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Shipping Offer!

- FREE freight on all orders over \$500
- Freight charge for all orders under \$500 is capped at **10%!**

Not It! Display

\$25 or FREE with 48 units!

SEE
THE
VIDEO





Not It!

\$8.00 / Case Packs 6



- ages 6+
- 3-6
- 10 min.

**Spot the card that does NOT match!
Do it fast... Do NOT be last!**

Can you find a card in your hand that does not match any of the attributes revealed on the 3 dice that tumble from the dice tower and onto the table?
Find it as quickly as you can and slam it on the table and yell, "NOT IT!"

- If you're the last player to do this, you must keep your card.
- If you play an incorrect card and get caught, you must take a penalty card.
- Get rid of all your cards first and win the game!

QUICK to learn, EASY to demo - fast family fun!

SEE DISPLAY OFFER ON BACK OF CATALOG!





Cow Pie Catapults
\$12.50 / Case Packs 6

#3015
ages 6+
2
8 60002 85494 6

The poo flippin', cow tippin' battle of the barnyard!

Arrange your cows on your side of the barnyard, load up the catapults, and let the fun begin!
On 3-2-1 poo is launched through the air and lands with splendid splats. First player to knock over all the opponent's cows is the winner!



Space Chase
\$12.50 / Case Packs 6

#3017
ages 6+
2-4
8 60002 85499 1

The intergalactic game of tag!

Your mission is to journey through outer space in your rocket ship trying to catch your opponents before they catch you! Be aware of black holes, they could lead to your undoing ... or they may be your flight path to victory!



Chunky Monkey Business

\$13.50 / Case Packs 6

#3001

ages 10+

3+

30 min.



The wild fill-in-the-blank game!

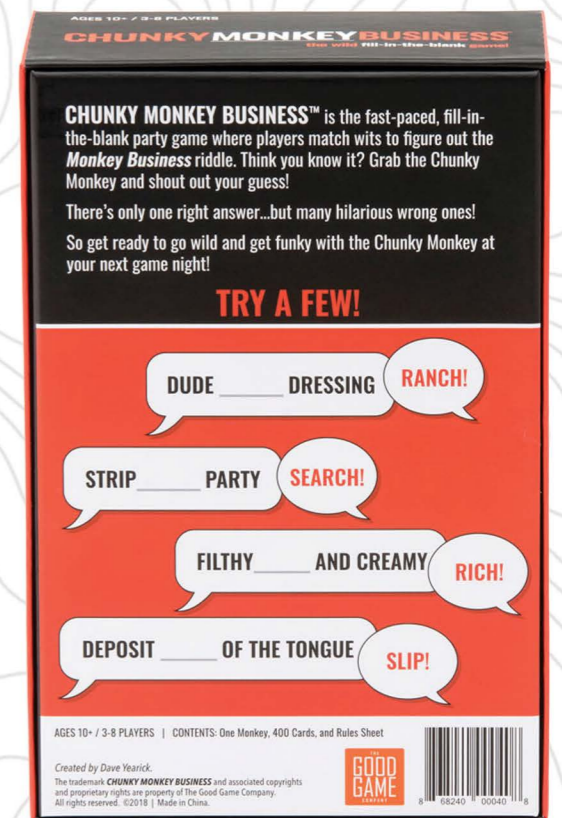
CHUNKY MONKEY BUSINESS is the fast-paced, fill-in-the-blank party game where players match wits to figure out the Monkey in the Middle riddle. Think you know it?

Grab the Chunky Monkey and shout out your guess!

There's only one right answer...but many hilarious wrong ones!

So get ready to go wild and get funky with the Chunky Monkey at your next game night!

Easy to sell!
Easy to play!



9"



Fuzzy Logic

\$13.50 / Case Packs 6

#3009



The game where the **BEST** clues are the ones that aren't **TOO** good!

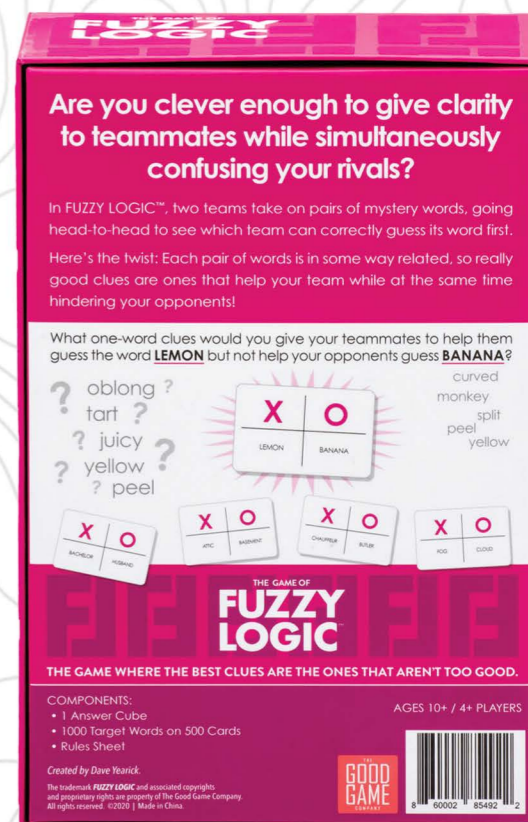
Are you clever enough to give clarity to teammates while simultaneously confusing your rivals?

In FUZZY LOGIC, two teams take on pairs of mystery words, going head-to-head to see which team can correctly guess its word first.

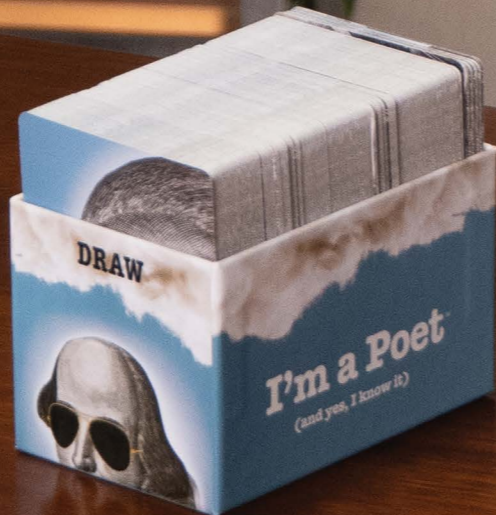
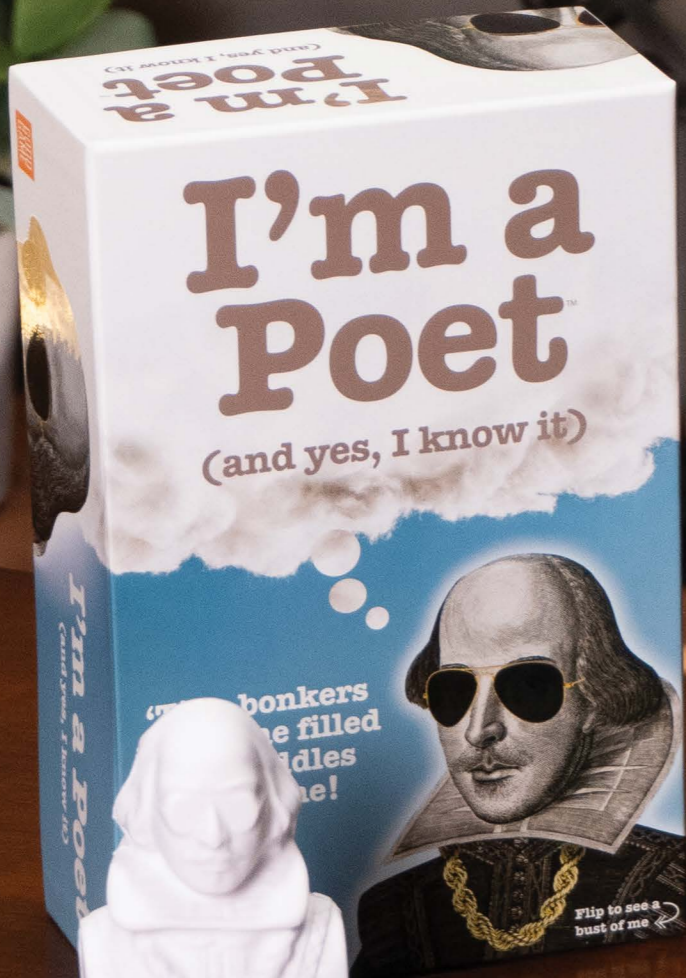
Here's the twist: Each pair of words is in some way related, so really good clues are ones that help your team while at the same time hindering your opponents!

Easy to sell!
Easy to play!

SEE IT IN ACTION



9"



I'm a Poet

\$13.50 / Case Packs 6

#3018

ages 12+

3+

30 min.



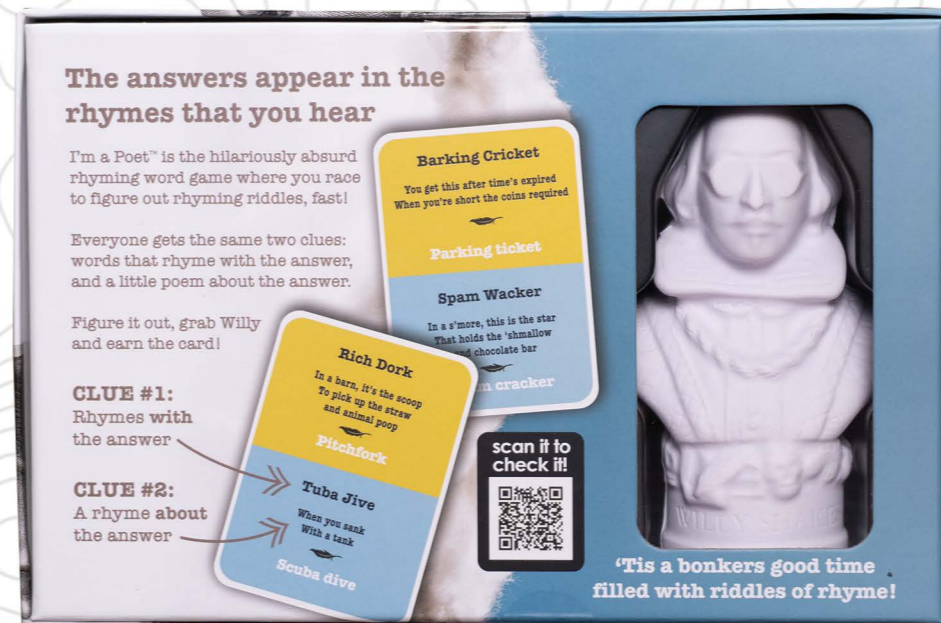
'Tis a bonkers good time filled with riddles of rhyme!

I'M A POET is the hilariously absurd rhyming word game where you race to figure out rhyming riddles, fast!

Everyone gets the same two clues: words that rhyme with answer, and a little poem about the answer.

Figure it out, grab Willy and earn the card!

Easy to sell! Easy to play!





Second Thoughts

\$13.50 / Case Packs 6



#3008

ages 8+

4+

30min.

The Quick THINKING vs. Fast TALKING Party Game!

Each round of SECOND THOUGHTS is a hilarious high-speed attempt to stump the other team. Both teams create a list of five things using the letters revealed from the colored dice... Be witty and wise but don't take too long because time is not on your side! The amount of time it takes your team to create the list is exactly how much time your opponents get to guess them!

SEE IT IN ACTION



Idiom Addict

\$15.00 / Case Packs 6



#3004

ages 10+

4+

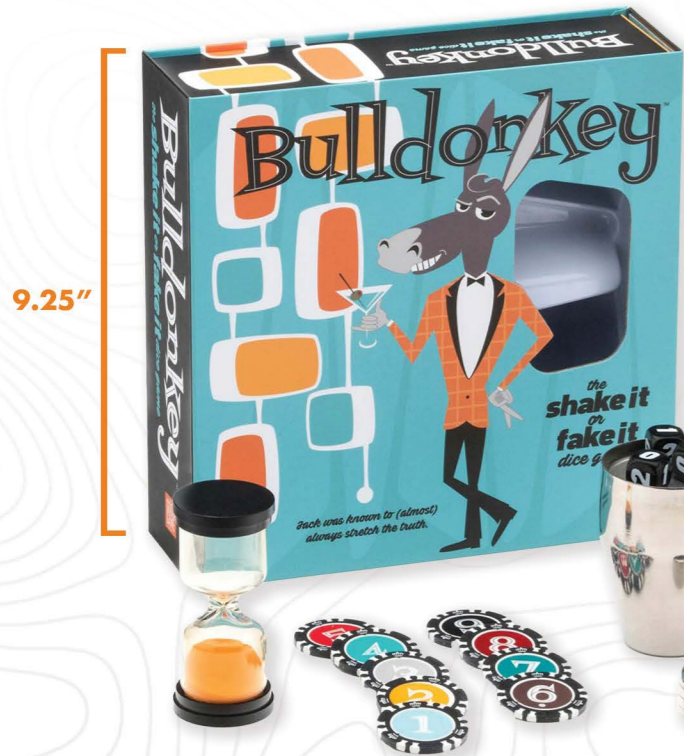
30min.

It's not WHAT they said . . . it's what you THINK they said

Idiom Addict is the party game that challenges players to decipher idioms and common phrases. Correct answers will certainly always be "on the outer edge of your mouth muscle" (tip of your tongue), but in this uproarious game it's how fast you answer which determines who is the "uppermost canine"! (top dog)

SEE IT IN ACTION





Magnetic cover opens to show the contents!



Bulldonkey
\$13.50 / Case Packs 6



The shake it or fake it dice game!

Get ready to shake up a mixture of truth and lies! Each turn, a player will shake the martini-dice shaker and call out a number. This number can be the true value of the dice rolled, or you can attempt to go for more points by stretching the truth. How bold will you be? The higher the number the lower its probability, but the more it's worth!

Stylishly designed with a mid-century modern vibe; includes a real stainless-steel martini-dice shaker, 3 custom dice, 9 clay poker chips and an elegant 10-minute glass sand timer, all within a magnetic flap-front box.



Magnetic cover opens to show the contents!



The Color Scheme
\$13.50 / Case Packs 6



A game of memory, maneuvers and manipulations.

In this 2-player game each contestant attempts to be the first to decipher a color code that was created by their opponent. A sharp focus is essential for each successful move. Don't be distracted by the shifting of cubes. Your opponent is scheming to outwit you. You must stay one step ahead of them to win!

Elegantly designed with real wood game board and player pieces, and includes a drawstring bag, all within a magnetic flap-front box.



The Epic Beard Game

\$10.00 / Case Packs 6

#3009



SEE IT IN ACTION



Cards, chips, beards and bluffs!

A classic card game with a shot of bald-faced bluffing and a twist of hirsute humor!

The object is to empty your hand of all cards using deceptive ploys and tactics.

So go all-in for the win with your most epic strategy while avoiding "Beardless Harry"!

It's wild and woolly fun with cards, chips, beards and bluffs!

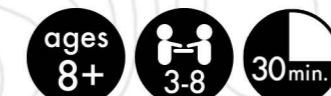
7.5"



Doodad

\$10.00 / Case Packs 6

#3009



SEE IT IN ACTION



How do YOU doodad?

A captivating card game that requires strategy, creativity and a bit of malicious maneuvering. The object of the game is to spell 'doodad' with the Letter cards you collect - with the challenging twist that you can't put one Letter card next to another unless the symbol and/or color on the cards match. The dastardly Strike card allows you to steal cards from your opponents and ruin their best-laid plans, but remember that turnabout is fair play!

Play it safe with a quick easy score...or go all in with a more difficult scheme to get extra points!