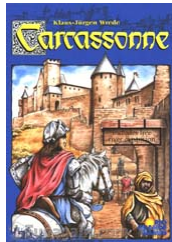


# Family Game Night Coming Soon!

## Choose From These Games on November 15

**Carcassonne** recreates the interesting landscapes of the southern French city, founded on an important trade route between the Mediterranean and the Atlantic. Each turn the area becomes larger as the players expand and add roads, fields, cities, and churches. The players may also place their followers as thieves, farmers, knights, and monks to control and score points for the roads, farms, cities, and churches. As the players have only a few followers, the wise player will plan his moves carefully. Carcassonne is a simple, clever tile laying game that brings new challenges with every turn. For ages 8+.



It's as easy as comparing "**Apples to Apples**" ... just open the box, deal the cards, and you're ready to play! Select the card from your hand that you think is best described by a card played by the judge. If the judge picks your card, you win that round. And everyone gets a chance to be the judge! Each round is filled with surprising and outrageous comparisons from a wide range of people, places, things and events. Fast moving and refreshing, Apples to Apples is perfect for any get-together with family and friends! Ages 7+



**Take it Easy**...It's a puzzle, it's a maze, it's a game! It's all three and much more! Place your pieces one at a time on the board. Try to form continuous rows of color from edge to edge. But one wrong tile and the whole row is worthless. It gets harder and harder as the number of empty spaces on your board and your possible choices diminish, since once a tile is placed it can't be moved! Everyone has the same chance as everyone else because everyone plays the same tiles in the same order. But all the boards will be different at the end and only one player will have used the tiles the best way, scored the most points, and won the game. Works well with ages 9+.



Do you remember **Boggle**? The original 3-minute word search game. How many words can you find by linking adjacent letters? Fun for all ages.



Mmmm... Nothing tastes like a good bowl of soup... Especially when everyone's cooking in the same pot! Each chef secretly picks a different soup to make and races to finish it first. It's a hot competition in the kitchen as everyone tries to make their soup without too many crazy ingredients. But with only one pot, who knows what you'll end up with! Be the first to complete the soup by playing enough cards to fill the pot and win the coveted gourmet stars. The more your soup tastes like the recipe you're trying to make, the more stars you'll collect! Remember, **Too Many Cooks** can spoil the soup... but a hot chili pepper can ruin the whole pot! Ages 8+.

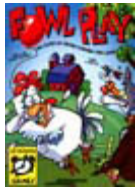


**Chicken Cha Cha Cha** uses your memory to chase wooden chickens around the egg board. Once you catch a chicken, take the tail feather and put it in your tail. The first player to collect all four tail feathers wins! Memory fun for 6+ years.



Based on the best selling book by author Marcus Pfister, **The Rainbow Fish** game encourages looking out for a friend while keeping your eyes sharp to see fine differences in fish! Swimming fun for ages 5+.





Here's a fast paced card game that lets you count your chickens in a batch! One, two, three four... Think you can count any more? Five, six, seven eight... better stop before it's too late! The more chickens you count, the more points you'll get. But if you turn over a wolf card, all your points fly the coop! The player with the highest score wins. **Fowl Play** is great fun for kids aged 6 and up.

**Zapp Zarapp** is a Parchessi-like game that requires good ears. Containers hold from one to 13 stones, shown on the hidden base. Roll two dice. Grab a container. Shake, rattle, and *listen*. Keep it if you think its stones equal the number rolled; otherwise try another. Get greedy and pick containers with more stones than the roll and you get stranded for the round! Others move their pawn the exact number chosen, sending home enemies they pass on unprotected spaces. You rattle to victory by getting your pawns home first. A resounding success for 8+ years!



Beautiful beetles are hiding in the sand. Find them all, but watch out for **BUGGO**, the spider! The tiles form a sand box of hidden bugs! Turn up a tile... ONE bug. Keep looking! Turn up another tile... TWO more! That makes THREE! Only two more bugs to find... OH NO! IT'S BUGGO! BUGGO encourages and builds memory and counting skills.



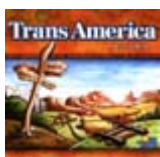
Quick! Find a state that ends with the letter A. Now locate one that borders Tennessee. Have fun learning about the United States in the madcap game of observation and quick reflexes called **Scrambled States of America**. Collect cards by matching states to a Scramble card. Or "Go the Distance" and find a state's closest neighbor. Whoever scrambles to match and collect the most state cards wins. Ages 8+.

**Chomp!** Plunge into a fast-paced undersea world where life is survival of the quickest. Identify the lowest creature in the food chain then slap it before the other players scarf it down. Big fish chomp little fish and everyone chomps plankton. Watch out for the ink-squirting octopus and if you spot an electric eel, get ready for an all-out feeding frenzy! Collect all the cards and you're ruler of the deep blue sea. Chomp! Is a great tool to help teach children about the food chain. Players learn about the hierarchy of ocean species through employing skills such as visual discrimination and sequencing. Ages 7+.



**Dog Dice Bingo's** gone to the dogs! Four of them, in this case. Roll the dice and catch them in the act... Stretch in the dog house, Gizmo at play, McDuff in trouble... Fill your board first and hot dog!, you win the game. Ages 5+

**Alphabet Zoop** is four fantastic card games. *Monkey's Uncle* is a twist on Old Maid. *Big Big Fish* is a variation on *Go Fish*, *Go-Go Gorilla* requires lining up the alphabet in order, and *Mr. Moose's Memory Match* is a matching game. Family fun for ages 3-8.



**TransAmerica** is about America in the 19th century: railroads are booming! Pioneer spirit and vision are everywhere. Everyone wants to be the first to build a railroad network across the country. Each player gets a set of five cities and must build a network (with the help of the other players) to connect all five cities. The first player to connect his five cities wins the round. Ages 8+



**Stampede!** Rushing rhinos and hurried hippos are on the charge in this lightning-fast card game of quick reflexes. Try to assemble the most complete animals by gathering heads, middles and tails before the deck runs out. Grab the rare pink elephant for a bonus. But make sure all your animal parts match up or else you lose big points! The player with the highest score wins the game. Ages 6+.

Nanook and all his friends are on their way to fish in the pack ice of the Arctic. The **Kayanak** journey is arduous: everybody has to ration the action points well! Whoever has some luck with the dice and can organize the action points well can soon hack holes into the ice and try his/her luck at fishing. But watch out! The weather can change and make fishing an arduous task. A tactical dice and fishing game for ages 6 years & up.



**Klondike!** Before a goldwasher tries to pan his gold, the other players make a bet: How many nuggets will stay in the pan after washing? You have to wash the gold and pay out the bets first before you can see if you have made a big haul. The one who plays smart at betting, clever at the game and gets help some from the raccoon, may collect a lot of nuggets. Start-up rules for little gold panners aged 6 and up and extension for older players.

The cheeky earth gnomes have stolen the treasures of the moles in **Rig-a-Dig Dig**. Max Mole and his friends ride the rail cars through the deep dark tunnels to get back the treasures. But the way is dangerous because the goblins pull them out of the rail cars. With a bit of luck, the moles can step into the next rail car or be freed by Gorgan Goblin. A digging dice game with tactics. Ages 6+.



The wolverine **Gulo Gulo** is always hungry, especially when near a nest of fresh eggs. Young wolverines love swamp eggs just as much as adults, but are not as careful. Thus, junior is caught and the family has to rescue him -- while getting eggs for themselves! Whoever can move along the path the fastest will collect the most eggs and rescue junior! Ages 6+.

It's a wild time under the Big-Top at the **Flea Circus** as dogs and cats race from one show to the next. Players use their best Flea cards to attract the most dogs and cats. Play your cards right and you can steal the audience away from your neighbor! But watch out for the Animal Catcher -- he'll snatch your cats and dogs away. With all this excitement, how's a Flea Ring Circus supposed to keep up? When all the dogs and cats are gone, whoever ends up with the most animals at their show wins the game! Ages 7+.

