

Mathematics & Visual-Spatial

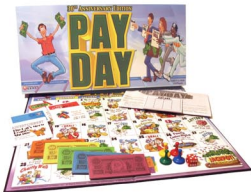


Economics, addition

33. Owner's Choice

Make the most profit buying and selling stocks in 4 different companies and earning dividend payouts. When you have a controlling share of a company stock, you become that company's President and make company decisions. Includes board, 4 double sided tracks, money, 60 stock cards, 5 action and stock pawns, and 6 dice.

Players: 2-5 Time: 30 Age: 10+ \$30



Economics, money

35. Payday

The 30th anniversary edition of the classic game of making and spending money! You'll make money every 31-day calendar month or lose money on bad investments and paying off loans to cover bills. Includes board, 4 pawns, 64 'deal' and 'mail' cards, savings and loan pad, die, and money bills.

Players: 2-4 Time: 30 Age: 8+ \$18



Economics, addition

6. Bankruptcy

Be the first player to lose your cards by playing added stock value cards that are equal to or less than a played "bear" value and by making other players draw cards with played "bull" cards. Learn about the stock market when special cards are played. Includes 110 cards.

Players: 2-6 Time: 5 Age: 8+ \$20

QualityTime
RESOURCES



Visual-Spatial, addition

53. The Hanging Gardens

Score the most points building the hanging garden ancient wonder with magnificent buildings, sparkling fountains, and exotic plants. Overlap building cards to create groups and then claim sets of point tiles. Includes board, 64 building cards, 49 point tiles, 20 wooden temples, and a player start flower piece.

Players: 2-4 Time: 30 Age: 8+ \$35



Addition, subtraction

3. Aquaretto

Score the most points in your water zoo by filling delivery trucks and pens to score points. Be careful not to lose points when there is no space for your animals. Includes 114 offspring, animal, and coin tiles; 46 wooden co-workers and coins; 5 transport wagons; and 5 water zoo boards with 20 expansions.

Players: 2-5 Time: 45 Age: 10+ \$50



Addition, fine motor

23. Halli Galli

Each player plays a card changing the mixture in the fruit salad. But when the salad contains exactly 5 of one fruit, the players race to be the first to ring the bell. The fastest wins all face up cards and the game continues until only two players have cards left. The player with the most cards is the winner! Includes 56 cards and 1 bell.

Players: 3-6 Time: 15 Age: 6+ \$18



Visual-Spatial, math/logic

51. Siege Stones

Runner up for the best 2005 Games 100 Abstract Games, Siege Stones looks great, is a blast to play, and it is easy to learn. You win by using your stones to capture four towers. Stones threaten towers and towers capture stones. Includes wooden board, 12 wooden towers, and 80 stones.

Players: 2-4 Time: 20 Age: 7+ \$25



Visual-Spatial, addition

50. Sheep Panic!

Score the most points maneuvering your sheep next to each other, standing close to Roger, or trying to avoid the shearing scissors! Every turn a puzzle, every puzzle a challenge. Includes 9 sheep figures, 1 'Roger' figure, 1 sheep shearing a sheep figure, 4 player boards, 1 scoring board, 1 random lamb slam die, 1 'return to flock' die, 5 track markers, and 48 mutton markers.

Players: 2-4 Time: 35 Age: 10+ \$30



Visual-Spatial, math/logic

29. No Stress Chess

Learn chess with an innovative deck of action cards. Each depicts a chess piece and how it moves. Once the moves are learned, flip the two-sided board over and play standard chess. Includes 34 plastic pieces, 56 action cards, board, and card tray.

Players: 2 Time: 15 Age: 7+ \$17



Visual-Spatial

5. Ball of Whacks

Designed to be a creativity workshop in a box using your hands and eyes to help stimulate brain activity with 30 magnetic rhombic pyramids that can be taken apart and rearranged in endless creative ways. A great tool for artists, engineers, writers, designers, and you! Includes a 96-page guidebook.

Players: 1 Age: 8+ \$35