


Our initiative for more sustainability!



## FENCY SHEEP

FENCY SHEEP - Get your sheep together! - The sheep are standing on the meadow surrounded by lush grass. But there is something missing - a fence! Which fence elements can be built is dictated by the die. Try assembling those elements cleverly to fence in the most sheep. FENCY SHEEP is a game of dice for adventurous people who love clever planning and a quick game on top of that!


| Description: | FENCY SHEEP |
| :--- | :--- |
| Order number: | 3607 |
| Item number: | 07919902013 |
| Contents: | 1 game pad, 1 dice, 1 pencil, |
| instructions |  |
| Weight: | 35 g |
| Packaging Unit: | RU: 10 pieces TU: 60 pieces |
| Dimension (LxWxH): | $147 \times 70 \times 13 \mathrm{~mm}$ <br>  <br>  <br>  <br>  <br>  <br>  <br>  <br>  <br>  <br>  <br>  <br> Playe: from 8 years Players: $2-6$ <br>  <br> Author: Moritz 5 Dressler |




## Ready for the Island?

You roam across an island in search of fabulous treasures. When you reach a temple or a treasure site, a roll of the die will either reward or curse you! You win some, you lose some... By gathering equipment, you can improve your chances of collecting the shiny loot!
A shared die roll determines how far the players must move across the island. Plan your route carefully, because you have to reach the treasure spaces without getting stuck. Time is also of the essence, because nothing is more frustrating than exploring a temple only to discover that another player already raided it!


| Description: | GO FOR GOLD |
| :--- | :--- |
| Order number: | 3616 |
| Item number: | 07919902022 |

07919902022
1 game pad, 1 dice, 1 pencil, instructions
35 g
RU: 10 pieces TU: 60 pieces
$147 \times 70 \times 13 \mathrm{~mm}$
Age: from 8 years Players: 2-4
Playing time: 10 min
Authors: Steffen Benndorf
Kaddy Arendt

## 

HONEY MOON - let's raid the honey pot! - If you thought the moon was made of cheese you were wrong. Because its inside is made of sweets! Your goal is to mine all the candies, the die is your drill. The higher the roll, the deeper you can dig down into the sticky rocks. A lot of precision is needed to find the sweetest loot. At the end the moon is full of holes and your sweets bag is hopefully loaded with precious candys!


| Description: | HONEY MOON |
| :---: | :---: |
| Order number: | 3609 |
| Item number: | 07919902012 |
| Contents: | 1 game pad, 1 dice, 1 pencil, instructions |
| Weight: | 35 g |
| Packaging Unit: | RU: 10 pieces TU: 60 pieces |
| Dimension (LxWxH): | $147 \times 70 \times 13 \mathrm{~mm}$ |
|  | Age: from 8 years Players: 2-6 |
|  | Playing time: 5 min |
|  | Author: Moritz Dressler |




HUNGRY HAMSTERS - nut, nut hooray! Winter is coming and sufficient supplies must to be gathered beforehand. Yet only completely filled chambers can fill your stomach and score points. For achieving that goal it is mandatory to fill as many connected squares in your cave as the die shows. If the rolled number is higher than the available space you have to start a new chamber. Can you fill all the chambers completely before the time runs out?


| Description: | HUNGRY HAMSTERS |
| :--- | :--- |
| Order number: | 3606 |
| Item number: | 07919902011 |
| Contents: | 1 game pad, 1 dice, 1 pencil, |
|  | instructions |
| Weight: | 35 g |
| Packaging Unit: | RU: 10 pieces $\quad$ TU: 60 pieces |

Dimension (LxWxH): $147 \times 70 \times 13 \mathrm{~mm}$
Age: from 8 years Players: 2-6
Playing time: 5 min
Author: Moritz Dressler

THREAD COUNT - roll, paint, catch the thread - The cat is romping through the living room hunting for the ball of wool. Who lays down the thread the smartest to lure the cat to its favorite toy? It's all about the bends: You may extend the thread for as many fields as the number on the die shows, but you may only bend it once. Be careful not to knot each other!


| Description: | THREAD COUNT |
| :---: | :---: |
| Order number: | 3608 |
| Item number: | 07919902010 |
| Contents: | 1 game pad, 1 dice, 1 pencil, instructions |
| Weight: | 35 g |
| Packaging Unit: | RU: 10 pieces TU: 60 pieces |
| Dimension (LxWxH): | $147 \times 70 \times 13 \mathrm{~mm}$ |
|  | Age: from 8 years Players: 2-6 |
|  | Playing time: 5 min |
|  | Author: Moritz Dressler |



## KIDDYS

## Have a look and you will see, it all matches perfectly!

Who is better at assessing distances children or adults? Two holes are punched in each board and exactly two coloured circles on each of the 15 board cards have exactly the same distance between them. But which circles? The task is to find the fitting two circles using only your eyes. Not so easy!

| Description: | EXACTO - INTERNATIONAL |
| :--- | :--- |
| Order number: | 4511 |
| Item number: | 08019908017 |
| Contents: | 15 board cards, instructions |
| Weight: | 127 g |
| Packaging Unit: | RU: 10 pieces $\quad$ TU: 50 pieces |
| Dimension (LxWxH): | $132 \times 101 \times 23 \mathrm{~mm}$ |
|  |  |

## inspector <br> close

You are a fantastic team of detectives and solve all your cases together. INSPECTOR NOSE provides the clues and the other players analyse them.

Very simple rules and plenty of thrills. You can become a master detective with a little practice!

|  |  |
| :--- | :--- |
| Description: | INSPECTOR NOSE - INTERNATIONAL |
| Order number: | 4509 |
| Item number: | 08019908015 |
| Contents: | 60 playing cards, 8 wooden dice, instructions |
| Weight: | 210 g |
| Packaging Unit: | RU: 10 pieces TU: 40 pieces <br> Dimension (LxWxH): <br> $175 \times 115 \times 23 \mathrm{~mm}$ <br> Age: from 7 years Players: 2-5 <br> Playing time: 20 min |
| Author: Reinhard Staupe |  |

## KIDDYS <br> 

## KIDDYS



## Kippelino

Working together you build a treehouse reaching higher and higher. The task gets more difficult with every step! Since the raven architect's schedule has to be met at all costs, the whole thing quickly becomes quite wobbly. But it is possible - if you keep cool and have a steady hand!
Balance and fine motor skills - a great building game for kids and grown-ups!

| Description: | KIPPELINO - INTERNATIONAL |
| :--- | :--- |
| Order number: | 4505 |
| Item number: | 08019908011 |
| Contents: | 13 board cards, 24 wooden discs, instructions |
| Weight: | 155 g |
| Packaging Unit: | RU: 10 pieces TU: 50 pieces |
| Dimension (LxWxH): | $131 \times 100 \times 23 \mathrm{~mm}$ |
| Age: from 5 years Players: 1-4 |  |
| Kippelino | Playing time: 10 min |
| Author: Reinhard Staupe |  |

## KIDDYS

This game is all about sounds, your ears and finding exactly the right balance. Hissing quietly like a snake, yelling loudly like a Native American, sometimes even clapping or drumming! The fox only moves to the desired card if the sound hits the correct volume level. A brilliant game idea!

| Description: | LI-LA-LOUD - INTERNATIONAL |
| :--- | :--- |
| Order number: | 4502 |
| Item number: | 08019908008 |
| Contents: | 46 playing cards, instructions |
| Weight: | 180 g |
| Packaging Unit: | RU: 10 pieces TU: 50 pieces |
| Dimension (LxWxH): | $131 \times 100 \times 23 \mathrm{~mm}$ |
| Li-La-Loud | Age: from 5 years Players: 2-6 |
| Playing time: 10 min |  |
| Author: Reinhard Staupe |  |



## KIDDYS



How far do you think the robot will move in about four seconds? Well, it depends on how fast he's going! You try to develop a feeling for time and speed together as a team. It doesn't take too long for you to work out exactly where the robot has stopped.

| Description: | ROBOTS - INTERNATIONAL |
| :--- | :--- |
| Order number: | 4507 |
| Item number: | 08019908013 |
| Contents: | 12 boards cards, 50 wooden discs, instructions |
| Weight: | 150 g |
| Packaging Unit: | RU: 10 pieces TU: 50 pieces <br> Dimension (LxWxH): <br> $131 \times 100 \times 23 \mathrm{~mm}$ <br> Age: from 5 years Players: 2-6 |
|  | Playing time: 20 min <br> Author: Reinhard Staupe |
|  |  |

## KIDDYS

## Rudi Racer

The competition between Rudi and the team creates excitement until the end.
Actually, Rudi is much quicker and would reach the finish first, but the team is smart. Whenever they roll a double hedgehog, they can significantly improve their chance of winning. Regardless of whether solo, with other children or adults - a big game in a small box!

| Description: | RUDI RACER - INTERNATIONAL |
| :--- | :--- |
| Order number: | 4503 |
| Item number: | 08019908009 |
| Contents: | 26 playing cards, 4 animals, 2 dice, instructions <br> Weight: |
| 150 g |  |
| Packaging Unit: | RU: 10 pieces $\quad$ TU: 50 pieces |
| Dimension (LxWxH): | $131 \times 100 \times 23 \mathrm{~mm}$ |
| Age: from 4 years Players: $1-4$ |  |
| Rudi Racer | Playing time: 10 min <br> Author: Reinhard Staupe |




## $315]$ GADD

ALL ON 1 CARD - but which one? Everyone gets to participate at the same time again when the rows fill up in the latest dice game from the creators of QWIXX. Where do the numbers on the dice work best and where can you score quickly? What earns the most points? Try to waste as few dice as possible and hurry to complete the rows. Simple rules - quick play! The combination of the luck of the dice and your tactical decisions guarantees thrills until the very end.

| Description: | ALL ON 1 CARD - INTERNATIONAL |
| :--- | :--- |
| Order number: | 4120 |
| Item number: | 08819908104 |
| Contents: | 5 dice, 30 erasable playing cards, |
|  | 4 whiteboard markers, instructions |
| Weight: | 190 g |
| Packaging Unit: | RU: 10 pieces TU: 40 pieces |
| Dimension (LxWxH): | $175 \times 115 \times 23 \mathrm{~mm}$ |
|  | Age: from 8 years Players: 2-4 <br> Playing time: 20 min |
| Author: Steffen Benndorf |  |



## Description:

Order number:
Item number:
Contents:
Weight:
Packaging Unit:
Dimension (LxWxH):

## ANUBIXX - INTERNATIONAL

 409608819908092
4 dice, 1 score pad, 5 pencils, instructions 155 g
RU: 10 pieces TU: 50 pieces
$131 \times 100 \times 23 \mathrm{~mm}$
Age: from 8 years Players: 2-5
Playing time: 20 min
Authors: Florian Ortlepp, Helmut Ortlepp,
Steffen Benndorf


Title:

## Order number:

Item number:
Packaging Unit:

ANUBIXX -
REPLACEMENT PADS
4097
08819900032
RU: 10 pieces TU: 100 pieces

Erect massive structures without any waiting time at all, because everybody is allowed to build every time the dice are rolled! And if the dice don't show the right blocks for you, the quarry is there to help you out. To gain the favour of the Pharaoh and win the game you will have to keep your eyes on the bigger picture and may not waste your precious stones. ANUBIXX - look carefully and choose wisely!


## MIDDYS <br> 



CONTACT is a cooperative deep space adventure that provides more than just science fiction．
In the game，you track a mysterious signal of which you know neither the origin nor the source．It will lead you to a specific planet． Instead of space coordinates you only receive a strange set of flight commands for your spaceship．
Can you use these to work out the correct target planet？
Excitement guaranteed！

| Description： | CONTACT－INTERNATIONAL |
| :---: | :---: |
| Order number： | 4103 |
| Item number： | 08819908095 |
| Contents： | 24 planet chips， 1 rocket， 6 barrels of fuel， 18 planet cards， 3 helper cards， 12 signal cards， 1 mysterious envelope，instructions |
| Weight： | 340 g |
| Packaging Unit： | RU： 10 pieces TU： 40 pieces |
| Dimension（LxWxH）： | $197 \times 197 \times 27 \mathrm{~mm}$ |
|  | Age：from 8 years Players：2－5 |
|  | Playing time： 20 min |
|  | Author：Steffen Benndorf |

## Würfelland Diceland

DICELAND is a race. DICELAND is totally easy. And DICELAND is entertaining. Nothing has to be calculated, there are no victory points. The first to reach five treasurefields wins. As usual for our dice games, there are no waiting times. One player rolls the dice and it's everyones turn. Tension and emotions are guaranteed. A total of four reusable game plans, printed on both sides, provide a lot of variety. Winning can be so easy!
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MIDDYS


Connect adjacent islands with bridges. The island is finished and the player earns points when the number of bridges on an island is equal to the number that is displayed.

A fun high-score puzzle for single players becomes an even more addictive game with no waiting times when played with others!


Can you believe your eyes? How much color do you really see? Exactly these questions are what ILLUSION is all about. The rules are so simple that you can get started right away. Small versus tall, young versus old. But who won't get fooled? Who knows what's going on? Surprising. Fascinating. Great. And everything's definitely for real!

## Description:

Order number: Item number:

## Contents:

Weight:
Packaging Unit:
Dimension (LxWxH)

## ILLUSION - INTERNATIONAL

4065
08819908064
12 arrow cards, 98 colour cards, instructions
250 g
RU: 10 pieces TU: 50 pieces
$131 \times 100 \times 23 \mathrm{~mm}$
Age: from 8 years Players: 2-5
Playing time: 15 min
Author: Wolfgang Warsch




KNASTER - INTERNATIONAL
4082
08819908083
2 dice, 1 score pad, 4 pencils, instructions
120 g
RU: 10 pieces TU: 50 pieces
$131 \times 100 \times 23 \mathrm{~mm}$
Age: from 8 years Players: 1-12
Playing time: 15 min
Authors: Markus Schleininger,
Reinhard Staupe, Heinz Wüppen



Absolutely simple, exciting, no waiting times and also awardwinning (Game of the year 2007, recommendation list) - Need we say more?! Everyone got the same numbers on his score sheet. But the key is where they are at. You need combinations (for example straight, three of a kind, full house) to win this game.


KNISTER -
REPLACEMENT PADS

## Order number: 4051

Item number: 08819900025
Packaging Unit: RU: 10 pieces TU: 100 pieces


## OhHNATII

OHANAMI - the blooming cherry blossom. Create gardens and, decide every round, which objects and plants are suitable. After all, only the correct configuration can turn everything into a harmonic whole. OHANAMI may be an easy game to play, but it is one full of tricky decisions.

| Description: | OHANAMI - INTERNATIONAL |
| :--- | :--- |
| Order number: | 4080 |
| Item number: | 08819908081 |
| Contents: | 120 playing cards, 1 score pad, instructions |
| Weight: | 275 g |
| Packaging Unit: | RU: 10 pieces TU: 50 pieces |
| Dimension (LxWxH): | $131 \times 100 \times 23 \mathrm{~mm}$ <br> Age: from 8 years <br> Playing time: 20 min |
| Author: Steffen Benndorf $2-4$ |  |

## Description:

Order number: Item number:
Contents:
Weight:
Packaging Unit:
Dimension (LxWxH):


OWANTUM - INTERNATIONAL
4077
08819908079
7 dice, 1 score pad, 4 pencils, instructions 130 g
RU: 10 pieces TU: 50 pieces
$131 \times 100 \times 23 \mathrm{~mm}$
Age: from 8 years Players: 2-4
Playing time: 15 min
Authors: Anna Oppolzer, Stefan Kloß,
Reinhard Staupe

The icing on the cake for our award-winning dice games, QWIXX and OWINTO, has arrived. Just as straightforward. Just as exciting. And, of course, no waiting times. The numbers entered have to get higher and higher. And then lower and lower. It is this tightrope walk in particular deciding everything.



You love OWIXX? You have tried every strategy imagineable? The satisfying feeling of crossing numbers out gives you goosebumps? This is the mindset behind QWIXX BIG POINTS. With the BIG POINTS variation two additional bonus rows are introduced, making it possible to reach up to 120 points per colour row! Every bonus field crossed out counts towards both the rows above and below. All that while preserving the rules of the original game. Want some variation? Try it for yourself!

| Description: | OWIXX - BIG POINTS - <br> EXPANSION FOR BASE-GAME |
| :---: | :---: |
| Order number: | 4039 |
| Item number: | 08819900021 |
| Contents: | 2 score pads, instructions |
| Weight: | 215 g |
| Packaging Unit: | RU: 10 pieces TU: 40 pieces |
| Dimension (LxWxH): | $148 \times 105 \times 16 \mathrm{~mm}$ |
|  | Age: from 8 years Players: 2-5 <br> Playing time: 15 min <br> Author: Steffen Benndorf |
| - M- |  |




More possibilities, even more fun, lots of ingenious extra moves - that's exactly what QWIXX - BONUS is about! The rules of the original game remain unchanged, but new are the bonus fields that trigger lucrative special actions. If you cross out the corresponding boxes, misses for example suddenly no longer count as minus points, the weakest row is counted twice or you can immediately cross out additional boxes. It is QWIXX. It remains QWIXX. And yet it is excitingly different. With a little luck it will be quite tactical!

| Description: | OWIXX - BONUS - INTERNATIONAL EXPANSION FOR BASE-GAME |
| :---: | :---: |
| Order number: | 4105 |
| Item number: | 08819900034 |
| Contents: | 2 score pads, instructions |
| Weight: | 215 g |
| Packaging Unit: | RU: 10 pieces TU: 40 pieces |
| Dimension (LxWxH): | $148 \times 105 \times 17 \mathrm{~mm}$ |
|  | Age: from 8 years Players: 2-5 <br> Playing time: 15 min <br> Authors: Steffen Benndorf, Reinhard Staupe |

MIDDYS

Five ingenious special functions!
You play OWIXX as usual. But every player get a special character with special functions. Roll the dice twice, no more missed throws, make three crosses - everything is possible.

Description:
Order number:
Item number:
Contents:
Weight:
Packaging Unit:
Dimension (LxWxH)

QWIXX - CHARACTERS
4048
08819905015
5 punch boards, instructions
30 g
RU: 10 pieces TU: 100 pieces
$95 \times 61 \times 13 \mathrm{~mm}$
Age: from 8 years Players: 2-5
Playing time: 15 min
Authors: Steffen Benndorf, Reinhard Staupe


Following the QWIXX variants "OWIXX - GEMIXXT"and "OWIXX - BIG POINTS" something new hit the shelves: QWIXX CONNECTED!!!

Well-known yet sparkling new - everything is connected. Make even more points!

And have even more fun!
Description:
Order number:
Item number:
Contents:
Weight:
Packaging Unit:
Dimension (LxWxH)
(8Nixe
(8)
(8)

OWIXX - CONNECTED EXPANSION FOR BASE-GAME
4086
08819900030
2 score pads, instructions
120 g
RU: 10 pieces TU: 100 pieces

## $120 \times 75 \times 16 \mathrm{~mm}$

Age: from 8 years Players: 2-5
Playing time: 15 min
Author: Steffen Benndorf

This duel version shows once again what a great game the QWIXX dice game is. The stone at the front of each row can be captured by the opponent and the owner captured by the opponent and the owner
of a stone at the front may build a tower! It is all about attacking, defending and throwing out.

| Description: | OWIXX - DAS DUELL - INTERNATIONAL |
| :---: | :---: |
| Order number: | 4042 |
| Item number: | 08819908038 |
| Contents: | 1 game board, 6 dice, 22 black game pieces, 22 grey game pieces, instructions |
| Weight: | 300 g |
| Packaging Unit: | RU: 10 pieces TU: 40 pieces |
| Dimension (LxWxH): | $197 \times 197 \times 27 \mathrm{~mm}$ |
|  | Age: from 8 years Players: 2 Playing time: 15 min <br> Author: Steffen Benndorf |



## MIDDYS



With QWIXX - DELUXE everything is more luxurious! For all those who want to enjoy the game a little more luxuriously, there is now QWIXX DELUXE with a dice base made of felt, four boardmarkers and four wipeable tableaus - for unlimited games! Each player tries to mark as many numbers as possible in the four colour rows on his tableau. The more crosses there are in a color row, the more points you get for it. Whoever has the most points in total at the end wins. The trick: Fields to the left of the last cross in

Description:
Order number: Item number:
Contents:

## Weight:

Packaging Unit:
Dimension (LxWxH)


QWIXX - DELUXE - INTERNATIONAL 4024
08819908915
6 dice, 4 whiteboard markers, 4 game boards, instructions
300 g
RU: 10 pieces TU: 40 pieces
$197 \times 197 \times 27 \mathrm{~mm}$
Age: from 8 years Players: 2-4
Playing time: 15 min
Author: Steffen Benndorf



## OWIXX LONGO - INTERNATIONAL

## 4121

08819988105
6 dice, 4 markers, 1 game pad, instructions
219 g
RU: 10 pieces TU: 40 pieces
$175 \times 115 \times 23 \mathrm{~mm}$
Age: from 8 years Players: 2-5
Playing time: 20 min
Authors: Steffen Benndorf, Reinhard Staupe



New dice - more fun!
The world of Qwixx grows and offers with the new version QWIXX LONGO not only a longer score sheet and 8 -sided dice, also two unique lucky numbers per player expand the fun of the game. This version preserves the straightforward rules of the original game and still has no downtime. New, longer and as always - simply QWIXX!

6. Miv ivos


Title: OWIXX LONGO - INTERNATIONAL REPLACEMENT PADS

## Order number: 4124

Item number: 08819900036
Packaging Unit: RU: 10 pieces TU: 40 pieces

Worldwide


Title: $\quad$ OWIXX -<br>Order number:<br>Item number:<br>REPLACEMENT PADS<br>08819900015<br>Packaging Unit: RU: 10 pieces TU: 100 pieces

Description:

## Order number:

 Item number:
## Contents:

Weight:
Packaging Unit:
Dimension (LxWxH):


OWIXX - INTERNATIONAL
4032
08819908115
1 score pad, 6 dice, instructions
135 g
RU: 10 pieces TU: 50 pieces
$131 \times 100 \times 23 \mathrm{~mm}$
Age: from 8 years Players: 2-5
Playing time: 15 min
Author: Steffen Benndorf


You are already playing QWIXX standing on your head? Time for some variation with our mixed QWIXX sheets! The rules stay the same, but the colours and the numbers are mixed.


OWIXX - GEMIXXT EXPANSION FOR BASE-GAME

Item number:
Contents: 4033
08819900016
2 score pads, instructions
120 g
RU: 10 pieces TU: 100 pieces
Dimension (LxWxH): $120 \times 75 \times 16 \mathrm{~mm}$
Age: from 8 years Players: 2-5
Playing time: 15 min
Author: Steffen Benndorf


MIDDYS


Description:
Order number:
Item number:
Contents:

## Weight:

Packaging Unit:
Dimension (LxWxH):


QWIXX - ON BOARD - INTERNATIONAL 4093
08819908089
1 game board, 6 dice, 4 pieces, 1 score pad, instructions
230 g
RU: 10 pieces TU: 40 pieces
$131 \times 100 \times 23 \mathrm{~mm}$
Age: from 8 years Players: 2-4
Playing time: 20 min
Author: Steffen Benndorf

Description:
Order number:
Item number:
Contents:
Weight:
Packaging Unit:
Dimension (LxWxH):

The brilliant dice game QWIXX conquers all players' hearts. The card game is just as easy and exciting. However, you can plan better and make several crosses at once!
owixX - the card-game
4109
08819908100
55 playing cards, 1 score pad, instructions
170 g
RU: 10 pieces TU: 50 pieces
$131 \times 100 \times 23 \mathrm{~mm}$
Age: from 8 years Players: 2-5
Playing time: 15 min
Authors: Steffen Benndorf, Reinhard Staupe


F月



## MIDDYS



Distant islands, golden treasures have you never dreamt of it?! In this great family game, it's all incorporated. And even more! Simplest rules, fast action, luck and bad luck, planning, excitement - and lots of great lifts up, when you finish one treasure map after another.
Including wipeable maps, for endless adventures!



A changing world!
The world is on fire! It's time to turn the tide and put out the fire. Turn the cards into heavenly snow to cover the flames. Where the snow ends up requires planning and oversight. Can you save the world? As a new member of the NATURELINE, SNOWHERE creates a cooperative card puzzle of a special kind.

## Nature Line



## Description:

 Order number:Item number: Contents:
Weight:
Packaging Unit:
Dimension (LxWxH):

SNOWHERE - NATURELINE - INTERNATIONAL 5309 08319908007
111 cards, instructions
270 g
RU: 10 pieces TU: 50 pieces
$132 \times 101 \times 23 \mathrm{~mm}$
Age: from 8 years Players: $1+$
Playing time: 15 min
Author: Steffen Benndorf

NO PLASTIC




When two halves make a whole!
As a new Roll \& Write game SPLITTER promises a quite new challenge with simple rules and a dash of symmetry. And, as always, without waiting time. One player rolls the dice and everyone writes down the two numbers.

The only rule: The numbers rolled must be entered symmetrically to the center axis. Depending on how cleverly the numbers are placed, the two halves form a whole at the end.
Ingenious!



SPLITTER REPLACEMENT PADS
Order number:
Item number:
Packaging Unit: RU: 10 pieces TU: 100 pieces


MIDDYS

Such simple rules! Such a great game to get angry! Place a card or remove a card - that's all! If you can't do either of it, you have to bite the bullet and take the penalty. Thrilling. Fun. Amazing!

Description: Order number: Item number: Contents:
Weight:
Packaging Unit:
Dimension (LxWxH)


## TAKE THAT - INTERNATIONAL

4094
08819908090
79 playing cards, instructions
200 g
RU: 10 pieces TU: 50 pieces
$131 \times 100 \times 23 \mathrm{~mm}$
Age: from 8 years Players: 2-4
Playing time: 20 min
Authors: Andreas Spies, Reinhard Staupe


## MIDDYS




THE BORDER - INTERNATIONAL
4128
08819908109
4 game boards, 4 board markers, 5 dice, instructions
275 g
RU: 10 pieces TU: 40 pieces
$197 \times 197 \times 27 \mathrm{~mm}$
Age: from 8 years Players: 2-4
Playing time: 30 min
Authors: Michael Kiesling, Reinhard Staupe

$\overbrace{\substack{\text { More } \\ \text { than }}}^{\text {Worldwide }}$

THE GAME is the opponent. To be successful in beating THE GAME you have to work as a team. Even if the rules are simple - THE GAME won't be. Discuss and act together - it's your only chance to stand up to THE GAME.
The goal is to place all 98 cards on the piles in order to beat THE GAME.
It works - but only as a team!

| Description: | THE GAME - INTERNATIONAL |
| :---: | :---: |
| Order number: | 4074 |
| Item number: | 08819908076 |
| Contents: | 102 playing cards, instructions |
| Weight: | 245 g |
| Packaging Unit: | RU: 10 pieces TU: 50 pieces |
| Dimension (LxWxH): | $131 \times 100 \times 23 \mathrm{~mm}$ |
| chercarinta | Age: from 8 years Players: 1-5 <br> Playing time: 20 min <br> Author: Steffen Benndorf |




In FACE TO FACE you no longer play with each other, but against each other. But if you want to be victorious in the end, you have to help your opponent again and again. Be warned! Once again, THE GAME has a hand in the outcome.

| Description: | THE GAME - FACE TO FACE - INTERNATIONAL |
| :--- | :--- |
| Order number: | 4110 |
| Item number: | 08819908101 |
| Contents: | 120 playing cards, instructions |
| Weight: | 270 g |
| Packaging Unit: | RU: 10 pieces TU: 50 pieces |
| Dimension (LxWxH): |  |
| $131 \times 100 \times 23 \mathrm{~mm}$ |  |
| Age: from 8 years Players: 2 |  |
| Playing time: 20 min |  |
| Pathors: Steffen Benndorf, Reinhard Staupe |  |




Playing a card, drawing a card, it really couldn't be easier. But don't be fooled, even if it's QUICK AND EASY this time - it's still not easy to defeat THE GAME. Only as a real team you can do it!

| Description: | THE GAME - OUICK \& EASY INTERNATIONAL |
| :---: | :---: |
| Order number: | 4099 |
| Item number: | 08819908093 |
| Contents: | 52 cards, instructions |
| Weight: | 150 g |
| Packaging Unit: | RU: 10 pieces TU: 50 pieces |
| Dimension (LxWxH): | $131 \times 100 \times 23 \mathrm{~mm}$ |
| m-axme | Age: from 8 years Players: 2-5 <br> Playing time: 10 min |

## The jollsad

THE MIND is more than just a game. It's an experiment, a journey, totally easy and the most ingenious team experience. Defeating the last level as a team will feel like walking on air. You're not allowed to communicate or exchange any kind of information. And yet it works - but only if you manage to fuse your minds into one. Use the telepathic powers sleeping in you!


THE MIND - INTERNATIONAL
4071 08819908073
120 playing cards, instructions
260 g
RU: 10 pieces TU: 50 pieces
x $100 \times 23 \mathrm{~mm}$
Age: from 8 years Players: 2-5
Playing time: 20 min
Author: Wolfgang Warsch


## AWARDS


2) N




## The whs <br> The 80 (1) ND Expariment

THE MIND is the most ingenious team experience you can have. If you resolve the last level together, you'll feel like floating on cloud nine! A whole new dimension added to THE MIND. Immerse yourself in two different sound-scapes and feel where the "journey" is going ... Without words, but with a lot of sound. Master the hurdles of the game and you will see ... it works! If you manage to think as one...

| Description: | THE MIND - THE SOUND EXPERIMENT - |
| :--- | :--- |
|  | INTERNATIONAL |
| Order number: | 3502 |
| Item number: | 08519908003 |
| Contents: | 120 playing cards, 1 Sound-CD, instructions |
| Weight: | 355 g |
| Packaging Unit: | RU: 10 pieces TU: 40 pieces |
| Dimension (LxWxH): | $121 \times 121 \times 55 \mathrm{~mm}$ <br>  <br>  <br> Age: from 8 years Players: 2-4 <br> Playing time: 20 min <br> Author: Wolfgang Warsch |
|  |  |



MIDDYS


TRÄXX is just as simple as it's brilliant. Explained in 2 minutes. No waiting times. Exciting until at the end. And every game runs completely different. With every consecutive round each player expands the route on his sheet. As many fields as possible are to be reached.

But be careful - which route do the others take? Which numbers are still available?

Description:
Order number: Item number:

## Contents:

Weight:
Packaging Unit:
Dimension (LxWxH):
$175 \times 115 \times 23 \mathrm{~mm}$
Age: from 8 years Players: 2-5
Playing time: 15 min
Authors: Steffen Benndorf, Reinhard Staupe

excelumgion

## twenty one

Five rows. From top to bottom. You can try to play fast and take low values or you can rely on hits. Because those hits grant you a huge amount of points, a maximum of 21 . Simple rules. No waiting time. Experience the feeling of achievement and leaps of joy. After finishing a game, one thing is for sure: Immediately playing another one. And another one. Because having fun can be just that easy!


| Description: | TWENTY ONE - INTERNATIONAL |
| :--- | :--- |
| Order number: | 4060 |
| Item number: | 08819908061 |
| Contents: | 6 dice, 1 score pad, instructions |
| Weight: | 125 g |
| Packaging Unit: | RU: 10 pieces TU: 50 pieces |
| Dimension (LxWxH): | $131 \times 100 \times 23 \mathrm{~mm}$ |

Age: from 8 years Players: 2-6
Playing time: 15 min
Authors: Steffen Benndorf, Reinhard Staupe


| Title: | TWENTY ONE - |
| :--- | :--- |
|  | REPLACEMENT PADS |
| Order number: | 4047 |
| Item number: | 08819900023 |
| Packaging Unit: | RU: 10 pieces TU: 100 pieces |



## Our initiative

 for more sustainability!
## Nature Line



## This makes the difference

## for card games:

- Recycled cardboard slipcase
- Recycled cardboard slip lid box
- Stack of cards in paper banderole
- Cards made from linen embossed playing card board ( 100 \% FSC)
- No additional shrink foil or adhesive dots made of plastic
- Only sustainable, environmentally friendly water-based paints and varnishes are used
- Game rules in nine languages on recycled paper


## for dice games:

- Recycled cardboard slipcase
- Recycled cardboard slip lid box
- No additional shrink foil or adhesive dots made of plastic
- Only sustainable, environmentally friendly water-based paints and varnishes are used
- Wooden dice ( $100 \%$ FSC)
- Game pads double sided printed on recycled paper
- Unvarnished wood pencils ( 100 \% FSC)
- Game rules in nine languages on recycled paper

More than 1 million copies sold.

A true classic!


## Discover the world of QWIXX. Look at pages 27 to 37





