



Thinkfun®

2023 Catalogue



OUR NEWEST GAMES!

Pg. 13

Magnetic Solitaire Chess®
Magnetic Travel Puzzle



Pg. 34

Roll & Play®
Your Child's First Game!



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thinkfunsouthafrica

thinktank
distributors

1 Winston Place,
Cowies Hill, 3610

Email: info@ttdistributors.co.za
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Tel: 031 267 1619



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Clue Master™

Tippy the Dog needs to unlock a secret door to return to his dog house, and he needs your help!

In this mind-bending game of deductive reasoning, players use positive and negative visual clues to unlock the secret door. The goal is to place all nine magnetic tokens in the proper arrangement to solve each challenge. Clue Master is a fun logic game that helps develop the skill of deductive reasoning, a key ability in math, science, and computer programming!



• SINGLE PLAYER • AGE 8+ •

INCLUDES

- 9 Magnetic Tokens (Dog Bowl, Tennis Ball and Bones in Red, Green, and Blue)
- 40 Challenges & Solutions
- Game Grid
- Booklet with Instructions

ORDER INFO

Item #	1521
Case Pack	12

How to Play



1 Select challenge



2 Use the Clues provided to place the nine coloured Tokens in the correct arrangement on the Grids Game.



3 When you've confirmed that your completed grid satisfies all the clues – **YOU WIN!**

Cat Crimes™

Who's to Blame Logic Game

A feline crime has been committed, and it's your job to identify the culprit! Cat Crimes is a single-player deductive reasoning game with a lovable cast of characters – who may be up to no good! Each of the 40 challenge cards presents a crime and a series of clues to help solve it. There are 6 cat suspects to choose from, each with their own characteristics and identifying traits, and a game board that features supporting evidence. Grab your magnifying glass and sharpen your wits, it will take all your detective skills to solve these diabolical Cat Crimes!

• SINGLE PLAYER • AGE 8+ •

INCLUDES

- Game Board
- 6 Cats
- 6 Crime Tokens
- 40 Challenge Cards with Solutions

ORDER INFO

Item #	1550
Case Pack	6



How to Play



- 1 Select a Challenge Card and place its corresponding crime token on the game board.



- 2 Use your Challenge Card clues to place the six cats around the game board.



- 3 Correctly identify the cat sitting in front of the crime token, and – YOU WIN!

Dog Crimes™

Who's to Blame Logic Game

Dog Crimes is the follow-up to our top-selling deductive reasoning game, Cat Crimes. A stand-alone game, Dog Crimes features an all-new cast of characters – and 40 all new mysteries to solve. Each of the 40 challenge cards presents a canine crime and a series of clues to help you identify the culprit. The six dog suspects feature distinctive characteristics and traits, and the gameboard supplies additional supporting evidence to help you solve the crimes. It's the perfect game for dog lovers, and anyone who loves a good mystery!

• SINGLE PLAYER • AGE 8+ •

INCLUDES

- Game Board
- 6 Dogs
- 6 Crime Tokens (with token stands)
- 40 Challenge Cards with Solutions

ORDER INFO

Item #	1552
Case Pack	6



How to Play



1

Select a Challenge Card and place its corresponding Crime Token on the Game Board.

"Beans was sitting in front of the cake."



2

Using the clues on the Challenge Card, determine where to place each of the Dog Tokens around the Game Board.



3

Once you've satisfied all of the clues and can identify the Dog sitting in front of the Crime Token - YOU WIN!

Circuit maze™

Electric Current Logic Game

Ignite your logic and sequential reasoning skills with Circuit Maze! Your goal is to arrange the tokens to create a real circuit that lights up the different coloured Beacons. These clever circuit-building puzzles provide a boost of brainpower and a wonderful introduction to electrical engineering. With 60 challenges ranging in difficulty from beginner to expert, this logic game will provide engineers of all levels with hours of electrifying fun.



• SINGLE PLAYER • AGE 8+ •

INCLUDES

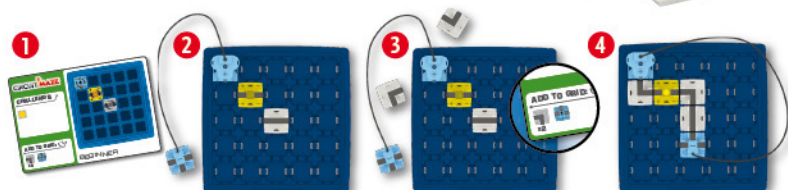
- 1 Game Grid
- 60 Challenge cards from beginner to expert with solutions
- Instructions
- 21 Game tokens (1 two-part power source, 3 LED beacons, 2 straights, 2 bridges, 2 double corners, 2 T-shapes, 5 corners, 1 switch and 1 blocker)

ORDER INFO

Item #	1008
Case Pack	6



How to Play



1. Select a challenge card.
2. Set up the game grid to match the challenge.
3. Determine if we are to add the indicator tokens to the grid.
4. Position the token so that the beacons light up and – YOU WIN!

Order Now by Email: info@ttdistributors.co.za or ☎ 031 267 1619

Invasion of the Cow Snatchers®

Mooove the Magnets Logic Game

Piloting a UFO can be tricky. There are so many cows to beam up and so little time! Invasion of the Cow Snatchers is a clever logic puzzle featuring 60 challenges. Maneuver your flying saucer around various farm obstacles and magnetically beam up all the cows in the correct order. The 40 Easy to Super Hard challenges are great for beginner puzzlers while the 20 Genius level challenges are appropriate for experienced puzzlers. Take the controls of your very own UFO to solve 60 out of this world magnetic challenges!



• SINGLE PLAYER • AGE 6+ •

INCLUDES

- Game Grid with Clear Cover
- 40 Easy to Super Hard Challenges
- 20 Genius Challenges using Crop Circle Drop Zones
- 1 Magnetic UFO, 4 Magnetic Cows, 1 Magnetic Bull, 9 Walls
- 5 Crop Circles

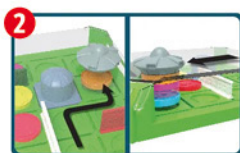
ORDER INFO

Item #	1021
Case Pack	6

How to Play



Select a Challenge Card and place the pieces on the Game Grid as shown.



Slide the UFO over the Game Grid to magnetically beam up Cows while avoiding all obstacles.



When you've beamed up all the Cows and pick up the red Bull last—YOU WIN!

Gravity Maze™

A Marble Run for Brainiacs!

This gravity powered logic maze is sure to put your visual perception and reasoning skills to the test. The colourful, translucent towers can be arranged in a plethora of visually stimulating structures but, for each challenge, you'll have to think carefully to build a path that will successfully carry your marble to its target. 60 challenges, ranging in difficulty, will give you plenty of creative building time while you manoeuvre the maze in your mind!



• SINGLE PLAYER • AGE 8+ •

INCLUDES

- Game grid
- 60 Challenging cards from beginner to expert
- 9 Towers
- 1 Target piece
- 3 marbles

ORDER INFO

Item #	1006
Case Pack	6

WARNING:
CHOKING HAZARD – Toy contains marbles. Not for children under 3 yrs.

How to Play



- 1 Select a challenge and set up the towers on the game grid to match.
- 2 Determine where to add the indicated towers to the grid.
- 3 Position the towers so that the marble rolls all the way from start to finish and you win!

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Laser Maze®

Beam Bending Logic Maze

Lights and mirrors may make it feel like magic, but it's really science and a good dose of brain power that's needed to direct the laser beam through this series of mind challenging mazes. Get ready for a satisfying mental workout as you flex your strategic thinking muscles and ignite the light both on the grid and in your mind!



• SINGLE PLAYER • AGE 8+ •

INCLUDES

- Game grid
- 60 Challenging cards from beginner to expert
- 11 Game tokens
(1 laser, 2 beam-splitters, 1 cell blocker, 1 mirror, 5 target/mirrors and 1 checkpoint)

ORDER INFO

Item #	1004
Case Pack	6

Sample Challenge



- 1 Select a challenge and set up the game grid to match.
- 2 Determine where to add the indicated tokens to the grid.
- 3 Position the tokens so that the laser hits the targets and you win!

Laser Chess®

The Beam Directing Strategy Game

Laser Chess is a two-player strategy game that combines the spatial thinking skills of chess with the high-tech fun of laser beams. Players alternate turns moving their mirrored pieces around the board, and at the end of each turn, players fire a real laser beam from their Station Base. The laser beam bounces from mirror to mirror and if the beam strikes a non-mirrored surface of any piece, it is immediately removed from play. If you illuminate your opponent's king – YOU WIN!

• SINGLE PLAYER • AGE 8+ •

INCLUDES

- 26 playing pieces, including 2 laser stations
- Game board
- Instructions

ORDER INFO

Item #	1034
Case Pack	6



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Rush Hour®

40 Different Traffic Jams, Hours of Fun!

Voted one of Parents' Choice Best 25 Toys of 25 Years! Set up the traffic challenge and battle the gridlock as you slide the blocking vehicles out of your way to find a path for your red car to exit! This game features four levels of difficulty, allowing players to progress at their own pace. With 40 all-new challenges, it's even more bumper-to-bumper fun for all ages!



• SINGLE PLAYER • AGE 8+ •

INCLUDES

- 40 Mind Challenge Cards™ with Solutions
- 4 Levels of play, Beginner to Expert
- Traffic Game Grid
- 15 Cars and Trucks, 1 Red Escape Car
- Game-Go Bag

ORDER INFO

Item #	5000
Case Pack	12

How to Play



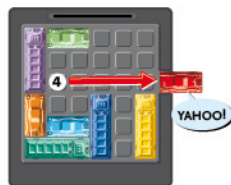
- 1 Slide the orange car up 1 space.



- 2 Slide the green truck left 2 spaces.



- 3 Slide the blue truck down 2 spaces.



- 4 Slide the red car 4 spaces right and out the exit – You win!

Rush Hour® 2, 3, 4

Even More Traffic Jam Challenges!

Each add-on game pack has 40 new challenges and a fun escape vehicle to keep minds racing.
(Original Rush Hour® required).

• SINGLE PLAYER • AGE 8+ •

ORDER INFO (ITEM #):

Rush Hour 2	5010
Rush Hour 3	5020
Rush Hour 4	5030



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Chocolate Fix®

Sweet Game of Deductive Reasoning

Using the clues, fill the tray with all nine chocolate pieces in their correct positions. Similar to Sudoku, you must examine all clues on the challenge card before making a move. You will feel your confidence build as you narrow the possibilities to complete each challenge.



• SINGLE PLAYER • AGE 8+ •

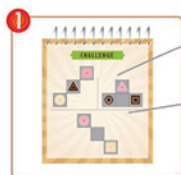
INCLUDES

- 4 Levels of Play, Beginner to Expert
- 40 Mind Challenge Cards™ with Solutions
- 9 Chocolate Pieces (Dark Chocolate, Milk Chocolate, and Raspberry)

ORDER INFO

Item #	1530
Case Pack	12

How to Play



Select challenge



Use the Clues to complete the chocolate challenge.



Check your arrangement against the solution!

Solitaire Chess®

NEW!

Magnetic Travel Puzzle™

Solitaire Chess® Magnetic Travel Puzzle combines the classic moves of chess with a simple challenge: every move you make **MUST** capture another piece. The 120 single-player Challenges range from Beginner to Expert levels, increasing in difficulty as your skills grow. The magnetic booklet and pieces make this the ideal chess game for travel. Solve all the Challenges and you'll be a chess master in no time!



• SINGLE PLAYER • AGE 8+ •

INCLUDES

- 10 Magnetic Chess Piece Tokens
- Instruction Manual with Solutions
- Challenge Booklet containing 120 Beginner to Expert Challenges

ORDER INFO

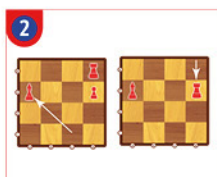
Item #	76505
Case Pack	6



How to Play



Set up the board.



Capture and eliminate a piece with each move.



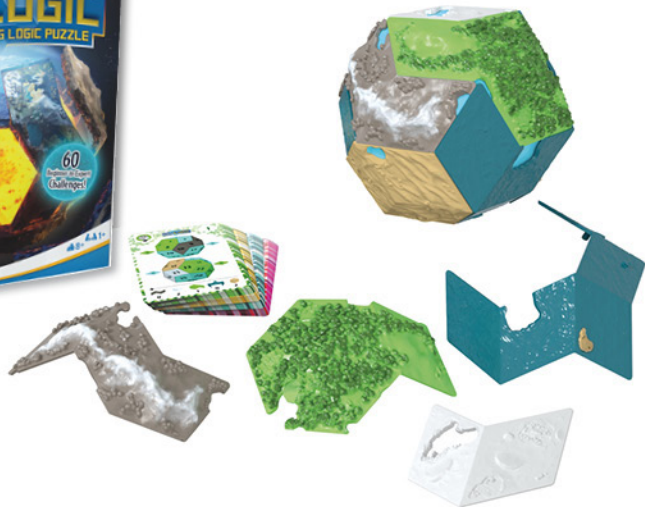
When 1 piece remains –
YOU WIN!

Order Now by Email: info@ttdistributors.co.za or ☎ 031 267 1619

GeoLogic™

World Changing Logic Puzzle

Create your own world with GeoLogic! Players begin with a 30-sided planet Core and 14 different biome Tiles. Each of the 60 Challenge Cards shows a different starting position for some of the biome Tiles, and players must figure out how to position the remaining Tiles in order to complete the planet's surface. A variety of environments in different shapes provide endless unique planet combinations—but each challenge has only one correct solution! Explore 60 beginner-to-expert worldbuilding challenges with GeoLogic!



• SINGLE PLAYER • AGE 8+ •

INCLUDES

- 1 Planet Core
- 3 Tundra Pieces
- 3 Forest Pieces
- 3 Mountain Pieces
- 3 Desert Pieces
- 2 Ocean Pieces
- 60 Challenge Cards
- Instruction Booklet

ORDER INFO

Item #	76497
Case Pack	6

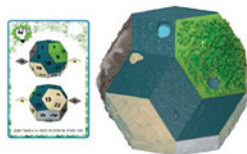
How to Play



- 1 Select a Challenge, and set up the Core so the Tile placement matches the Card.



- 2 Use the Tile pieces shown in the "Add" section to fully cover the Core.



- 3 When all 30 faces of the Core are entirely covered with biome Tiles—YOU WIN!

On The Brink™

CODE GAME –LEVEL 1

Programming Game Series

On the Brink is the first in a series of games designed to build the mental skills needed to fully grasp the concept of coding. All of the games are screen-free for a unique, unplugged play experience. Each of the 40 On the Brink challenges contains a map of coloured squares. Each colour has pre-programmed moves for your Robot to perform. Use your problem-solving skills to determine the moves that will successfully get your Robot from start to finish. On the Brink is a fun and challenging step up from more simple sequencing games like Robot Turtles.

• SINGLE PLAYER • AGE 8+ •

INCLUDES

- Control Panel
- 40 Challenge Booklet
- 1 Robot
- 8 Movement Cards
- Instruction Manual

ORDER INFO

Item #	1901
Case Pack	6



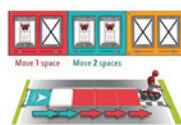
How to Play



- 1** Select a Challenge and the Movement Cards shown.



- 2** Determine where to place the Movement Cards within the Control Panel.



- 3** When your Robot can travel from START to FINISH – YOU WIN!

Rover Control™

CODE GAME – LEVEL 2

Programming Game Series

Rover Control is the second in a series of games designed to build the mental skills needed to fully grasp the concept of coding. All of the games are screen free for a unique, unplugged play experience. Each of the 40 Rover Control challenges contains a map. The trouble is, the pathways on the map are colourless and the Rover is programmed to only travel on colored pathways. You'll need to figure out how to colour the pathways so the Rover can complete its mission. Rover Control is a fun and challenging step up from our award winning programming logic game Code Master.



• SINGLE PLAYER • AGE 8+ •

INCLUDES

- 4 Terrain Maps
- Booklet with 40 Challenges
- 3 Erasable Markers
- 7 Station Tokens
- 4 Start and End Tokens
- Sample Storage Card
- Solution Booklet

ORDER INFO

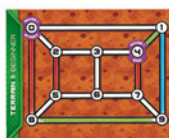
Item #	1902
Case Pack	6



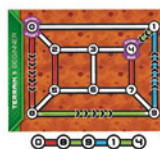
How to Play



- 1 Select a Challenge Card and corresponding Terrain Map.



- 2 Determine how to colour the Terrain Map.



- 3 When your Rover can execute the program and travel from START to END – YOU WIN!

Robot Repair™

CODE GAME – LEVEL 3

Programming Game Series

Robot Repair is the third in a series of games designed to build the mental skills needed to fully grasp the concept of coding. All of the games are screen-free for a unique, unplugged play experience. In each of the 40 Robot Repair challenges you're given a robot to fix. Within the Robots are wires that need to be activated by Power Cells. Using logical deduction and the clues given, insert the Power Cells correctly and repair the robots.



• SINGLE PLAYER • AGE 8+ •

INCLUDES

- 4 Robot Circuit Boards
- Booklet with 40 Challenges
- Solution Booklet
- 20 True/False Tokens
- 9 On/Off Tokens
- 10 Power Cell Tokens
- Instruction Manual

ORDER INFO

Item #	1903
Case Pack	6

How to Play



- 1** Select a Challenge Card and Robot Circuit Board.



- 2** Use the clue statements to determine where to place your Power Cells.



- 3** When the Power Cells activate wires that make the clue panel statements true – YOU WIN!

Hacker™

Cybersecurity Logic Game

The logic game that proves coding can be cool! In Hacker, you are training to become a member of Oblivion, an elite white hat hacker team. You will learn to think like a hacker as you play through 40 threepart coding simulations. If successful, you'll join team Oblivion on their mission to thwart cybercriminals! Your agents will race against time to collect data chips, avoid viruses, trigger alarms, and safely exit the program – all on an innovative game grid that features 5 rotating platforms. Hacker incorporates complex programming concepts into a fun, captivating theme that can be played as a single player or collaborative game.



• MULTIPLAYER • AGE 10+ •

INCLUDES

- 4x4 Game Grid and Control Panel
- 40 Challenge Cards with 120 Total Challenges
- 2 Agent Tokens, 2 Exit Tokens, 2 Lock Tokens
- 3 Data Chip Tokens, Virus Token, Alarm Token
- 14 Movement Tiles, 15 Revolving Platform Tiles
- Instructions and Solution Booklet

ORDER INFO

Item #	1920
Case Pack	6

Code Master™

The Ultimate Coding Board Game

Learn programming basics without a computer! In Code Master, your Avatar travels to an exotic world in search of power Crystals. Along the way, you use programming logic to navigate the Map. With only one correct sequence of actions, you have to think carefully. Once you collect all the Crystals and land at the Portal, you win! Code Master will teach you essential programming concepts while strengthening sequential reasoning and problem-solving skills.



• SINGLE PLAYER • AGE 8+ •

INCLUDES

- Avatar
- Portal
- 10 Maps with 60 levels
- 12 Guide scrolls
- 12 Action tokens
- 8 Conditional tokens
- Instructions with solutions

ORDER INFO

Item #	1950
Case Pack	6



Robot Turtles™

A Game for Little Programmers

The most backed board game in Kickstarter history sneakily teaches preschoolers the fundamentals of programming. It takes seconds to learn, minutes to play and provides endless learning opportunities. Players move their Robot Turtles around the game board using forward, left and right Code Cards. When they reach a jewel they win! If they make a mistake, they can use their Bug Card to undo a move. The game has many levels so, as players advance, they will encounter obstacles like Ice Walls and more complex Code Cards (like lasers to melt the walls). Play continues until all players collect a jewel—so everyone wins. Before you know it, your little one will be ready to take his or her skills to the screen!

Most Backed Board Game in Kickstarter History!



• MULTIPLAYER • AGE 4+ •

INCLUDES

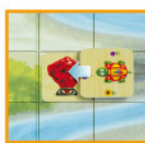
- Game board
- 40 Game tiles
- 4 Robot turtle tiles
- 4 Jewel tiles
- 4 Code card decks (45 cards each)

ORDER INFO

Item #	1900
Case Pack	6



Various Challenges!



- 1 Set up the game board with your Turtle Tile in the corner and the Jewel Tiles in the center.
- 2 Use your Code Cards (Forward, Right, Left and Bug) to program your Turtle.
- 3 Once you reach a Jewel Tile, YOU WIN!
- 4 Up to 4 players can play.



- 5 Once you master beginner play, add these additional obstacles...



Laser

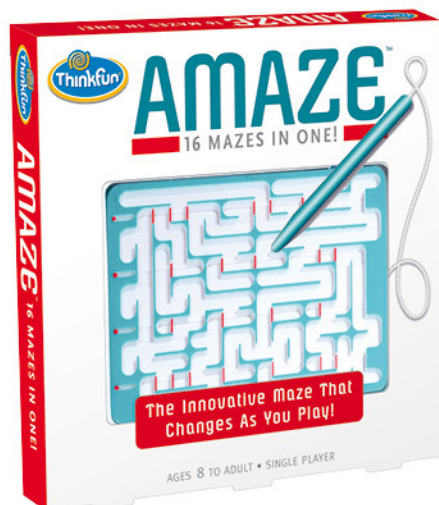
Function Frog

...and these additional codes.

Amaze™

16 Mazes, Right In Your Hand

A maze that changes every time you play! Players must navigate through the maze with the attached stylus, pushing open movable gateways while avoiding traps and dead ends! An innovative twist on a classic maze puzzle, Amaze's diabolical shifting pathways change the solution path during play! With 16 unique challenges and no pieces to lose, Amaze is the ideal travel game!



• SINGLE PLAYER • AGE 8+ •

INCLUDES

- 16 Maze challenges
- 31 Challenges
- Leatherette travel case

ORDER INFO

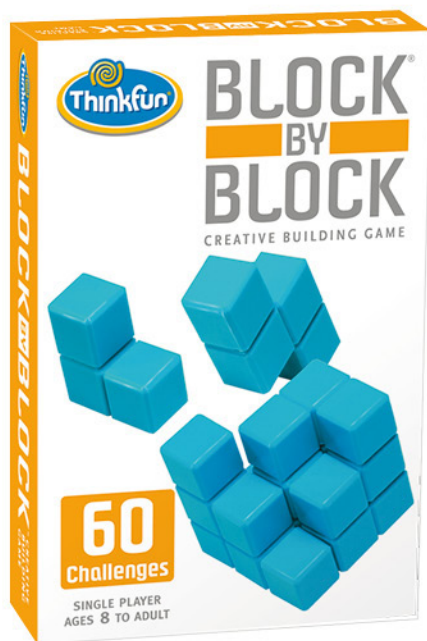
Item #	5820
Case Pack	12



Block by Block®

Creative Building Game

Block By Block expands your problem-solving skills as you combine seven puzzle pieces to construct three-dimensional structures depicted on the 60 challenge cards. The puzzle pieces are the same as the 1970's famous Soma Cube. This spatial puzzle is hard, and also very fun.



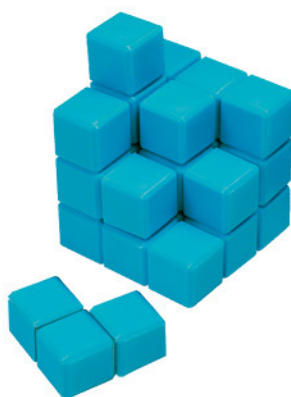
• SINGLE PLAYER • AGE 8+ •

INCLUDES

- 60 Challenge Cards
- 7 Puzzle Pieces
- Game-Go Bag

ORDER INFO

Item #	5931
Case Pack	12



Shape by Shape®

Creative Pattern Game

Shape By Shape is an advanced Tangram-style game, made more difficult because you also fill in the frame around each shape you make. With 60 challenges Shape By Shape is a great introduction to conceptual thinking and spatial relationships.



• SINGLE PLAYER • AGE 8+ •

INCLUDES

- Game Grid with Card Storage
- 60 Challenge Cards
- 14 Puzzle Pieces
- Game-Go Bag

ORDER INFO

Item #	5941
Case Pack	12



IZZI®

The Puzzle with a Zillion Solutions

This pattern matching puzzle consists of 64 square tiles, each printed with a black and white geometric pattern. Your goal is to assemble the tiles into an 8x8 square following the IZZI rule: In order to place two tiles adjacent to one another, their colored edges must match up precisely. Black touching only black and white touching only white. Constantly changing with endless solutions, IZZI promises fun for players of all ages.

• SINGLE PLAYER • AGE 8+ •

INCLUDES

- 64 Playing Tiles
- Endless Solutions

ORDER INFO

Item #	5680
Case Pack	12



How To Play

There is only one rule to IZZI®.

The edges of each touching tile must match - black touches black and white touches white. Once you've solved the puzzle a few different ways, there are more challenging versions of the game that you can solve included in the instructions.



Shadows in the Forest™

Play-in-the-Dark Strategy Game

Shadows in the Forest is the strategy board game that you play in the dark! One player moves the LED lantern around the board in search of shadowlings, mysterious creatures who avoid the light. The lantern illuminates the forest and trees, casting real shadows on the board that become part of the game. The rest of the players work together, strategically moving their shadowlings around the board to stay out of the light. If all the shadowlings can unite behind one tree, they win!

Shadows in the Forest offers a unique, semi-cooperative play experience the whole family will enjoy.

• MULTIPLAYER • AGE 8+ •

INCLUDES

- LED Lantern with Batteries Included
- 6 Shadowlings
- 10 Trees
- Glow-in-the-dark die
- Game Board and Instructions

ORDER INFO

Item #	1052
Case Pack	6



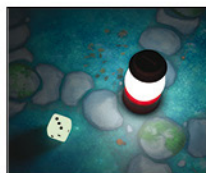
How to Play



Determine which player will be the Seeker and move the lantern. All other players are Shadowlings.



Darken the room and illuminate the lantern. Hide your Shadowlings in the shadows cast on the board.



Roll the glow-in-the-dark die to move the lantern. The Shadowlings are frozen by direct lantern light!

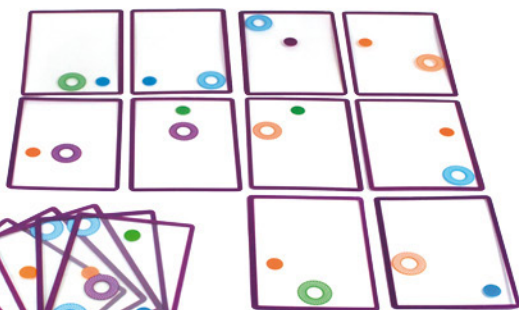
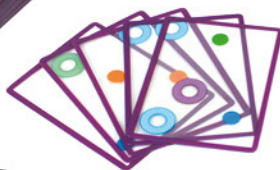


If the Shadowlings can all meet together in one hiding place before the Seeker freezes them all, they WIN!

Swish™

ThinkFun's First Transparent Card Game

Swish is a spatial card game that challenges you to be the first to make matches, or "Swishes." Swishes are made by stacking as few as two or as many as 12 cards so that every ball swishes into a hoop of the same colour. The player with the most matches at the end of the game wins. Various levels of play make this card game addictively fun for all ages!



• MULTIPLAYER • AGE 8+ •

INCLUDES

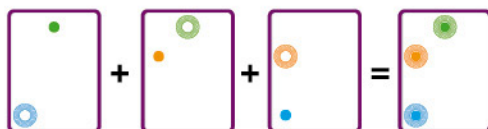
- 60 Transparent Swish Cards
- Game-Go Bag

ORDER INFO

Item #	1512
Case Pack	12

What is a Swish?

A Swish is created when you stack two or more cards together so that every ball swishes into a hoop of the same colour.



WordARound™

Race to unravel the Word

Who knew that positioning a word in one continuous ring would make it so tricky to read? Be the first to decipher and shout out the word on each Word A Round card, and you win that card. Collect the most cards, and you win the game. A fun, fast-paced card game that will be the life of any party!



• MULTIPLAYER • AGE 10+ •

INCLUDES

- 100 Cards with 300 words
- Travel-friendly storage box

ORDER INFO

Item #	1513
Case Pack	12

How to Play

WINNING THE GAME:

The first player to collect 10 cards wins!

EXAMPLE ROUND:

- 1 Players look at the word in the black ring.
- 2 Greg is the first to call out "Challenge!".
- 3 Greg wins the card and flips it over to reveal the colour red.
- 4 Players now race to read the word in the red ring.



Escape the Room

Mystery at the Stargazer's Manor

A Party Event for Gatherings of 3 to 8

Escape the Room games began as digital adventures and quickly turned into real-life events all around the world. In both versions, players are locked in a room and must uncover clues and hidden objects to escape. ThinkFun's version of Escape the Room allows you to bring home all the excitement of this experience, without actually locking anyone in a room, of course! The event is designed so even the host can participate with no setup necessary.

• MULTIPLAYER • AGE 8+ •

INCLUDES

- Instruction Manual
- Scene Card
- 5 Sealed Envelopes
- Secret Items (inside the 5 sealed envelopes)
- Solution Wheel

ORDER INFO

Item #	7352
Case Pack	6



Mystic Market™

The Enchanted Commodities Trading Game

Mystic Market is an exciting, fast-paced card game where players buy and sell magical potion-making ingredients for profit. Dragon Scales, Mermaid Tears, Orc Teeth—these are among the most precious commodities of the Enchanted World, and they are for sale! Buy Kraken Tentacles when the price is low! Sell Phoenix Feathers when demand is high! The innovative value track ensures that values will be constantly shifting, so only the shrewdest trader will prevail. Mystic Market is great for 2 to 4 players and each game lasts about 30 minutes. It is a light strategy card game perfect for gamer groups and family game nights. Craft your fortune!

• 2-4 PLAYER • AGE 10+ •

INCLUDES

- 1 Value Track
- 6 Ingredient Vials
- 66 Ingredient Cards
- 20 Potion Cards
- 6 Supply Shift Cards
- 4 Reference Cards
- 75 Coins
- Instructions

ORDER INFO

Item #	4400
Case Pack	6



How to Play

1



Buy and Sell
Ingredients

2



Craft Potions to meddle with
your opponents' plans.

3



Corner the Market –
WIN!

My First Maths Dice®

Turns Simple Maths Into A Fun Game

Chunky dice and colorful counter chips help build pre-Kindergarten maths confidence. Play is quick and teaches number sense & focus.



• MULTIPLAYER • AGE 3+ •

INCLUDES

- 30 Counter Chips
- 2 Dice
- 2 Chip Towers
- Instruction Guide
- Game-Go Bag

ORDER INFO

Item #	1506
Case Pack	12

How to Play

1

NUMBER MATCH:
COUNTING AND IDENTIFYING GROUPS

2

MORE THAN, LESS THAN:
NUMBER VALUES AND RELATIONSHIPS

3

ADD 'EM UP:
SIMPLE ADDITION

Maths Dice® Chase

Mathematical Hot Potato

Maths Dice Chase is one part hot potato and one part math! Players begin by arranging themselves in a circle. You and the player directly across from you each roll a set of 12-sided dice and race to multiply your numbers together. Quickly shout out the answer and pass the dice as fast as you can.

Think fast - this maths game is a race – and you don't want to get caught with both sets of dice! Maths Dice Chase helps improve multiplication skills, and can be adapted for younger learners to practice addition and subtraction. It's perfect for the classroom!

• MULTIPLAYER • AGE 3+ •

INCLUDES

- 2 Blue 12-sided dice
- 2 Purple 12-sided dice
- Game-Go bag
- Instructions

ORDER INFO

Item #	1505
Case Pack	12



How to Play



- 1 Players sit in a circle. Two players on opposite sides of the circle each receive a pair of dice.



$$8 \times 4 = 32$$

- 2 The game begins and players quickly roll their dice, multiply the numbers on the dice, and call out the equation and answer. With the correct answer, dice are passed to the left.



- 3 A player who gets caught with two pairs of dice is out for the round. The last player remaining wins!

Maths Dice® Jr.

Kid's First Mental Maths Game

Maths Dice Jr. is the perfect complement to ThinkFun's ever-popular Maths Dice! Roll the 12-sided Target Die to get your target number, then roll the five 6-sided Scoring Dice. Using addition and/or subtraction, combine the Scoring Dice to match the target number, moving one space on the Scoring Track for every Scoring Die used. The first player to reach the finish line wins!



• MULTIPLAYER • AGE 6+ •

INCLUDES

- One 12-Sided Die
- Five 6-Sided Dice
- Scoring Track
- 6 Game Tokens
- Game-Go Bag

ORDER INFO

Item #	1515
Case Pack	12

WARNING:
CHOKING HAZARD – Toy contains marbles. Not for children under 3 yrs.

How to Play

- 1 Roll the two 12-sided Target Die and the five 6-sided Scoring Dice.
- 2 Combine the Scoring Numbers using addition and/or subtraction.
- 3 Move along the scoring track one space for each die used. The first player to reach the finish wins!

1



Target Number

8

Scoring Numbers



2



$$(5 + 3) = 8$$

3



Maths Dice®

The Fast, Fun Game of Mental Maths

Maths becomes more fun when you think on the fly! Roll the two 12-sided target dice and multiply them to get a target number. Roll the three scoring dice and combine these three numbers using addition, subtraction, multiplication, division, or even powers to build an equation that is closest, or equal to, the target. This mental challenge helps you sharpen your maths skills by solving problems in a new way.



• MULTIPLAYER • AGE 8+ •

INCLUDES

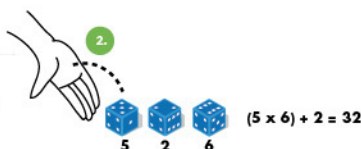
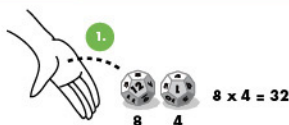
- 2 Target Dice
- 3 Scoring Dice
- Practice Tables
- Game-Go Bag

ORDER INFO

Item #	1510
Case Pack	12

How to Play

- 1 Roll the two 12-sided Target Dice, multiply the two numbers – that number is the **TARGET NUMBER**.
- 2 Roll the three 6-sided Scoring Dice.
- 3 The winner is the first player to combine the three Scoring Dice in any way to match, or come close to, the **TARGET NUMBER**.



Roll & Play™

NEW!

Your Child's First Game

Roll & Play is the first game ever designed specifically for toddlers!

To play, simply toss the big plush cube and identify which coloured side faces up. Choose a matching colour card and perform the simple activity shown. "Make a happy face," "Moo like a cow" the activities supported by Roll & Play are designed to help your child shine, supporting healthy development and celebrating success! Roll & Play is the ideal way to gently introduce play patterns and rules through a loving, joyful play experience!

Introducing...
ThinkFun for our youngest players -
18 months and up!

• MULTIPLAYER • AGE 18mo+ •

INCLUDES

- 1 Large Plush Cube
- 48 Cards - 8 in Each Category
- Storage Pocket for Cards
- Parent's Guide

ORDER INFO

Item #	1800
Case Pack	12
Size in cm	59L x 36W x 38H



How to Play



- 1 Roll the cube and identify the colour.
- 2 Pick that colour card.
- 3 Have fun acting it out together!

Heads Talk Tails Walk™

A Game of Silly Sounds and Movement

Can you hop like a frog while clucking like a chicken? Have a blast trying with this delightfully silly game for ages 3+. Players try to match hidden head tiles to the correct body tiles. If the head and body don't match, the real fun begins! Players walk and talk like the mismatched tiles—with hilarious results!

• MULTIPLAYER • AGE 3+ •

INCLUDES

- 10 Large Body Tiles
- 10 Small Head Tiles
- Instruction Manual

ORDER INFO

Item #	1860
Case Pack	12



How to Play

1



Set the stack of Body Tiles face-up and the Head Tiles face-down.

2



The first player turns over a Head Tile looking for a match.

3



If the head doesn't match the body, all players walk around the circle moving like the animal body while making the noises of the animal head.

My First RUSH HOUR

Match & Go Maze Game

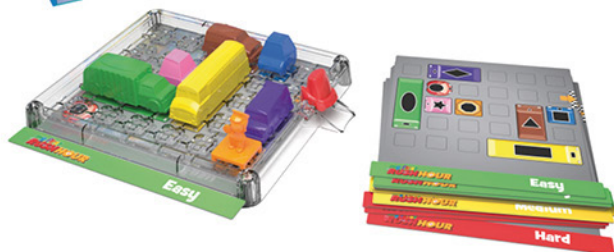
My First Rush Hour is a unique matching game made especially for preschoolers.

Use shape and color identification to place game pieces on the grid, creating a new maze in every challenge.

Drive the red Hero Car through the maze and out of the EXIT to WIN!

You get 30 challenges with three levels of play:

- Easy • Medium • Hard



• SINGLE PLAYER • AGE 3+ •

INCLUDES

- Parking Lot Game Grid with EXIT Ramp
- 1 Red Hero Car
- 6 Vehicles
- 1 Safety Officer
- 15 Double-sided Challenge Cards
- Instruction Card

ORDER INFO

Item #	5090
Case Pack	6

How to Play



1 Select a Challenge Card and slide it underneath the transparent Game Grid.



2 Match all of the Vehicles and the Safety Officer to their proper positions on the Game Grid using the clues provided: color clues, shape clues, and size clues.



3 Say "Buckle up!" as you drive the red Hero Car through the maze of traffic, down the EXIT ramp, and out of the puzzle – YOU WIN!

Zingo!®

Bingo with a Zing

Nominated TOTY 2009 Best Toy of the Year in the USA!
This innovative game encourages pre-readers and early readers alike to match the pictures and words on game tiles to the pictures and words on the challenge cards. The first player with a full card wins the game by yelling "Zingo!" Two levels of play and several game variations keep the zaniness going for hours!

• MULTIPLAYER • AGE 4+ •

INCLUDES

- 2 Levels of Play
- 6 Double-Sided Zingo!® Cards
- 72 double sided Picture Tiles
- Zingo!® Zinger
- Now with Easier Cleanup!

ORDER INFO

Item #	7700
Case Pack	6 or 12



EASY CLEANUP!

Reload slots & double-sided tiles!



WARNING:
CHOKING HAZARD — Small parts
not for children under 3 yrs.

How to Play



1 Slide the Zinger



2 Make a Match



3 Fill your card to win!



4 Easy clean up!

Order Now by Email: info@ttdistributors.co.za or ☎ 031 267 1619

Zingo® Word Builder

Build Reading Skills, Three Letters at a Time

This word building version of Zingo! is the perfect confidence booster for early readers! Ideal for players who are just learning how to put letters together to form words, it's great for teaching spelling and vocabulary. With two levels of play, it's designed to engage and support both beginner and more experienced readers. Just slide the Zinger and claim tiles to fill your Zingo! card with three letter words — pure Zingo 'F-U-N'!



• MULTIPLAYER • AGE 6+ •

INCLUDES

- 1 Zingo! Zinger with easy cleanup!
- 72 Letter tiles
- 6 Double-sided Zingo! cards

ORDER INFO

Item #	7706
Case Pack	6 or 12

EASY CLEANUP!

Reload slots & double-sided tiles!

WARNING:
CHOKING HAZARD — Toy contains marbles. Not for children under 3 yrs.

Zingo® Sight Words

Teaches Words that are Essential to Reading

Learn sight words while playing the popular game of Zingo! Sight words are the most frequently used words in the English language and make up about 50-75% of all written material. Learning and mastering sight words is a key step in becoming a successful, fluent reader. The sight words used in this game have been specially selected by leading educators as the most fundamental for reading development.

• MULTIPLAYER • AGE 6+ •

INCLUDES

- 6 double-sided Zingo! cards with 2 levels of play
- 72 double-sided tiles
- Zingo! Zinger with Easy Cleanup!
- Learning guide

ORDER INFO

Item #	7704
Case Pack	6 or 12



WARNING:
CHOKING HAZARD – Toy contains marbles. Not for children under 3 yrs.



Zingo!® 1-2-3

Number Bingo

Build your child's reading and counting skills with Zingo! 1-2-3. Match numbered tiles to fill your challenge card. The first player with a full card wins the game by yelling "Zingo!" Two levels of play focus on counting and addition. Zingo! 1-2-3 builds early number sense skills in young players as they associate digits with images and text, and supports early maths learning through counting and pattern recognition. This fast-paced game will have the whole family yelling "1-2-3 PLAY!"



• MULTIPLAYER • AGE 5+ •

INCLUDES

- 2 Levels of Play
- 6 Double-Sided Zingo!® Cards
- 72 Double-Sided Tiles
- Zingo! Zinger
- Easy Cleanup!

ORDER INFO

Item #	7703
Case Pack	6 or 12

WARNING:
CHOKING HAZARD — Small parts
not for children under 3 yrs.

Roller Coaster Challenge

Thrill Ride Building Game

Hang on! In this thrilling engineering challenge, players get to build their very own roller coasters. Start by choosing a challenge card and setting up the pieces to match. Then, players use the remaining pieces to build a working roller coaster that meets the build conditions on their challenge card. Roller Coaster Challenge incorporates elements of a logic puzzle, while also allowing for the creativity that stems from free-form building. Once you have solved each challenge, you get to watch a real coaster car glide down the track, complete with dips, curves, and loops!

• SINGLE PLAYER • AGE 6+ •

INCLUDES

- Game Grid
- 39 Track Pieces
- 36 Post Pieces
- 2 Tunnels
- 40 Challenges with Solutions
- Instructions

ORDER INFO

Item #	1046
Case Pack	6



How to Play



- 1** Select a Challenge Card and set up the Posts and Tracks as shown.



- 2** Determine where to add the indicated pieces to the grid.



- 3** When your Car successfully rides the Track from Start to Finish – YOU WIN!

Laser Maze Jr.™

Science Logic Maze For Juniors!

Your Mission: Get the laser beam to the rockets so they can safely return to earth! You'll need to use science and logic as you position tokens on the board to create your path. Carefully place the satellite mirrors to guide your beam and watch out for space rocks that might get in your way. It's one tricky job for any scientist, but with a little brain power you'll be sure to ignite the rockets and your mind. One mission completed and 39 more to go!



• SINGLE PLAYER • AGE 6+ •

INCLUDES

- Game Grid with Laser
- 40 Challenges
- Instruction Manual with Solutions
- 11 Game Tokens
(2 Rocket Targets, 5 Satellite Mirrors, 3 Space Rock Blockers, 1 Beam Splitter)

ORDER INFO

Item #	1044
Case Pack	6

How to Play



- 1** Select a challenge card.



- 2** Insert the card into the game grid and set up the tokens to match the challenge.



- 3** Add satellite mirrors to guide the laser's path.



- 4** Position the mirrors so the rocket lights up and **YOU WIN!**

Balance Beans®

Seesaw Logic Game

Balance Beans is a logic game and maths game all in one. Set up the Red Beans according to the Challenge Card. Then carefully place the colourful Beans on the Seesaw to keep it from teetering. When you balance the Seesaw, you are actually balancing an equation! As the challenges get harder, you'll rely less on trial and error – and more on maths and reasoning skills. This bean-filled logic game is a fun way to introduce young learners to elementary algebra.



WARNING:
CHOKING HAZARD – Small parts
not for children under 3 yrs.



• SINGLE PLAYER • AGE 5+ •

INCLUDES

- Game Tray and Base
- 9 Game Tokens (3 Single Beans, 3 Double Beans and 3 Triple Beans)
- 40 Challenges from Easy to Super Hard with Solutions
- Instruction Manual
- Game-Go Bag

ORDER INFO

Item #	1140
Case Pack	12

Rush Hour® Jr.

Traffic jam logic game

Younger players can experience the fun and challenge of our award winning Rush Hour game in this exciting junior version! Set up your game grid according to the challenge card and steer your ice cream truck through a jumble of blocking cars, trucks, and buses to make your way to the exit. 40 age-appropriate challenge cards provide hours of fun for even the most restless puzzler.



• SINGLE PLAYER • AGE 6-8 •

INCLUDES

- Traffic Grid
- 40 Challenges & Solutions (Easy to Super Hard)
- Ice Cream Truck
- 15 Blocking Vehicles
- Game-Go Bag

ORDER INFO

Item #	5041
Case Pack	12

WARNING:
CHOKING HAZARD – Toy contains marbles. Not for children under 3 yrs.



Hoppers®

Peg Solitaire with a Hop

Hoppers® is a peg solitaire jumping game – set the frogs on the pond, then jump frogs until only one is left standing. Forty challenge cards range from easy to super hard. Start simple and grow your skills with each level. In no time at all you'll be the smartest frog in the pond!



WARNING:
CHOKING HAZARD – Toy contains
marbles. Not for children under 3 yrs.

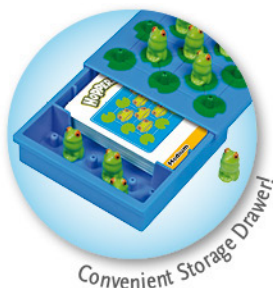
• SINGLE PLAYER • AGE 5+ •

INCLUDES

- Game Grid with Storage Drawer
- 40 Challenges & Solutions (Easy to Super Hard)
- 12 Hopper Frogs

ORDER INFO

Item #	6703
Case Pack	12





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PHONE 031 267 1619
EMAIL info@ttdistributors.co.za
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