then form a word with as many letter cards as possible and lay them down. Players can only claim points from cards they used in their word. Each card has its own point value. The player with the most points after all rounds have been completed wins. 2-6 players; 15-25 minutes. 034162.....

Go Fish with a Twist! (ages 8+)

Played with almost the same rules as the original game of Go Fish!, this version adds the element of say-

ing tongue twisters as fast as you can to win sets. With Triple Tongue Twister, players must collect three cards of a kind and say the tongue twister three times in order to win that set. With Tricky Tetra rules are the same, but it must be sets of four rather than three. Not only will this game be fun, but it also may help with speech and pronunciation skills!

EACH GAME 049201 Tricky Tetra MAD@LIBS 049226 **Triple Tongue**



Mad Libs® (ages 8+)

Perfect for long car trips, loads of fun for parties, and even great for a brushup on your parts of speech, these simple, classic word games are always fun and often hilarious! Each pad features a selection of short stories, letters, songs, and articles with twenty-some key words missing. Each blank in the story features a part of speech printed underneath, so no matter what crazy word you supply to fill it in, it at least makes sense grammatically! Use the top page to gather your nouns, adjectives, verbs, adverbs, numbers, excla-

mations, and more; fill in the blanks; read it aloud; and try to make it through without laughing so hard you can't talk! Special Editions are



COFFE A COMMENT

Special Editions: 018778 Best of Mad Libs 6.50 Christmas Cheer 6.50 076440 073576 Mad, Madder, Maddest ..10.95 028349 Would You Rather NEW!... 5.25 EACH BELOW (exc).... 4.50 027260 **Christmas Carol** More 032812 Christmas Fun 019237 DC Super-Villains NEW! 064517 Diary of a Wimpy Kid

041990 Dog Ate My Mad Libs 059986 Frozen 018068 Greatest Grandma. . 3.95 041993 History of the World

026739 **Hold Your Horses** 020557 **Mad About Animals** Mad Libs for President 032880 042002 **Meow Libs** 064523 **Peanuts** 062097 **Pokemon** 019240 Ready, Set, Go! NEW! 036699 Silly Siblings 019854 **Star Wars** 073579 **Stocking Stuffer** 031558 Survival Guide NEW! 067119 Unicorns, Mermaids 031564 **United States NEW!**

GAMES | Language Game



of the maze before the others. Create a grid with the white tiles, then find a route from the center out using

addition and subtraction. 2-6 players; 20 minutes.

Number Hunt (ages 5+)

Children can practice their addition and subtraction skills in this game that is exciting and easy to play. The game begins with an equation card being revealed. Players will then use their hammerhead shark hammers to pick up the right numbers to solve the equation. The first player to solve five equation cards wins! 2-4



A cooperative math game for children; add and subtract sets of numbered dice to determine your next steps on the game board.
Each player takes turns rolling 4 dice, two for themselves and two for the monster. They must add two dice together to move for-

ward, and either add or subtract the other two dice to determine the monster's next move. If

Clumsy Thief (ages 8+)

It's a free-for-all! Players are all racing at the same time to play and claim stacks and end up with the most money. Each game begins with players holding 7 cards from the deck. If they have two cards that add up to 100, they lay them in a stack on the table in front of

them. Then players all try to claim stacks by pairing a card from their hand to the top card in a stack to make 100. Thief cards can claim any pile, but a thief can steal from another thief! Jail or trap cards win a stack for good. Each round ends when players cannot

make any more plays and their hands are replenished until the deck is gone. 3-6 players.

Make sets of 10 by adding two cards featuring fruits and veggies (instead of money), and the raccoons are the thieves! 2-4 players.



Shut The Box (ages 8+)

Though this game's origin is unknown, variations of it are played worldwide. The wooden board with felt-covered surface contains 4 sides of number tiles. At starting, all 1 through 10 tiles are flipped up. The goal is to flip all the number tiles down. To do this, a player must roll two dice. Then total the die to flip down a single matching number tile, or divide the die and flip down two separate number tiles. Keep playing until no more tiles can be flipped. Add the total of the remaining tiles; that is your score. The lowest score wins. Comes with 4 pairs of dice. 1-4 players. ACHOKING HAZARD (1). Not <3yrs

048213 4-Player Game (A)...... 25.00 009202 Double 1-12 Game (B) 25.95

Features an extra pair of dice and a two-sided game board!



Pop the Box (ages 7+)

LUDIC

045805 14.39

A quiet dice game? Yes, please! It's small, portable, quiet, tidy, can be played by 1 or 2 players. It is also cute, and you practice recognizing numbers 1-9! Even the 2 dice have cute, teal dots. You can play several ways; here is just one. Player 1 rolls the dice (let's say a 5 and a 1), and punches those silicone bubbles. The other player then rolls and pokes their 2 bubbles. Continue until one player has poked all of their bubbles. I found myself making up new games, but there are 2 instruction sheets included. Made of silicone, 7"x5".

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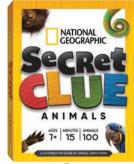
See inside front cover for key to Consumer Product Safety Improvement Act warning labels.

Math Games | GAMES 11

NATIONAL GEOGRAPHIC Horse-Opoly

Scavenger Hunt – Animal Traits (ages 4+)

This creative animal scavenger hunt game is a great option for littles and older students alike as players race to find objects around them that share traits with animals! To play, flip a card face-up, revealing an animal image and 3 corresponding words. All players then race to find objects that match the words on the card. For example, the Arctic Fox card has the words "cool," "fluffy," and "white"; that means you must find a cool object, a fluffy object, and a white object—or an object that fits multiple words! Included drawstring bag makes it easy to bring this game on the go! 2-6 players; 10-20 minutes.



(ages 8+)

Have a horse lover

in your family? This is a great game night option that is like Monopoly but with a lot of horseplay! Everyone starts at GIDDYUP! and proceeds around the board purchasing horse cards. The back of each horse card has interesting information about that breed. After you buy your favorite horse, collect bales of straw and trade them for barns. If you land on Horse Sense or Horse Play, you might get to perform a horse-around action, move your piece to

a special space on the board, or pay a fee. You just never know what you will get! 2-6 players. ▲CHOKING HAZARD (1). Not <3yrs. 046956 20.75

Secret Clue (ages 7+)

This animal-themed National Geographic game contains rich full-color

photographs and lots of fun with logical deduction. Similar to the game Codenames, the object of the game is for the Clue Giver to correctly help other players guess the designated animals on the 3x3 card grid, based on a Grid Card drawn at the beginning of the game. The Clue Giver

> helps players guess using Animal Cards and tokens for designating the animals as either "similar" or "dissimilar" to the animal in question. Guessers try to guess the correct animals in the correct order before they run out of guess tiles! 2-6 players; 15 minutes.

034809 20.00

Nature Matching and Memory (ages 7+)

Beautifully illustrated, these nature card games of memory and matching sharpen your mind and are a visual joy to play. The basic concept is to collect pairs by matching an item to its counterpart - a leaf to its tree, a flower to its uses, a track to its animal, the underside

> of a butterfly wing to the upper side, or a male bird to its female. A great gift for any nature lover, these games are as much fun as they are educational.

035973 Butterfly Wings 13.95 032200 Cats & Kittens 13.95 035983 Match a Leaf. 13.95 075741 Match a Track

color, and markings. Whether players are ranch hands or are joined up with a herd of wild horses, they learn all about 32 different breeds!

Herd Your Horses (ages 8+)

the entire family and gain valuable

educational game teaches players

how to recognize horses by breed,

horse-knowledge as well! This fun-filled

Give your resident horse lover

a gift that they can enjoy with

▲CHOKING HAZARD (1). Not <3yrs. 002388 19.95

> **Top Trumps** (ages 4+) 🕟

This card game brings

'war" into the 21st century while featuring beautiful pictures and amaz-

ing facts and statistics on each card. Simply deal out the deck of 30 cards to players, choose the best stat on your top card and try to beat your opponent's card. Win the deck by being the first person to get all 30 cards. Facts on the cards include things such as height, weight, speed, and more. An American Alligator weighs 500kg, a Polar Bear weighs 800kg - who takes the card? Simple to play and educational, what more could a parent want?





EACH GAME 018624 Bugs 011147 Cats Countries of the World 053849 048438 **Dinosaurs** 018619 **Lovable Dogs** 025737 **National Parks** North American Wildlife 064680 025756 Sharks 029049 **United States**

Animal Tracks Matching Game (ages 4+) 🕟

Teach your child to recognize the tracks of over 24 animals in this illustrated matching game. Challenge your memory by matching the animals to their tracks and gathering

> as many pairs as you can. The one with the most matches will win. Cards measure 2 1/2" x 2 1/2" making them perfect for little hands! 008787 11.95

Trivia Challenge (ages 7+) Put that knowledge to the test in a

battle of wits with your friends and family. Players work their way around the board answering questions and collecting tokens for correct answers. Each card has a beginner and an advanced question on it, so

an 8-year-old can play against a 14-year-old. There are 3 types of cards: "Know It" are multiple choice, "Name It" requires a player

NTERTIDAL BIOM

to identify an animal/item from a photo, and "Rank It" cards have you put things in order given a certain trait (e.g.: Rank these birds from the largest to smallest egg - ostrich, duck, hummingbird). 2-4 players.

▲CHOKING HAZARD (1). Not <3yrs. 063485 Animal 5. 29.95 082298 Science

Ecologies Card Game (ages 9+)

It's a dog-eat-dog world in Ecologies well, actually, it's a dog-eat-rat world, ecologically speaking! The goal of this delightfully educational game is to cre-

ate sustainable balanced ecosystems across environments such as Desert, Grassland, and Ocean. Illustrated cards serve as these Biomes, as well as the Plants and Animals

within them. For instance, a healthy temperate forest ecology contains blackberries (producing plant), bees (to feed on the blackberries), frogs (to eat the bees), hawks (to eat the frogs), and earthworms (to decompose everything). Once a biome is complete, it offers bonuses ranging from points, to extra cards, to sabotaging another player's ecosystem. The trick is that players can only play cards "up" the food chain, and these are a small handful of cards, often leaving half-finished ecosystems worth very few points. With gorgeous John James Audubon-style artwork, open gameplay, and vocabulary and animal diet information galore, this game works equally as a science supplement or a family game. 1-6 players; 30-60 minutes.

Bizarre Biomes 066374 Acts as an expansion or as a stand-alone game. Gameplay is identical to the original, but focuses on specialized habitats: caves, mangroves, and even cities.

This edition focuses on 7 habitats we don't often think of: islands, coral reefs, the Antarctic, and more.

028274 Solar System Card Game (12+) NEW! This version focuses on "What kind of life may have existed, or what might someday exist." Includes 78 unique organism cards, 7 celestial bodies, and beautiful art cards (108 cards total).

Aimed towards children, this can be played as a basic version of Ecologies or as a classic memory game. 64 forest-themed tiles.

Ecosystem (ages 10+)

Players compete to create the most balanced and diverse ecosystem in this beautifully illustrated card drafting game. Each player chooses a card from their hand to add to their ecosystem, such as a dragonfly to enjoy their streams or a wolf to add to the pack. Then players pass their

hands and each chooses another card from their new hand. Points are scored by placing animals in their ideal environments, creating streams and meadows, and achieving diversity within the ecosystem. Includes 130 cards, 6 player aids, scorepad, and instructions. 2-6 players; 15-20 minutes.

Ecosystem................. 16.99 012777 024671 Ecosystem: Coral Reef. . . . 16.99

Dive into the world of the coral reef with its beautiful, diverse ecosystem in which producers, prey and predators form thriving food web groups.



depends on how well you manage its growth across six different biomes. Over four rounds, or seasons, players draw cards representing grasslands, flowers, wheat, rocks, swamps, or snow, and decide how to place lakes, trees,

and bushes in them. Each season, the sun moves and casts sunlight from a different direction. Score points each round for small and large trees that the sunlight reaches, helping

> them thrive. At the end of four rounds, score all large trees in each biome based on how fertile each of the zones are. This is a strategic spatial puzzle game. 1-4 players; 45-60 minutes. ▲CHOKING HAZARD (1). Not <3yrs.

037219

Fluxx® (ages 8+)

This is a truly chaotic game for the whole family! The entire deck is shuffled and players are dealt 3 cards each. The game begins with only a couple of basic rules, but new rules can be played and goals changed. There are four types of cards in Fluxx: Keepers, Goals, Actions, and New Rules. During each turn, players draw and play as many cards as dictated by the current rules, striving to complete the current goal. But as you may have guessed,

this is easier said than done; rules and goals are constantly in flux, requiring luck and timing to achieve victory! 2-6 players; 5-30 minutes.

EACH GAME 19.95 073412 Anatomy (12+)

076840 **Astronomy** 069396 Chemistry 069397 Math 🔟

069398 **Nature**

Forest Shuffle (ages 10+)

Walk into the cool, calm forest. Hear the trees rustle and birds sing while many spe-

cies of butterfly land on the lush fauna. It is in this setting that your game begins with a large, beautiful deck of cards depicting trees as well as animals, plants and mush-

rooms. Players take turns drawing cards and building an environment, which begins with placing trees in their play area followed by animals, plants or mushrooms surrounding each tree. There are many ways to build points depending on the scoring criteria for placing various trees and surrounding cards. When winter comes, the game is over.









52 Amazing Places National Parks (ages 3+)

From canyons and caves to mountains and forests, enjoy the beautiful variety of America's most fascinating places, our National Parks, while playing all your favorite card games! Each card features a different location and picture with fun information you might not know! What a neat way to learn your way around the U.S., whether playing

Go Fish, Old Maid, Crazy Eights, or more. A perfect stocking stuffer that will have you wanting to plan your next trip!

038695..... 10.50



Did you know that Herbert Hoover worked as a mining engineer? Or that Andrew Jackson was the first president born in a log cabin? Did you know that Grand Canyon National Park was preserved by Teddy Roosevelt?

Learn these and many other interesting facts about the presidents or national parks as you play these educational games. Each player takes a turn guessing after a random fact is read. When a player guesses the correct answer, he keeps the card.

Perfect car activities for a road trip, or use them as flashcards on your own.

Historical Conquest™ (ages 8+) 🔽

The premise of Historical Conquest is simple: take over all of your opponent's land, or increase the morale of your civilization. Each player begins with six country cards, one from each colonized continent. Players then pull one land card (as their starting country) and five cards from their deck to form their hand. These cards may be armies (used to defend land);

leaders (who can defend or attack lands); explorers (who find new lands); artists, athletes, authors, and musicians (who improve your culture); and events such as the Black Plague or Great Depression (used to attack your opponent's culture). Every card includes background information on the event or person, and an ability related to what they did in real life (such as Genghis Khan, who can take over any country on the same continent as his army). Starter Decks

represent different periods of world history and contain 50 cards (six countries, six explorers, armies, people, and events). These include *everything* you need to get started. Expansions include 20 cards and can be used with any Starter Deck.

EACH STARTER DECK. . 15.50

065676 Broadicea 065678 Cheswell 065679 Confucius 065680

081226 **Mount Vesuvius**

065686 **Templar**

065687 Tesla **EACH EXPANSION.... 8.95**

065675 1st Crusades Civil War

065683 **Revolutionary War** Roman

065684 065688 Wild West

065690 WWII

Trekking... Board Games (ages 10+)

Produced by a family who personally visited every national park, these games will give you the trekking bug as well! Players compete to claim the most victory points by visiting and/or claiming parks, events in world history, world landmarks and more. In World and National Parks, the boards are maps and you try to plan a route to maximize visits to National Parks and landmarks. In History, players attempt to visit moments in

> time in chronological order to score points. The rules vary depending on the game, but players are sure to learn a lot about the National Parks, world geography and landmarks, and events through time just by "trekking!" National Parks and World are designed for 2-5 players (2-4 for History); game play is approximately

30-60 minutes. ▲CHOKING HAZARD (1). Not <3yrs.



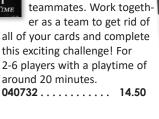
National Parks The World 5



Timeline Twist (ages 8+) 🕟

If you have played Timeline Events or Timeline Classic, this new edition offers a cooperative twist on those card games. On each player's turn, they play at least one card and place it in the timeline or the discard pile. You will want to place your cards on the timeline in the correct order, so be sure to dis-

cuss each move with your teammates. Work togeth-





This game is a blast! Up to eight players race to get 10 cards by guessing whether the event on the card comes before

or after their cards. As the game progresses, it gets steadily harder to guess, because you must guess the time from all your cards. The cards have four

different categories: Inventions & Discoveries, Sports & Leisure, Arts & Entertainment, and History. The action is

fast, and you'll learn a lot. Have fun!







Visit America's favorite National Parks without leaving the comfort of your home!

Outdoor lovers will appreciate this version of Monopoly® featuring landmarks, wildlife, and Park Legends. Collect the most properties to win the game while learning more about America's beautiful National Parks! Poster art is by American Design

Group. 2-6 players. **046451 23.99**



Did you know that in India, Ravi is one of the most popular first names and that it is either a girl's or boy's name? Did you also know that camels come from Asia and Africa and that they do not store water in their humps?

In this cooperative game, kids

learn about the world as they travel across continents, choose a fact card to match the location

they are visiting and try to correctly answer a fact that relates to that location. The challenge is to collect all the passport stamps before the travel tickets run out to win the game! Whether players win or lose the game, they learn about the world around them and its inhabitants. 2-6 players; 15 minutes.

016018 23.95

Explore the USA (ages 5-10)

To play this US geography game, first assemble the 63-piece puzzle, then have players take turns drawing cards to find each of the 6 items listed on the map. Players can use the included flashlight to search for the items. For a bit more competition, use the included hourglass to time

players as they search. A fun way to learn and review geography! Requires 3 AAA batteries,

not included. ▲CHOKING HAZARD (1). Not <3yrs.





Scout it Out! (ages 7+)

NATIONAL PARKS

Build your geography skills with these interactive games! Each game features a game board with a map on it. The game cards each include 6 facts about a specific country or state (depending on the game), and players must take turns rolling the die for clues until they

are able to identify the location on the map. The player who correctly identifies the location gets to keep that card and get a bonus token. Bonus tokens can be played before each round to get additional clues.

The first player to collect five cards wins the game! Provides fun and education for all! 3-6 players; 30 minutes. ▲CHOKING HAZARD (1). Not <3yrs.

Race Across the USA (ages 8+)

Zip around the country, collecting your states, and be the first to return home to win! To start, each player receives 6 state cards, in 6 different geographic locations. Take turns rolling the die and moving your airplane token across the board to land

on the states you received. When

you get there, you must correctly answer a geography question to "win" that state. Once you have collected all of your states, race back home. The game contains 220 double-sided ques-

tion cards, with 220 questions at the 3rd-4th

grade level and 220 questions at the 5th+ grade level. Players will learn all about state geography, facts, capitals and more while having fun! 2-4 players.

9511 15.90

Scrambled States of America (ages 8+)

This is perhaps the most fun your kids will have while learning the geography of our great country. While yelling out state names and slapping cards, the names and nicknames of the states, state outlines, and capitals will sink in almost automatically! The object of the game is to put the

most states "home" in the right place by correctly matching State Cards to Scramble Cards. The player who collects the most State Cards wins. The new Deluxe edition includes a U.S. map for reference, State Cards, Scramble Cards, and instructions. New

challenges and a copy of the Scrambled States of



10 Days in the USA (ages 8+)

Whether you have always wanted to visit the Great Lakes, The Golden Gate Bridge, or observe the

Northern Lights in Alaska, this game challenges players to plan the best route and travel methods for a ten-day adventure through the USA. Take turns drawing transportation and state cards and placing them on your rack, while following specific



rules for travel. If you are the first person to correctly arrange a ten-card route while driving, flying, and walking between states, you win the game! As a bonus, you learn U.S. geography while building your planning and strategy skills. 2-4 players; 30 minutes. 023014...... 25.95





Horse Academy (ages 7+)

Create a winning jumping path for

your horse and rider using one of the 80 different challenges in this fun and colorful puzzle challenge. The included booklet illustrates a correct letter and colorcoded sequence to place the jumping gates for each puzzle. Next, canter your

horse over the jumps and out of

the exit gate to win the race! This unique and challenging game helps build spatial planning, problem solving and visual perception skills while being fun for the whole family! ACHOKING HAZARD

(1). Not <3yrs.

082995..... 24.99



Smart Dog Agility Course (ages 7+)

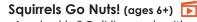
This travel-friendly

compact puzzle for your dog-loving child offers different challenges to solve to get the dog to its trainer. For each challenge, you will have to successfully create a

path across the gameboard while navigating around different obstacles! Set includes 60 challenges to try across 5 difficulty levels.

▲ CHOKING HAZARD (1). Not <3yrs.

037316 16.99



An adorable 3-D sliding puzzle with a bit

of a twist. The little squirrels in this puzzle are all holding their acorn stash in front of them, and the board has holes in it for your squirrels' acorns to be buried. Rather than guiding the squirrels out of the puzzle, your objective is to help them all drop their acorns into the ground. When all the acorns have been buried, you've solved the puzzle! There are 60 progressively more difficult puzzle scenarios and a plastic traveling lid included. ACHOKING

> HAZARD (1). Not <3yrs. 071854



Cats & Boxes (ages 7+)

Meeting the dreams of cats everywhere, this single-player logic game involves moving puzzle pieces around until all the cats are safely hidden in boxes.

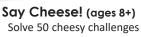
> Sounds easy enough, right? It may start out that way, but with 60 unique challenges from easy to expert, prepare to put that noggin to work to please your curious cats! Purrfect gift for the cat lovers in your family! ▲CHOKING HAZARD (1). Not <3yrs.

040398..... 16.99



Jumpin' (ages 7+)

In this adorable game, place the mushrooms and rabbit(s) according to the puzzle booklet, and then move the rabbit to one of the brown rabbit holes in the amount of moves noted. There's a catch though: the rabbit cannot move without jumping over an item. For more challenge, add the foxes. Foxes slide around the board, often providing the necessary item the rabbit must leap over to reach safety. 60 puzzles and 9 pieces. ▲CHOKING HAZARD (1). Not <3yrs. 039113 16.99

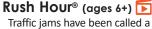


from mild to extra sharp with

this one-player logic game! It's your job to get the mice out of your cheese. The challenge booklet shows you how to set up the grid and the cheese blocks. Each block of cheese has a smiling mouse on one side

and a tail on the opposite side. Roll the cheese blocks on the grid until all the mice's heads are face up so they can get out of your cheese! Puzzle solutions are included.

042487 16.95



great many things... inconveniences, frustrations, and major aggravations, just to name a few. How about fun? Yes, fun! In this thinking skills puzzle, your goal is to slide all of the other 15 vehicles from the congested for-

mation to get yours home without a scratch. 40 different puzzle cards are included, along with a multitude of little brightly-colored cars and trucks in a sturdy gray street-

like base. Four skill level

cards—beginner, intermediate, advanced, and expert—make it more enjoyable for everyone, regardless of age.

Try your sequential thinking skills... not your patience!

005108 Rush Hour 19.99 Rush Hour Jr. (ages 5+) 19.99

Same fun as the original, but playing piece is an ice-cream truck to guide through the maze of fire trucks, police cars, and other vehicles. Comes with 40 new junior challenge cards, and a bag to store the game in. ACHOKING HAZARD (1). Not <3yrs.









Addict-A-Ball (ages 6+) 🕟

If you enjoy puzzles and you love mazes, these

3D balls are for you! The goal is to guide the little silver ball through the mazes and tunnels all the way to the finish without the ball falling off the maze. Keep turning and twisting the ball until you have completed the challenge. You can even time yourself for an additional

challenge. Great for improving dexterity and hand-eye coordination. Take with you on a road trip to keep you occupied. Warning, you might get addicted!

040291 14 cm (5.5")..... 9.50 040293 20 cm (7.8")..... 16.75

GRAVITYMAZE



Dropzone (ages 8+)

logic game where the player must build multiple different marble runs, and each run has to end up at a different, yet specific destination. The game board has 6 different tower bases to build on and 9 pieces that can be used to build the mazes. Includes

80 challenges total.

▲CHOKING HAZARD (1,6). Not <3yrs. 039097.....



Free Fall (ages 8+)

Can you design a marble run that rotates? Each of the 60 challenges instruct you to arrange the pieces

to form a maze-like structure. Once assembled, you will need to rotate the parts of the maze in the right way so that the ball can find the correct path through it. Try to complete all of the challenges with your friends in this entertaining game that will test your problem-solving skills.

34.99





This logic game features challenge cards that show you where to place your initial towers and target piece and then which other towers you will need to complete the challenge. The goal is to create an operational marble maze for the marble to roll through to the target piece. Difficulty increases with each new challenge.

▲CHOKING HAZARD (1,4). Not <3yrs. 047143 Builder (ages 5+) NEW! ... 24.99 Includes 40 challenges. Beginner

friendly for younger children.

039467 Game (ages 8+) 5... Includes 60 challenges.

Laser Maze[™] (ages 8+)

Guide the laser through the maze of mirrors. First, set up the laser and arrange the tokens per the instructions on one of the challenge cards. Your

GRAVITYMAZE

WINI

challenge is to arrange the rest of the tokens to reflect the laser through to the goal. A variety of tokens are available, such as beam splitters, mirrors, double-mirrors, and more to get the laser from the start to the checkpoint. The set comes with 11 tokens and 60 challenges across four difficulties.



This unique logic puzzle involves launching cats off the game board and into the air! To begin,

place all items, including furniture and cats, onto the game board as pictured



Roller Coaster Challenge™ (ages 6+)

This unique logic game will throw you for a loop, literally! Choose one of 40 challenges (starting with easy and gradually getting harder) and set up the challenge according to the card. Using the pieces shown on the bottom of the card, you

> must connect the start to the finish by creating a usable track for the roller coaster car and account for track height in 3D space as well. Includes coaster, tracks, posts, base, and challenge cards. ▲CHOKING HAZARD (1). Not <3yrs. 031045..... 33.99



Brainteasers | PUZZLES





ty Improvement Act warning labels.

See inside front cover



Mudpuppy 25-Piece Floor Puzzles (ages 2+)

Colorful floor puzzles with

their extra-big pieces are a wonderful option for little hands. Each puzzle includes 6 shaped theme pieces for even more fun! Assembled: 22" x 22".

EACH PUZZLE 14.95 033421 Construction Site (A) 033439 Dinosaur Park (B)

033455 Farm Friends 033462 **Garden Bunnies** 033463 Rainforest (C)

Above + Below Puzzles (ages 4+)

These 48-piece, random-cut jigsaw puzzles depict half a scene above the earth and half below it. While the critters frolic in the meadow, what is everyone else doing? Sleeping

cozily or hanging out with their families in their underground burrows! Scenes are printed with soy based ink. Assembled: 27" x 20". **EACH PUZZLE 18.00**

010333 Backyard Discovery (D 010336 **Dinosaur World**

005372 Earth & Space (E) 005374 Sea & Sky Things That Go (F) 005391

















World of Eric Carle™ Puzzles (ages 4+)

Explore the beautiful art of

Eric Carle in puzzle form. Your little learner will find four distinct 48-piece puzzles to assemble all featuring your favorite hungry caterpillar hidden within the image! Each assembled: 10" x 8". 046518 11.99

Googly Eyes Puzzles (ages 4+)

These fun 48-piece puzzles depict colorful characters featuring pre-mounted and factory-secured

googly eyes that are sure to bring smiles to kiddos' faces! Assembled: 19" x 14".

EACH PUZZLE 10.50

035298 Pets (G)

035305 **Pirates**

Woodland Animals (H) 035318

Christmas Friends (I) 035345

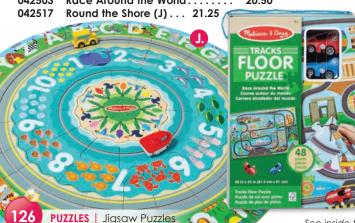
035351 **Dinosaurs**

035331 Around the **Christmas Tree**

Tracks Floor Puzzles (ages 3-6)

These 48-page floor puzzles include a little something extra... tracks! Kids can assemble the sturdy cardboard puzzle, then wind up the included vehicles and let them go. World puzzle includes a key on the box naming each landmark. ▲CHOKING HAZARD (1). Not <3 yrs.

042503 Race Around the World......



Cobble Hill Tray Puzzles (ages 3+)

These beautiful 35-piece puzzles are sure to catch the eye of all ages. This series uses a tray with a black and white image to make it easy for young puzzle workers to know where

the pieces go. Assembled: 14" x 10". EACH PUZZLE

062738 **Barnyard Greetings**

072066 **Bluebird and Bouquet** 072069 Chestnut and Acorn

046858 Clownfish Gathering (K) NEW Garden Shed Cats (L) NEW!

046892 046896 Happy Hens (M) NEW!

072071 Horse Stream

072077 Red Truck Farm 062758 **Snowy Pasture** 042819

Tiny Tea Time 072079 Voyage of the Ark 046925



See inside front cover for key to Consumer Product Safety Improvement Act warning labels.



Starry Night (D)

045451

041764

068215

Van Gogh: Starry Night







Madd Capp I AM™

300-piece puzzles measure 15" x 20".

Shaped Puzzles (ages 10+)

of wildlife with these shaped puzzles. Includes

Get an up-close look at the beauty

fold-out fun facts on that specific animal. Finished

Bear

Blue Jay **Bluebird**

Cardinal

Goldfinch

Great Horned Ow Hummingbird

Owl

Parrot

Panda

Robin

StERV PUZZL

Sasauatch NEW!

Woodpecker

Eagle

082663

041316

082664

041330

041340

066312

More

Cobble Hill Family Puzzles (ages 7+)

These unique 350-piece puzzles have large, medium, and small pieces all in the same puzzle so that children

and adults can work together. Scenes are cut into large pieces on one half of the puzzle and gradate to smaller pieces on the other half. Assembled: 26.6" x 19.25".

EACH PUZZLE 13.50 062740 **Basket Case** 069444 **Candy Counter**

033758 Festive Friends (B) NEW! MADE IN

062748 **Holy Night** 072072 Molokini Current

046922 Under the Cherry Tree (C) NEW

Welcome to the Farm 035330 069453 Winter Barnyard (D)



Escape Puzzles (ages 12+)

Escape room meets puzzle! The included booklet sets the scene and gives you the objective; then put together the puzzle, find, and solve clues hidden inside the puzzle to make your escape! The puzzles and images shown on the box are not the same as the actual puzzle. A sealed solutions envelope is included. A scan code provides additional help if you need it!

EACH 368-PIECE BELOW... 20.99

Cursed Greenhouse (E) 028848

038444 **Desolated City** 028874 Laboratory

038469 Midnight in Garden

EACH 759-PIECE BELOW. 22.99

028831 Artist's Studio

020443 **Curse of the Wolves** 020472 Forbidden Basement

014885 **Space Observatory** 014886 Submarine (F)

028917 Unicorn



The Starry Night 3D Puzzle (ages 4+)

Warning, the 3D element will play some brain tricks and adds to the level of difficulty. Are you up for the challenge? 300 pieces; assembled: 19" x 26". 041690 18.95



Mystery Puzzles (ages 9+)

First, assemble the puzzle, and then study the finished image. On the back

of the puzzle, discover numbers on different pieces that provide clues. Can you correctly solve the crime? Assembled: 27.6" x 19.7".

Lost Fire (264 pc) 24.99 048661 Stolen Time (264 pc)24.99 048667 Gift of Murder (408 pc) (14+) . . 29.99 048634

048662 **Murderous Birthday**

Escape Kids Puzzles (ages 9+)

Puzzles feature an intriguing storyline 6 hidden mathematical puzzles, solution envelope, instruction manual, and QR code for help.

EACH 368-PC PUZZLE 18.99 028815 **Amusement Park**

028868 Jungle Journey 048533 Magical Mayhem (G) NE Museum Mysteries (H) 028891 038468 Pirate's Peril

Space Storm (I) 012550 038497 **Whispering Woods**









Galloping White Horses (ages 10+)

Create a gorgeous scene of majestic white horses galloping

near the ocean at sunset. 500 pieces. Measures 18.9" x 13.4" when finished. 037486 11.50

See inside front cover for key to Consumer Product Safety Improvement Act warning labels.

These beautiful puzzles also include small

32-page field guides with information on each

illustrated creature. This includes habitat, size,

EACH 500-PC PUZZLE 12.25

046300

Birds

046302 Dinos (K)

weight, life span, and diet. Assembled: 20" x 14".

046304 Horses (L)



to keep those piles organized! The six puzzle trays nest the trays together to save your progress. 8" in diameter.

046921 13.50

Puzzle Roll-Up® (ages 4+)

Storing a puzzle in progress is simple, and you don't have to worry about your puzzle crumbling apart when moved. Work the puzzle right on the felt mat and then simply roll it up to preserve your work until you can finish.

1000 pieces measures 36" x 30", 1500 pieces 42" x 24", or the Jumbo 3000 measures 48" x 36" when unrolled.

017069 1000-pc..... 13.75 015101 1500-pc 13.75 017068 3000-pc 15.99





Explore the geography of the National Parks with this puzzle. Full of rich detail, this puzzle features scenes from the National Parks in their geographically correct locations. 1,000-piece puzzle; 34" x 22" when completed. 042428 13.75

Jigsaw Puzzles | PUZZLES







Penderwicks Series (ages 9-12)

PENDERWICKS THE COMPLETE COLLECTION THE PROTERWICKS AT TOWN VOLUME AND THE PROTERWICKS AT THE PROTERWICKS AT TOWN VOLUME AND THE PROTERWICKS AT TOWN VOLUME

LORD OF THE RING

Wingfeather Saga Boxed Set (ages 8-12)

"Well, here we are," exclaimed the first person (named Dwayne) when he saw the very first thing the Maker created.

As his descendants repeated this story, they eventually came to call their world Aerwiar. Thus, begins the saga of Wingfeather with its twists and turns; strange creatures; stranger traditions; wildly unique characters; and perilous adventures. Full of action, word play, tongue-in-cheek humor and allegory, this literary treasure is a 4-volume series.

011858 Boxed Set of 4...... 37.95

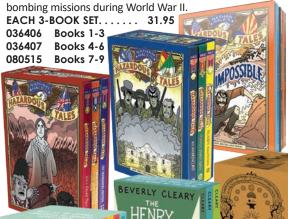
011858 Boxed Set of 4. 37.95 027123 Wingfeather Tales . . . 9.95

ARCHER'S CUP

Brambly Hedge

Hazardous Tales (ages 8-12)

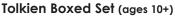
History meets graphic novel as these true historical stories come to life with funny characters and illustrations. Witness the victory at Valley Forge, meet Harriet Tubman on the Underground Railroad, and learn about secret



Green Ember Series (ages 8-12)

This adventure series by S.D. Smith is a new read-aloud favorite! Fans of classic fantasy will enjoy the fast-paced storytelling

and the engaging rabbit characters. The original series of four *Green Ember* titles follows the adventures of two rabbits, Picket and Heather. *Archer* series is set during the same time period, but follows a related character, Jo Shanks. *Old Natalia* series takes place about a century before the events of the Green Ember books.



Classic set includes *The Hobbit* and the trilogy of *Lord of the Rings*.

009390 **22.25** Also available:

045761 Hobbit (Graphic Novel) 16.95









Staples for any child's library, these classics will be read over and over. A winning combination of good learning-to-read words and engaging stories with illustrations. Each set has 5 hardcover books.

020742 Collection Set 1 ... 32.95 022504 Collection Set 2 ... 32.95



Young readers have enjoyed Beverly Cleary's memorable characters and their humorous, real-life predicaments for decades. Henry & Ribsy and Ralph Mouse sets each include three books; the Ramona Collection includes eight.

059800 Henry & Ribsy Box Set

059800	Henry & Ribsy Box Set	17.95
040419	Ralph Mouse Collection	21.95
014638	Ramona Complete Collection	55.50

More

Elephant & Piggie Complete Collection (ages 6-8)

Gerald (the elephant) and Piggie are best friends but couldn't be more different! Read all of Elephant (Gerald) & Piggie's funny adventures with the complete collection. Mo Willems' #1 New York Times best-selling series has won multiple awards. Set includes 25 books and bookends.

073359 99.9



Brambly Hedge (ages 4+)

Life as viewed from a mouse's perspective in a loving, caring society of picnics, gathering and

more. Charmingly illustrated and gently told.

024859 Four Vol. Box Set (hardcover)... 24.95

High Hills, Poppy's Babies, Secret Staircase, and Sea Story.

022388 Collection (hardcover)...... 18.50

More

Spring Story, Summer Story, Autumn Story, Winter Story, Secret Staircase, High Hills, Sea Story, and Poppy's Babies.

Gift Sets & More | BOOKS

Pop It! Go® (ages 5+) The classic pop-it toy with a fun, colorful twist-the bubbles light up! This game comes with 3 preprogrammed game options. Pop the bubbles that light up before they disappear, repeat a bubble light up pattern, or try to pop as many bubbles in one color before time runs out! 037562 14.75



come in a tidy case and feature several wee characters you will use in 40 different challenges. Help the colorful chameleons find their way home. Keep the

turtles from going belly up. Let the llamas take turns leaping over each other. For 1-4 players. EACH GAME 12.99

013678 Chameleon Crossing

013733 **Leaping Llamas** 013679 **Topsy Turtles**

Tiltago (ages 8+)

This puzzle is nicely contained in the X-shape. The goal is to tilt the game until you

get a black ball at the top and bottom spot and line up the numbers in order. There is a nice click-clack sound

> when the balls move. 041810 14.95



Fidget Puzzle (ages 6+)

Fit all the colored pieces into place

with these sensory on-thego puzzles. Reverso is a tray puzzle, while Plug and Play is a cube-shaped puzzle.

083003 Plug & Play (A) 042976 Reverso (B) . . .



Squiggle Pads (ages 4+)

A creative on-the-go type of game to keep hands busy. Spin the wheel, rotate the pad, and create a work of art from what the spinner landed on. So many options for active minds! Includes a pencil and a 3¾" x 3¾" paper pad.

EACH PAD 5.50 002726 ABC On-the-Go 002729 On-the-Go

IQ Mini (ages 6+)

These IQ games may be mini, but it'll take a good portion of reasoning, visual-spatial intelligence, and determination to solve them! At 2.75" x 3", it's portable, back-packable, and infinitely re-play-

able. It requires fitting six differentlysized shapes into a given space that changes for each challenge

based on pre-placed pieces. 082998 Square (C) 040402

Hexpert (D) **∑**....



Mini Masterpieces Jigsaw Puzzle (ages 4+)

Assemble a miniature puzzle that replicates a famous masterpiece from the great artists. Each puzzle includes 50 pieces and is stored in a box

similar to a standard playing card box. Puzzle styles are assorted and sold individually.

042393 2.99



Fat Brain Toy Co

favorite animals. No glue or tape required; just snap pieces together to cre-

ate the model! A wonderful way to practice logical thinking skills while also creating a fun display.

038557 **Blue Tana Fish** 038570 **Brown Bear** 038623 Clownfish 038626 Green Turtle 038631 Polar Bear

038660 **Triceratops Dinosaur** 038689 Tyrannosaurus Dinosaur

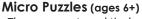


Q Puzzle (ages 6+)

Each puzzle has unique, laser-cut pieces that bring

additional challenges assembling the puzzles. *Colour Mix* puzzle designs have a flowing, watercolor look to them. Animal Mix puzzles show a close-up photograph of an animal face. Each finished puzzle is 12.5" square. Puzzle styles are assorted and sold individually. EACH ASSORTED PUZZLE.... 5.50

040319 Colour Mix 72pc (E) 040317 Animal 66pc



They are so cute and tiny! The finished puzzles are 4" x 6", 150 pcs each, and come in a cute plastic test tube. May be tiny, but made of sturdy cardboard. You will need good eyesight and a nimble fingers! ▲CHOKING HAZARD (1). Not <3yrs.

EACH PUZZLE . . 8.99

010261 Alpine Village NEV 010262 Birthday Cupcake NEW! 041803 Bookcase NEW! 010265 Candy NEW! 041812 Deck the Halls (F) NEW!

010292 Flamingo NEW! 010371 Joshua National Park NEW! 082915 Llama Bama Ding Dong (G) 041848 Panda: Choose Joy (H) NEW!

041844 Penguins NEW! 041857 Rainbow Rain NEW! 004783 Schmetterling! (Butterflies) 004785 Winter Wonderland

Zion National Park







004820

Jr. Ranger Animal Tracks Matching Game (ages 3+)

Outdoor lovers will enjoy matching animals



to their tracks in this simple memory game! The game comes with 36 tiles (18 sets) of popular animals and their tracks. Each animal tile has the same color as its matching track tile, making it easy to remember and identify. Perfect for learning more about animals in America's National Parks! 1+ players.

046447..... 7.99

Snip Snap![™] (ages 7+)

A fast-paced game that will keep everyone's attention! Each player receives six dice of the same color that contain

a random symbol on each side. Everyone rolls at the same time, looks for die that match, and snaps them up before anyone else can! The first player to completely run out of dice wins! 2-6 players.

028803 10.95



Ramen Fury (ages 8+)

048939

Any ramen noodle connoisseur will enjoy this card game, from concocting delightful combinations of meats and vegetables in their "bowls of ramen," to sabotaging their opponents' bowls with hot chili peppers. Ramen Fury is card-based, while Ramen Extreme is predomi-

. 11.95

BANANAGRAMS

nantly dice-based, 2-5 players. 017064 Ramen Fury..... 10.50

Ramen Extreme NEW!



World's Smallest™ Games (ages 6+)

Fun for game lovers or game collectors, these tiny versions of favorite games are still playable if you can manage the tiny pieces!

▲ CHOKIN	IG HAZARD (1). Not <3yrs.
039370	Bananagrams (A) NEW! 6.95
007435	Battleship 6.95
003047	Bop It
059158	Candyland 6.75
043213	Catan <i>NEW!</i> 6.95
059228	Chess 6.75
059264	Connect 4 6.75
013816	Hungry Hippos (B) NEW! 6.95
059304	Operation 6.95
039432	Simon (C) <i>NEW!</i> 8.95
013836	Sorry (D) NEW! 6.75
039452	Spot It! (E) NEW! 5.75
039460	Tetris (F) NEW! 6.95
043339	Trouble 6.95
015730	Uno Card Game 5.75
039466	Yahtzee <i>NEW!</i> 6.75



Feed the Kitty (ages 4+)

The goal of this dice-rolling game is to keep the fish away from the

kitty! Roll the dice to determine your action: pass the sardine, add a sardine to your pile, or feed one to the kitty. The last player left with sardines wins! 2-5 players.

038272

Triangle Card Holders (ages 4+)

These triangle card holders can make 🍶 card games with friends and family easier and more enjoyable. Players will no

longer struggle to organize all of the different cards in their hand as they can easily fan them out in the triangle card holder.

009417 2-Pack 048944 4-Pack.....



Pickles to

Penguins! (ages 8+) What do a pen and a

squid have in common?

player to come up with a

connection between one

of your five cards and

one of the two center

cards! The first player

to correlate all of their

cards wins! 2+ players.

027104

Race to be the first

SET® (ages 6+)

Fast-paced, challenging, AND lots of fun! Twelve cards are laid down and players race to see which three cards form a "set." Cards feature different shapes and symbols in different colors and shading patterns, and a set includes three cards that share some characteristic. There are no turns, and no

waiting—the first player who can make a set wins a point. 008706 10.95



5 Towers (ages 7+)

Build 5 towers in different colors and shapes. How

tall will the towers be? How many will have a roof? Will players need to tear down a few segments before they finish? These variables determine how many points players earn at the end of this clever, cute, quick, and fun card game. 2-5 players; 15-20 minutes. 031527 12.50



Minecraft Explorers (ages 8+)

Explore the Minecraft world and search for hidden treasure off-screen. Players work together for

a common goal in this cooperative card game. Each turn, players take turns using cards to take certain actions to try

and fill treasure chests and win the game. Watch out, however, for monsters along the way! 1-4 players; 30 minutes.

048630





Pirate Dice in a Bottle (ages 8+)

Bluff your way to victory (and plunder your opponents) with this easy-to-learn, portable tiny dice game. Will you be the last pirate left standing? Tiny 2.5" bottle holds 25 dice. 2-5 players.

▲CHOKING HAZARD (1). Not <3 yrs.

Puzzles & Games | STOCKING STUFFERS





Klutz® Cat's Cradle (ages 6+)

Five string games are presented in this sturdy, spiral-bound board book, complete with illustrations of the hand and string positions for each step. You'll be playing cat's cradle and making the "cup and saucer" in no time! A tie-dyed loop of string is included. 020287 10.50





Juggling for the Complete Klutz® (ages 8+)

Anyone, even a complete klutz, can juggle. This book takes you one step at a time, from tossing and catching one beanbag in a nice arc to juggling 4 or 5 bags! This 52-page book includes instructions, encouragement, and 3 juggling bags. 010098 11.50



Arrowcopter® (ages 6+)

Whoosh! Use the slingshot-like stick and rubber band to send your Arrowcopter soaring up to nearly 300 feet. Then try to catch it as it slowly twirls down!

020865 Single (A).... 4.50 009048 2-pack......





Mr. Moustachio's Top 10 Manliest Mustaches (ages 3+)

Great for costumes and disguises, this stick-on mustache set features a variety of different shapes, sizes, and colors. Mustaches can be trimmed and shaped for a better fit. 048942 3.75

Old Fashioned Metal Jacks (ages 6+)

Classic game of jacks includes 10 gold and silver die-cast jacks, two rubber balls, a cloth storage pouch, and instructions. 050026 8.50



Pick-Up Sticks (ages 4+)

tained children (and adults!) for

sticks with dif-

ferent point

values. Dump

em out, and start

picking 'em up, with-

out disturbing the rest!

018352 6.25

Aeromax 2000 Tangle

Free Parachutes (ages 3+)

untangling the little man from the

parachute...ever! One thick strap

attaches your 3.5" tall skydiver to

his 20"-diameter parachute. The

056919

056920

019701

Your child won't have to worry about

parachutes are even made out of real

parachute material. Assorted colors.

generations. This game consists

C,

of 25 wooden pick-up

This classic game has enter-

material and are easy to take on and off. Assorted style.

Vintage Frisbee (ages 5+) Features the classic monotone frisbee with ribbed design, packaged in vintage

Silly Putty® (ages 4+)

HAZARD (1). Not <3 yrs. 041815 Original

Stretchable, moldable Silly Putty

has been loved by generations of

children. Comes in an egg-shaped

ally and styles vary. ▲CHOKING

041822 SuperBrights . .

Beardies (ages 4+)

These silly beards are perfect

002944..... 4.50

good laugh. They feature durable rubber

for dress-up play or even for a

container. Putties are sold individu-

packaging. Assorted colors.

6.95



Vintage Paddle Ball (ages 4+)

Here is a classic, wooden paddle ball that looks and feels vintage. A rubber elastic attaches this

sturdy feeling paddle to a rubber bouncy ball. 078329 2.70



Original Koosh Ball (ages 3+)

1.55

The fun never stops with the Original Koosh Ball. It is lightweight with a variety of uses that make for exciting play with friends. 3", assorted colors. ACHOKING HAZARD (1). Not <3 yrs. 012355..... 5.75

Sea-Monkeys Ocean

Zoo (ages 6+ Simply fill the small transparent tank with water, add the water purifier, wait 24 hours,

and sprinkle in the eggs. The little creatures will be easy to study and watch as they grow!

042722 14.25



No batteries required for these toys! Each wooden vehicle comes with a balloon or rubber band. Just inflate the balloon, attach to the vehicle, and watch it go for a retro spin. Or wind up the rubber band on

the paddle boat. "Engine" replacements are easy to find! ▲CHOKING HAZARD (1,2). Not <8yrs.

030890 Balloon Boat (E) . . 4.50 030895 Balloon Car (F) . . . 4.50 012895 Paddle Boat (G).. 6.25







Boomer Roomer[™] (ages 8+)

Glow (B) 4.50

Regular (C) 4.50

Flashing Light-Up (D) . . 5.95

Punch out this three-winged boomerang and tune it up, bend-

ing the wings. Flick it and practice your throw to get it to return to you! Made of lightweight plastic, you can throw this boomerang indoors and out! 077956 . . . 2.00

See inside front cover for key to Consumer Product Safety Improvement Act warning labels.

Classics | STOCKING STUFFERS



Sticker Doll Dress-Up Books (ages 5-8)

Create magical scenes with these easy-to-use sticker doll dress-up books that encourage imaginative play! With 11

scenes, 20 characters, and over 200 repositionable stickers in each book, the options are endless. 45 pages.

EACH BOOK.....

047086 Dancers 036994 Fairies 036996 Fashion 037004 Mermaids 037005 Unicorns



Bob Ross® by the Numbers Kit (ages 8+)

Embrace your inner artist and discover the joy of painting with Bob Ross. With three pre-printed

canvases with numbered sections, seven paint pots, a paintbrush, a mini easel, instructions, and a 32-page illustrated book, you'll be well on your way to painting like a pro.

7.95

> Wikki Stix® (ages 6+) Wikki Stix are pieces of wick coated with wax to create bendable, flexible sticks. Stick 'em together to sculpt 3-D objects, or create flat, 2-D pictures. Endlessly reusable! 24

> > count. ▲CHOKING HAZARD (1). Not <3 yrs.

005642..... 5.75

Crystal Art Buddies (ages 6+)

Create tiny crystal art figures. Each kit includes 1 figure to decorate, display stand, an assortment of spar-

kly jewels, a double-ended stylus, jelly wax, and tray. Figures stand about 4.5" tall. Single, assorted style.

EACH ART BUDDY 033942 Fantasy (E) 033951 Holiday



Eugy 3D Dodoland Models (ages 6+)

Washable Nail Polish (ages 5+)

based, making it washable for easy

This unique nail polish is water-

removal. No need for harsh chemicals or

EACH SET 10.95

037812 Somewhere Over the Unicorn

solvents for removal! Each bottle is 6ml, and

contains non-toxic, vegan, quick-drying polish.

Start with the center and glue pieces to each side to create durable, eco-friendly cardboard models! Kits come with detailed instructions and an educational booklet. Finished models are between 4-10"h and 6-20"w. ▲CHOKING HAZARD (1). Not <3yrs.

037806 Pajama Party

Each set includes 4 colors of clay to make 2 sculptures. The container is divided

and keeps the non-toxic clay fresh until use.

Follow the instructions to form the featured

creatures, or make something original!

Ocean BFFS (D)

Rainbow BFFS

EACH SET 4.00

Pet BFFS

042007 Dino BFFS

WATER

BASED

042017

042019

042020

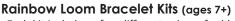
024701

Wolf

EACH KIT 009716 Brown Kiwi (F) NEW! 024674 Chameleon Crocodile (G) N 009718 067536 Dragon 024675 Hedgehog 001073 Narwhal 898900 Shark

Paint by Watercolors Bookmarks (ages 6+)

Each assorted set includes twenty bookmarks and one paintbrush. Just brush water across the bookmark to see the color appear!



Each kit includes a few different colors of rubber bands, individually packaged; a small finger loom; c-clips; and instructions.

▲CHOKING HAZARD (1). Not <3yrs. **EACH KIT (exc)......4.95** 044912 Candy Cane.... 3.95 044933 Solar

044934 **Sweets** 044955 Tye Dye (H)



Scratch Art Stickers (ages 3+)

Create colorful stickers or bookmarks by scratching the pictures to reveal the colors underneath. Each set

comes with four pieces to scratch off, a wooden scratcher tool, and a felt wipe. EACH SET 5.99

045137 Dinosaur 045146 Sea Animal (I) 045147 Space

STOCKING STUFFERS | Arts & Crafts

Astronaut Ice Cream (ages 3+)

Treat yourself to real astronaut food with these freezedried treats. The single servings are vacuum-sealed and perfect for taking on the go. EACH PACK (exc)... 4.95 011065 Mint Choc Chip 4.50

009630 Neapolitan 009631 Vanilla

Chemistreats! Candy + Chemistry (ages 6+)

Each beaker contains one candy-making science experiment such as gummies, candy beads, soda, ring pops, or edible slime. Assorted styles, sold individually. ▲CHOKING HAZARD (1). Not <3yrs.

046760 5.75



Crystal Hedgehog (ages 8+)

The crystal hedgehog is a great way to get kids interested in science! They can watch the crystals grow and have a cute hedgehog to display. It has simple, easy-to-follow instructions, and the crystals only take one day to grow. Assorted color. 033317 12.75

Colorful Crystals

Colorful Crystals (ages 8+)

Grow your own

crystals at home using this STEM experiment kit! Crystals might be any color—but you won't find out until they grow! 034636 3.95

Uncle Bubble Catch & Stack Magic Test Tube (ages 3+)

Blow a few of these bubbles, wait five seconds, then catch them and attach together to make bubble constructions! Super cool! ▲CHOKING HAZARD (1). Not <3yrs.

033126 Small... 2.50 011336 Large... 3.50



This fun set includes two Morse Code flashers and two Morse Code alphabet reference cards. Cardstock flashers measure 2½" square; just squeeze them to change from a dot to a dash, making signaling fast and easy.

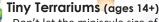
Invisible Ink

CLASSIFIED

Pen and UV Light

043988

Spy Labs Invisible Ink Pen and UV Light (ages 8+)



Don't let the miniscule size of these darling terrariums scare you off! Measuring a tiny 1.5" wide, with proper care, they can last for years. Each package comes with a glass terrarium, the germination disc, and instructions.

▲CHOKING HAZARD (1). Not <3yrs.

EACH TERRARIUM 3.95 009363 Flytrap (A)

018518 Forget-Me-Nots 016939 **Hedgehog Cactus** 018531 **Perfect Pinks**

017013 **Spider Cactus**

018550 **Sweet Alyssum** 018561 **Vivacious Violets**

Camper's Knot Tying Game (ages 8+)

This neat little game introduces players to 44 different knots, then tests them on tying these as quickly and accurately as possible. Each playing card features a different knot, its name, use,

and point value. Players race to be the first to tie the knot correctly and win the card.

029906 9.25



I Dig It! (ages 7+)

Satisfy your child's desire to explore and dig with these unique kits! All

kits feature an item or multiple items buried within plaster blocks, and include the tools needed to complete the excavation as well as step-by-step instructions. ▲CHOKING

032372 Glow-the-Dark T-Rex... 8.95 2.95 032383 Pirate Treasure 8.95



Pet Tornado (ages 5-12)

Hold one of nature's most destructive forces in the palm of your hand. With a twist of your wrist a tiny realistic tornado forms from white foam clouds.

005349 6.99

Spinz Car (ages 4+)

These pull-back race cars provide an entertaining display of crashes and collisions. The attached disc is released when the Spinz Car collides with its target and once in the air it can soar up to 20 feet. Assorted colors.

012906 10.95

Science Fun | STOCKING STUFFERS

HAZARD (1). Not <3vrs.

Ultimate Invisible Ink Activity Book (ages 6+) Filled with top-secret invisble ink activities, this book

Write secret messages that can only

be revealed with the UV light on

this invisible ink pen. 043377

is jam-packed with hidden messages, secret codes, games, jokes, and more! Children write about their life, likes and dislikes, solve whodunits, embark on a scavenger hunt...and more! 043790 7.50

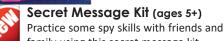


Bubble Tree Bubbles (ages 3+)

These bubble bottles are unique because you can reuse the bottle over and over again

(refill solution available separately)! Contains wand and 4oz of solution. Single bottle; assorted style.

EACH BOTTLE.... 029097 Christmas 029088 **Aluminum Bottle** 029093 America 029095 **Birthday** 029099 Easter 029100 Refill (1L) . . 13.95



family using this secret message kit.

This set includes two writing pads and two pens with invisible ink. The special light on the end of the pen reveals the hidden message.

See inside front cover for key to Consumer Product Safety Improvement Act warning labels.



TORNADO



in a variety of shapes and col-

ors and are designed to fit right on your spokes to create twinkling light whenever

tire—that are weather-resistant.

Orbit - Blue

Orbit - Pink

Orbit - Red

Orbit - Color Morphing

EACH ITEM.....

009994 Comet

010013 Star

009999

010009

010010

010004

Squishy Puppies (ages 3+)

These pocket-size animals are squishysoft and adorable. Assorted styles.

070166 Party Puppies . . 6.25 One of 24 different styles, these little 2.5" puppies each wear a removable/interchangeable costume.

EACH POCKET PUP (3.25") . . 5.50 077481 Series 1 070167 Series 3

077482 Series 2



Kinetic Sand (ages 3+)

This 98% pure sand compound acts as a sort of 'sand in motion", never retaining its shape for long before it falls apart. As you play with it, it feels almost like wet sand, but it's completely dry

annost like wet sand, but it's completely dry.				
012942	DinoXCavate (6oz)	6.50		
043162	Doggie Dig (asstd)-(6oz) NEW!	6.50		
034810	Flowfetti Tube (4oz) NEW!	6.50		
043249	Mini Sand Pail (6.5oz) NEW!	4.05		
046503	Neon (asstd)-(8oz) NEW!	5.10		
046549	Scents (asstd)-(8oz)	6.95		
044558	Shimmer Sand (1207)	A 50		

you ride. Each set comes with two mini LED lights—one for each

12 Days of Putty Scents (ages 3+) This collection provides a new sensory

delight each day! Each window contains

041865 29.95

UTTY SCENTS

PUTTY SCENT

scents vary from pumpkin pie to festive wreath.

Foodie Fidgets (ages 4-9)

designed to improve fine motor

This set of squishy toys is

skills. Lay the clusters of realistic ramen

out on a plate, add your toppings, and

then try to pick them up with the connected

▲CHOKING HAZARD (1). Not <3yrs.</p>

chopsticks! All soft pieces are made of silicone.

PUTTY SCENT! PUTTY SCENTS

Waboba® Moon Balls

Well-known for their quality water balls and games, Waboba also offers an out-of-this-world experience with the land-based super high bouncing ball! 2.48" in diameter. Assorted styles.

068046	Moon Ball (A)	7.50
043405	Bounceback (B) NEW!	8.95
032191	Dark Side of Moon (C)	7.50
068714	Gradient (D)	7.50
01/025	AA audian (E) NIC\A/I	7 50

016025 Martian (E) NEW! 7.50



Color Change Needoh (ages 4+)

Squish, pull, smush, squeeze, and watch the Needoh ball change colors and then return to its original shape! Single, assorted color.

042684 3.00 Mozi Flow Rings (ages 6+)

These interlocked rings flow up or down your arm with gravity! When you lay the rings down after playing, they lay flat on top of each other. Mozi rings have a metallic finish! EACH FLOW RING 10.00

038976 Mozi Black & Gold (F)

038977 Mozi Blue

038978 Mozi Iridescent 038979

Mozi White Splatter

Liquid Motion Bubbler (ages 4+)

What a calming effect to watch the colors fall and make round blobs like a lava lamp. It works like an hourglass, but with 2 separate chambers for 2 dif-

ferent colors that don't mix. The smooth plastic is sleek and chic! 5.5" tall.

4.99 EACH BUBBLER.... 082059 Blue & Pink

082060 Blue & Yellow 083243 Green & Blue 082061 Pink & Green Purple & Pink 083244 082062 Red & Blue

Red & Yellow

Eggcano! Novelty Timer (ages 5+)

Watch as the colorful bubbles flow out of the crater, then hold timer upside down to reset. Timer runs for roughly 2 minutes and is approx. 3.5" x 2.5". Includes a display stand. Assorted color, red or blue. 015762 5.95

Stretchy Hand Puppets (ages 3+)

These jiggly, stretchy, rubbery puppets may look deflated when not in use, but the thermoplastic rubber material makes them very expressive when you put them on your hand! Latex-free. Assorted styles. 015561 Tiny T-Rex Arm (G) 1.95

EACH BELOW.... 6.95 002968 Cobra (H) 074775 Dino (I) 074776 Dog (J)

012843 Dragon (K) 074793 Shark (L)





083245



Ordering Information

You may place an order 24 hours a day on our website or call us toll-free Monday through Friday, 8:30 AM - 5:00 PM Central Time. If you prefer to mail in your order, you can use the order form on the following page, or use plain paper and apply the shipping rates to the right. Gift certificates can be purchased over the phone.



www.rainbowresource.com

Email: info@rainbowresource.com Phone: 888-841-3456 Fax: 800-705-8809

Mail: 655 Township Rd. 500E, Toulon, IL 61483

Payment Information

Credit Cards: We accept VISA, MasterCard, Discover, American Express and debit cards.

PayPal payments are accepted on our website.

Checks are accepted for orders sent by mail.

Privacy Policy: This is Rainbow Resource Center's promise to you: we will not sell, rent or give out your personal information to any other organization.

Pricing & Seasonal Availability

We work hard to hold to our catalog prices but *prices are subject to change without notice*. Up-to-date availability information is provided on our website item detail pages. Although we normally backorder items that are temporarily out of stock, we will not backorder any Christmas catalog items between November 1, 2024 and December 23, 2024 due to the short shipping season. *We recommend ordering early for best selection*. If you are not ordering online, you may want to contact customer service the next business day to check for out of stock items.

General Backorder Policy

Our goal is to keep all items in stock, but sometimes items will go out of stock. These are <u>temporary backorders</u> and usually arrive in our warehouse within about a week. Because we receive stock every business day, we may hold domestic orders with backorders up to 5 business days and international orders up to 10 business days. If the backordered item(s) do not arrive in that time, we ship the portion of your order that is in stock. The backordered item(s) will then be shipped separately at no additional shipping charge after we receive it from the supplier. Please note that we will not be backordering any Christmas catalog items between the dates noted above; these orders will not be held.

In stock or out of stock status is noted on each product's page on our website. *Packages (multiple-item sets assembled by us with letter codes instead of item numbers) have availability information by item, located below the "Package Contents" on the product detail page.* Phone and mail orders do not have access to the most current availability information; please contact customer service the next business day after placing the order to check on possible backorders.

We charge for the entire order up front and ship backorders with no additional shipping charge. If you choose to cancel a backordered item after your initial order has shipped, you can do so and specify how you would like to receive your refund.

If a backordered item becomes a discontinued item, we will automatically cancel the backorder and issue a refund. If we cannot ship your backordered item within 60 days, we will cancel your backorder and issue a refund. New releases may be pre-ordered if available within the next 30 days.



FREE ECONOMY SHIPPING on paid* orders of \$50 or more!

CHRISTMAS 2024 SHIPPING CALENDAR (for 48 contiguous states)
Order dates as listed below assume that we receive your order by 4:00
PM Central Time. Premium shipping method assumes longest-distance
FedEx Ground delivery time frame. We recommend ordering as early as
possible, as any Economy method is likely to experience delays during
the holiday shipping season. If a short delivery time is necessary, please
contact our customer service team for best estimate.

ORDER DATE	SHIPPING METHOD		
Through 12/09	ECONOMY (5-10 BUSINESS DAYS)		
12/10 - 12/16	PREMIUM (3-7 BUSINESS DAYS)		
12/17 - 12/18	3-DAY		
12/19	2-DAY		
12/20	NEXT DAY		

Shipping Policies: Standard Shipping to the 48 contiguous states is an *Economy method of our choice with an estimated transit time of 5 to 10 business days*. Orders shipping to AK, HI, APO, and Territories will be shipped Book Rate or Media Mail through the U.S. Postal Service with no guaranteed delivery time.

^{*}Free shipping does **not** apply to purchase orders.

U.S. Shipping Rates						
	Economy	Premium	Priority	3-Day	2-Day	Next Day
Up to \$49.99	\$6.95	\$8.95	\$8.95	\$15.00	\$22.50	\$45.00
\$50.00 - \$99.99	FREE	\$8.00	\$12.00	30%*	45%*	90%*
\$100.00 - \$149.99	FREE	\$8.00	\$12.00	20%*	30%*	60%*
\$150.00 - \$199.99	FREE	FREE	\$12.00	20%*	30%*	60%*
\$200.00 - \$299.99	FREE	FREE	\$12.00	16%*	24%*	48%*
\$300.00 - \$499.99	FREE	FREE	\$12.00	12%*	18%*	36%*
\$500.00 and up	FREE	FREE	\$12.00	8%*	12%*	24%*

^{*}Percentage of the total order cost. See website for Canada Air & other international rates.

Return Policy

Upon receiving your order, please inspect it for damages or shipping errors. If this occurs, please contact customer service at info@rainbowresource.com. You may return any item, except used digital and downloadable items or items with an online component, within 30 days of original shipping date for a full refund of the price paid for the item (shipping not refunded). After 30 days but before six months: we accept returns on these same items, but we charge a 10% restocking fee. Orders that qualified for free shipping will be assessed a shipping charge if the items returned from those orders cause the original order total to drop below the free shipping threshold.

Shrink-wrapped items should be returned shrink-wrapped to receive a refund. We do not accept items for return that we no longer offer for sale. Please note that electronic media cannot be returned. Items returned in damaged condition will not be refunded, even if damage occurred in return shipping, as items are not resalable. No returns after six months.

To return items, wrap and box them securely to avoid damage, include a copy of the packing slip or receipt, and mark the outside of the package "RETURNS DEPARTMENT" in large letters. Do not use any of the items as a flat surface to write return notes or other information, as this may leave a permanent etching on the item. We suggest that you ship your return by UPS or FedEx (as it is insured automatically for up to \$100). If you ship through the Post Office, please insure the package. Please allow 4 to 6 weeks to process your return.

No Exchanges - each order is a new order with applicable shipping charges.



Order Form

Thank You for your order!

Make check payable & mail to:

Rainbow Resource Center 655 Township Rd. 500E Toulon, IL 61483 Phone: 888.841.3456 Fax: 800.705.8809 Email: info@rainbowresource.com

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	Exp. Do	ate /	(where applicable)	
Signature: _			C. SHIPPING – % of A (See shipping rate charts)	\$

D. TOTAL AMOUNT DUE (Sum of lines above)

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