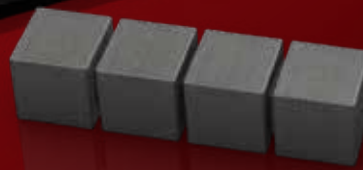


# 2023 UK TRADE CATALOGUE

the  
Happy  
Puzzle  
Company

Creating  
happiness,  
one puzzle  
at a time



# CREATING HAPPINESS, ONE PUZZLE AT A TIME!



## WELCOME

Our unique range of games provides opportunities for the whole family to play and learn together. We aim to help children and adults to raise their own expectations of what they can achieve, developing logical reasoning and thinking skills as they have fun together.

More than 150,000 parents and grandparents in the UK choose our range for their children and grandchildren each year, and our products are used in over 14,000 UK schools.

In addition, selected thinking games from our range are now available in Australia, Belgium, China, Croatia, Cyprus, Czech Republic, Denmark, France, Germany, Greece, Holland, Hong Kong, India, Ireland, Israel, Italy, Japan, Kenya, Malta, New Zealand, Philippines, Portugal, Romania, Russia, Serbia, Singapore, Slovakia, South Korea, Spain, Switzerland, Taiwan, UAE and the United States, and the list of countries is growing.

Each of our products is manufactured to the highest standards, using high-quality materials. In addition, over the last 30 years in the United Kingdom we have developed one of the finest reputations in the marketplace for outstanding customer service. We have also won a host of awards, including three 'Business Of The Year' awards and several international Toy/Game Of The Year awards.

We hope you enjoy our exciting range of puzzles and games for 2023 and we look forward to working with you!

### Gavin Ucko

Managing Director  
The Happy Puzzle Company

For all trade enquiries, email us at [info@happypuzzle-global.com](mailto:info@happypuzzle-global.com)



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# NEW! DECYPHER

**HEAD-TO-HEAD CODEBREAKING CHALLENGES... WITH AN INGENIOUS TWIST!**

**Logical Deduction, Strategic Planning, Concentration**

Decypher is a battle of logical deduction as you race to crack your opponent's code, before they crack your own!

Displaying the numbers from 0 to 9 in a digital format uses just seven different vertical and horizontal lines. Discovering which lines appear where in each coded sequence will allow you to narrow down the code's possibilities. Achieving this more efficiently than your opponent will win you the game!

With multiple games and almost endless possible codes, Decypher's challenges will keep you on the edge of your seat... and could define you as a master codebreaker! **Ages 8 to adult. 2 players.**



- WILL APPEAL TO PEOPLE WHO LOVE THE BOARD GAME 'MASTERMIND'
- INCLUDES MULTIPLE WAYS OF PLAYING
- INCLUDES A CLEVER STORAGE FACILITY

INSTRUCTIONS INCLUDED



PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
Decypher	8 to adult	2	HPCDCP	0716053037497	0.570kg	28cm	9cm	4.7cm	6

# THE GENIUS SQUARE

## IS THIS THE CLEVEREST GAME EVER INVENTED?

GENIUS LEVEL



SUITABLE FOR THE WHOLE FAMILY

Speed Of Thought, Sequencing, Spatial Awareness, Strategic Planning, Visual Perception

Complete the square using the nine coloured shapes, once the seven 'blockers' are positioned. There will ALWAYS be at least one solution... and that's why it's called The Genius Square!

Each player receives a grid (two are included) and a set of the nine coloured shapes, plus seven 'blocker' pieces. Roll the dice and place a 'blocker' piece into the squares matching the seven co-ordinates that appear. Now race your opponent to fill every other space on the grid using the nine shapes, or play solo. There are 62,208 possible combinations in which the dice can fall. All have at least one possible solution!

Ages 6 to adult. 1 or 2 players.



INSTRUCTIONS INCLUDED



SCAN THIS CODE TO WATCH THE VIDEO



- 62,208 DIFFERENT CHALLENGES
- EACH GAME SHOULD TAKE ABOUT TWO MINUTES TO PLAY
- A BRILLIANT, WHOLE FAMILY CHALLENGE GAME

PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
The Genius Square	6 to adult	1 or 2	HPCGNS	0732068459932	0.480kg	18.8cm	18.8cm	4cm	6





# THE GENIUS COLLECTION

## NEW! THE GENIUS SQUARE XL INTRODUCING A MEGA-SIZED VERSION!

Speed Of Thought, Sequencing, Spatial Awareness,  
Strategic Planning, Visual Perception

Following seemingly endless requests for a giant version of The Genius Square, here it is! The board is 26cm x 26cm and the image at the bottom of the page illustrates just how much larger the pieces are. Even the dice are much bigger!

Ages 6 to adult. 1 or 2 players.

INSTRUCTIONS INCLUDED



GENIUS LEVEL



SUITABLE FOR THE WHOLE FAMILY

- PERFECT FOR PLAYERS WITH DEXTERITY ISSUES
- SMALLER HANDS WILL ALSO BENEFIT FROM LARGER PIECES
- WHO DOESN'T WANT A GIANT VERSION OF A CLASSIC GAME!!!!



PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
The Genius Square XL	6 to adult	1 or 2	HPCGSX	0716053037268	1.595kg	27cm	27cm	6cm	6



THE GENIUS COLLECTION



# THE GENIUS STAR

PLAY SOLO, OR RACE AN OPPONENT TO FILL THE STAR

Speed Of Thought, Sequencing, Spatial Awareness, Strategic Planning, Visual Perception

Significantly more challenging than The Genius Square, the aim of each of the 165,888 possible puzzles is to complete the star using the eleven coloured shapes, once the seven 'blockers' have been positioned. There will always be at least one solution.

There's also a wonderful twist to each challenge, in the shape of a 'Golden Star'.

Will you play safe and complete a regular win, or will you go for a double win by completing your star with the 'Golden Star' in one piece? Only 57.4% of the puzzles actually have a solution with the star complete, so it's a tough decision to make. You will need brilliant perception, speed of thought and nerves of steel! **Ages 8 to adult. 1 or 2 players.**



- SIGNIFICANTLY MORE CHALLENGING THAN THE GENIUS SQUARE
- INCLUDES 165,888 UNIQUE PUZZLES
- FEATURES A BRILLIANT NEW TWIST WITH THE 'GOLDEN STAR' CHALLENGE



SCAN THIS CODE TO WATCH THE VIDEO

INSTRUCTIONS INCLUDED

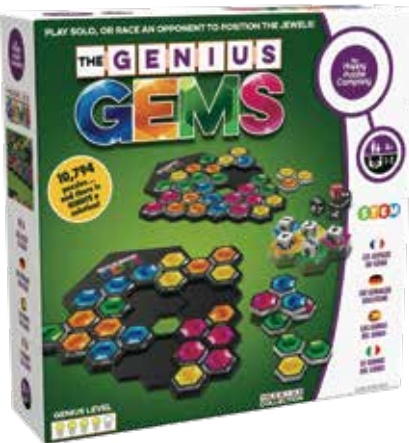


GENIUS LEVEL



MORE CHALLENGING

PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
The Genius Star	8 to adult	1 or 2	HPCGST	0716053036186	0.405kg	18.8cm	18.8cm	4cm	6



THE GENIUS COLLECTION



# THE GENIUS GEMS

A BRAND NEW TWIST ON OUR MOST SUCCESSFUL GAMES EVER!

Speed Of Thought, Sequencing, Spatial Awareness, Strategic Planning, Visual Perception

Each player receives their own Genius Gems grid and a set of the ten, double-sided clusters of gems. Roll five of the dice inside the shaker and they will land in the five coloured wells. Now race your opponent to fill every space on the grid using the ten clusters, so that the patterns shown on the dice appear simultaneously on the grid, in the correct colours.

All 10,794 puzzles have at least one possible solution. As soon as somebody finishes first, re-roll the dice and play again! Will you stick to using the basic dice, or up the ante and include the dastardly and/or devilish dice?

There may be times when it seems impossible, but there will ALWAYS be at least one solution... and that's what makes it a 'Genius' game! **Ages 8 to adult. 1 or 2 players.**



- MORE COMPLEX THAN THE GENIUS SQUARE
- THE 'DEVILISH' AND 'DASTARDLY' DICE CREATE A BROAD RANGE OF DIFFICULTY
- VISUALLY STUNNING WITH THE 'GEM' EFFECT

INSTRUCTIONS INCLUDED



GENIUS LEVEL



MORE CHALLENGING

PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
The Genius Gems	8 to adult	1 or 2	HPCGGM	0716053037138	0.4kg	19.5cm	19.5cm	5cm	6





# NEW! DROPZONE

REVERSE THE LOGIC AND LET GRAVITY DO THE REST!

Sequencing, Logical Deduction, Spatial Awareness

DropZone is an outstanding new reverse logic construction puzzle game that can be played solo or against an opponent.

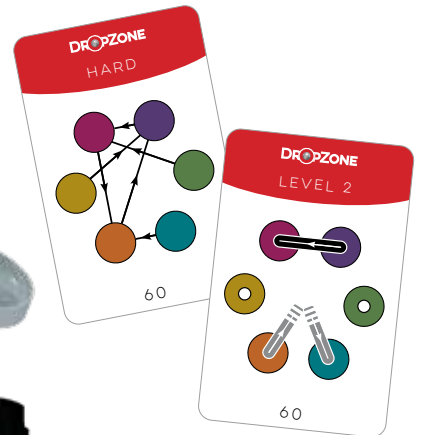
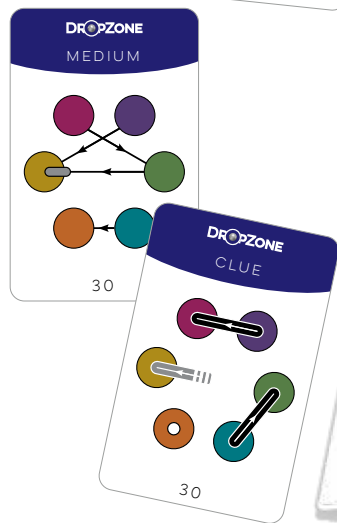
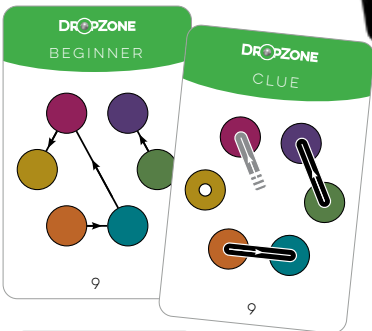
Each DropZone base has six coloured wells; gold, maroon, purple, green, teal and orange. There are 100 multi-level challenges, in which your task is to connect a series of bridges, towers and ramps across up to three levels, so that your marble reaches the correct destination well from each starting point.

Will the luck of a dice roll allow you a clue... or will your destiny need to rely on your own logical deduction? **Ages 8 to adult. 1 or 2 players.**

INSTRUCTIONS INCLUDED



- **CREATED BY OXFORD UNIVERSITY MATHS STAFF**
- **EXCELLENT DIFFICULTY RANGE WITHIN CHALLENGES**
- **WILL APPEAR TO THOSE WHO LOVE A CHALLENGING PUZZLE!**



PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
DropZone	8 to adult	1 or 2	HPCDPZ	0716053037534	0.795kg	27cm	27cm	5cm	6

# NEW! BEAT THE SEQUENCE

**RACE TO POSITION THE PIECES SO THAT ALL OF THE COLOURS ARE EVENLY SPACED!**

**Spatial Awareness, Sequencing, Logical Deduction**

If you love The Genius Square, this brand new game is a must-have! For each of the 400 challenges, players race to position 12 pieces of 'pie' into their frame, so that all of the colours are spaced equally.

Each completed puzzle will display five rings, each featuring one colour which may appear twice, three times, four times or six times. For the challenge to be complete, the colours on all of the rings must be spaced at equal intervals. Sounds easy? Try doing it at speed!

There are 32 pieces of pie and each challenge uses a different combination of 12 pieces. With so many challenges included, you'll have plenty of chances to prove that you too can Beat The Sequence! It's brilliant! **Ages 8 to adult. 1 or 2 players.**



- WILL REALLY APPEAL TO LOVERS OF THE 'GENIUS' GAMES
- INCLUDES A CLEVER PRESENTATION STAND FOR THE CARDS
- FEATURES 400 CHALLENGES



PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
Beat The Sequence	8 to adult	1 or 2	HPCBTS	0716053037329	0.460 kg	19cm	19cm	4cm	6





# BEE GENIUS

## CREATING THE NEXT GENERATION OF LITTLE GENIUSES

Visual Perception, Sequencing, Spatial Awareness, Strategic Planning

The Queen Bee is leading her worker bees in the construction of their new honeycomb and they need help!

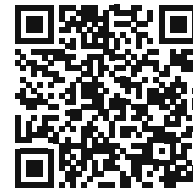
Following on from the huge success of The Genius Square, we're delighted to introduce Bee Genius, designed especially for little geniuses! Roll the six dice to determine the locations of the worker bees. The challenge is then to fit all 11 of the coloured shapes around the bees, with no gaps, to complete the perfect honeycomb!

There are 46,656 unique possible combinations in which the dice can fall and all of them have at least one possible solution. Some combinations will be easier to solve, some much harder. Bee Genius is a non-competitive game, devised to help children to develop their thinking skills. Every puzzle solved will help a child to build their skills and grow their self-confidence, as they start to realise that they too can BEE GENIUS!

Ages 3 to 8. 1 player.



- THE JUNIOR VERSION OF THE GENIUS SQUARE AND THE GENIUS STAR
- DEVELOPS SPATIAL AWARENESS AND STRATEGIC PLANNING SKILLS
- A ONE-PLAYER NON-COMPETITIVE GAME



SCAN THIS CODE TO WATCH THE VIDEO



GENIUS LEVEL



SUITABLE FOR YOUNGER PUZZLERS

PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
Bee Genius	3 to 8	1	HPCBGS	0716053036193	0.611kg	26.8cm	26.8cm	6.2cm	6

# 30 CUBED

## IS THIS THE NEW RUBIK'S CUBE?

Sequencing, Visual Perception, Spatial Awareness, Lateral Thinking, Problem Solving

30 Cubed has been based on mathematical principles that have challenged generations of mathematicians.

The set contains 30 different cubes, plus a 6 x 5 grid and a puzzle/solution booklet. Each cube features the same six base colours. The order of these colours varies from cube to cube. Every side on every cube features part of a 'line'. The lines appear in ten different colours. The puzzles all require the lines and/or base colours to be connected in different ways, following increasingly complex rules.

The 45 multi-level challenges, including 18 junior puzzles, represent just the start of what can be achieved. There is a whole world of puzzles waiting to be created by you. Challenge your family and friends and pass on this amazing set to future generations.

Ages 5 to adult. 1 or more players.

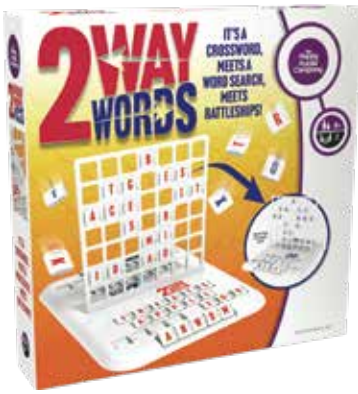


- CREATED WITH THE LEGENDARY PUZZLE INVENTOR IVAN MOSCOVICH
- HARDER LEVELS ARE INCREDIBLY CHALLENGING
- INCLUDES BASIC PUZZLES FOR YOUNGER PUZZLERS

SCAN THIS CODE TO WATCH THE VIDEO



PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
30 Cubed	5 to adult	1 or more	HPCTYC	0634158645495	0.960kg	22cm	19cm	6cm	6



# NEW! 2-WAY WORDS

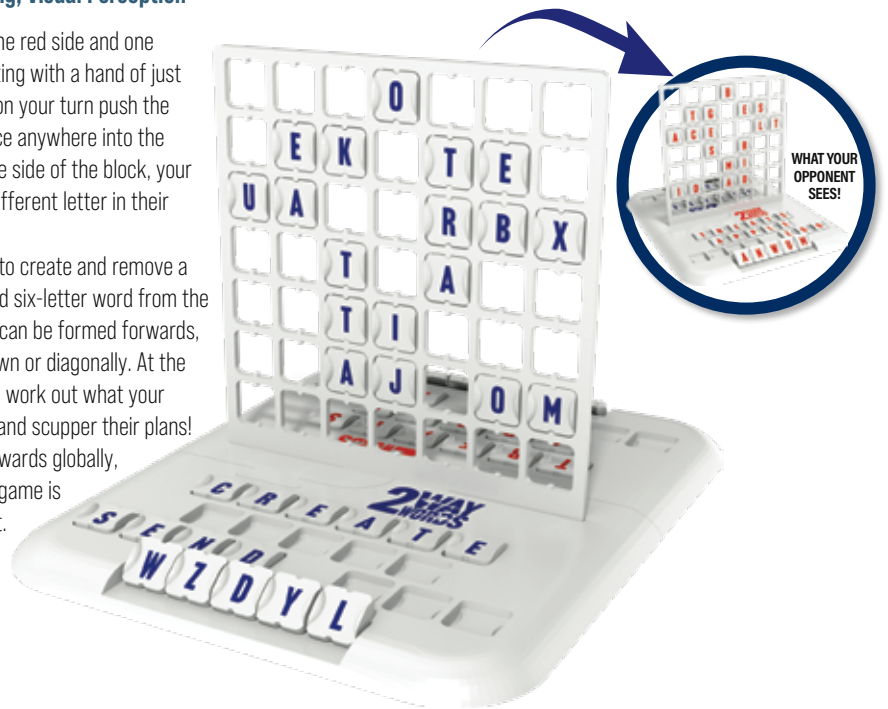
IT'S A CROSSWORD, MEETS A WORD SEARCH, MEETS BATTLESHIPS!

Strategic Planning, Visual Perception

One player takes the red side and one the blue side. Starting with a hand of just five letter blocks, on your turn push the letter of your choice anywhere into the grid. On the reverse side of the block, your opponent sees a different letter in their colour.

Be the first player to create and remove a three, four, five and six-letter word from the grid to win. Words can be formed forwards, backwards, up, down or diagonally. At the same time, try and work out what your opponent is doing and scupper their plans! Surely set to win awards globally, this head-to-head game is simply magnificent.

Ages 8 to adult.  
2 players.



- WILL APPEAL TO LOVERS OF WORD GAMES IN GENERAL
- CLEVER GAME PLAY AND EASY TO USE
- COMES APART FOR EASY STORAGE AND A STORAGE BAG IS SUPPLIED



PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
2-Way Words	8 to adult	2	HPCTWW	0716053037305	0.734 kg	27cm	27cm	5cm	6

# NEW! 2-WAY CARDS

IT'S RUMMY, MEETS POKER, MEETS BATTLESHIPS!

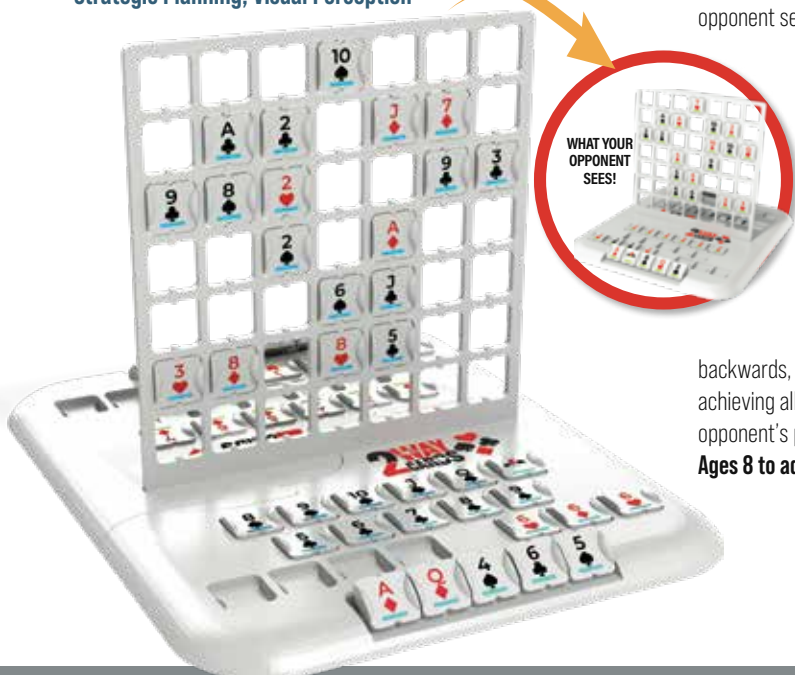
Strategic Planning, Visual Perception

One player takes the blue side and one the green side. Starting with five card tiles, on your turn, place two cards from your hand anywhere into the grid, replenish your hand and trade your least useful tiles. On the reverse side of the tile, your opponent sees a different card in their colour.

Be the first player to create and remove from the grid a sequence of three, four, five and six cards to win. Score points according to the type of sequence. Sequences can consist of cards of the same or a different suit in an ascending or descending sequence, or cards of the same number, suit or picture, which can be formed forwards,

backwards, up, down or diagonally. Whilst achieving all of these, remember to sabotage your opponent's plan!

Ages 8 to adult. 2 players.



- LOVERS OF RUMMIKUB WILL BE SMITTEN!
- CLEVER RULES WITH LOTS OF POSSIBILITIES
- COMES APART FOR EASY STORAGE AND A STORAGE BAG IS SUPPLIED



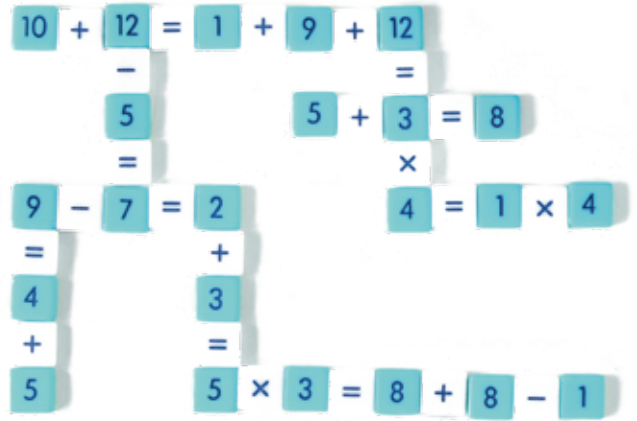
PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
2-Way Cards	8 to adult	2	HPCTWC	0716053037282	0.734 kg	27cm	27cm	5cm	6



# MÖBI

THINK OF 'SCRABBLE' OR 'BANANAGRAMS', BUT WITH NUMBERS!

Numeracy, Sequencing, Speed Of Thought



An ingenious game and the only surprise is that nobody thought of this before! Blue tiles are numbers and white tiles are operations. Players use their tiles to create 'crosswords' of maths equations, which can be simple or complex, meaning the whole family can play. Be the first to use up all your tiles once the pool of 162 has been finished. Tiles store inside a zip-up whale!

Ages 8 to adult. 1 to 6 players.



- CONTAINS HIGH-QUALITY DURABLE TILES
- STORES IN A DISTINCT ZIP-UP BAG
- SIMPLE INSTRUCTIONS ALLOW WHOLE FAMILY PLAY



PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
Möbi	8 to adult	1 to 6	MBMOBI	0627843239710	0.438kg	13cm	11cm	N/A	6

# ILLUSION CUBES

CREATE YOUR OWN OPTICAL ILLUSIONS!

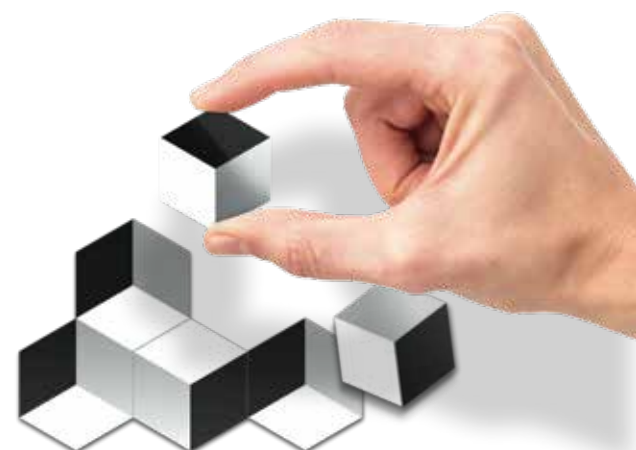
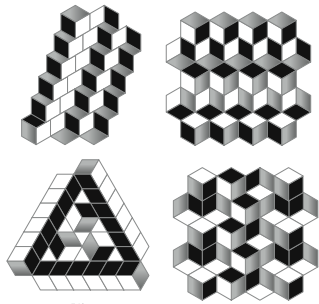
Visual Perception, Spatial Awareness, Strategic Planning

The 24 double-sided Illusion Cube tiles inside this box will allow you to explore, create and amaze yourself as you build your very own optical illusions. The tiles look like 3D cubes, but they are not. Instead, they have been built with 2D layers that overlap. It's brilliantly clever!

120 challenges have been included to get you started, before you begin making your own remarkable illusion creations. An amazing idea! Ages 6 to adult. 1 player.



- BUILD OPTICAL ILLUSIONS THAT DEFY LOGIC
- FOLLOW THE 120 CHALLENGES, OR CREATE YOUR OWN DESIGNS
- STURDY, CLEVERLY STRUCTURED PIECES



PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
Illusion Cubes	6 to adult	1	HPCILC	0716053036407	0.322kg	22.5cm	16.5cm	5cm	6



# MULTI-LEVEL SNAKES AND LADDERS

**THE CLASSIC GAME WITH A CLEVER TWIST!**

Visual Perception, Sequencing

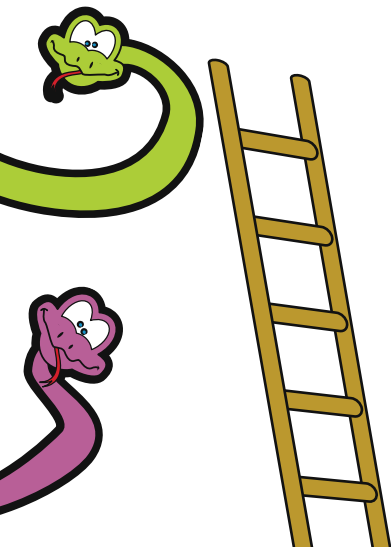
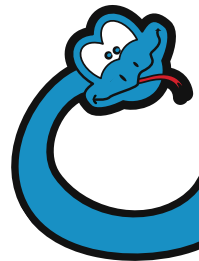
This fantastic version of Snakes & Ladders features five levels which need to be ascended to win the game. Climb your way up the ladders to the next level, but land on a snake and you'll fall through a bottomless bucket and drop back down! The set comes as an easy-to-build flat pack with full colour illustrated instructions. It's approximately 40cm long, 37cm wide and an impressive 21cm tall. The game can also be taken apart and re-stored. It's absolutely awesome!

Ages 4 to adult. 2 to 6 players.

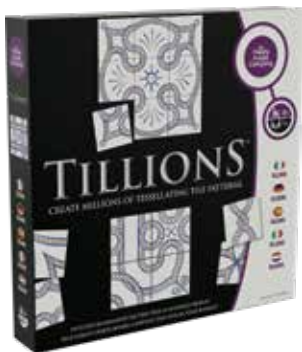
**NOW YOU CAN ACTUALLY CLIMB THE LADDERS AND DROP DOWN THROUGH THE SNAKES!**

- A HUGE 21CM TALL
- HIDDEN PATHS AND CLEVER GAMEPLAY
- STURDY REBUILDABLE STRUCTURE

Instructions included



PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
Multi-Level Snakes And Ladders	4 to adult	2 to 6	HPCSNL	0700461550020	1.566kg	38cm	38cm	5cm	6



# TILLIONS

**CREATE MILLIONS OF TESSELLATING TILE PATTERNS**

Creativity, Visual Perception, Spatial Awareness

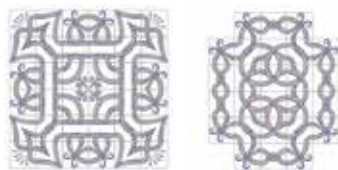
Every one of the 144 patterned magnetic tiles in this box of Tillions fits with every other to make millions of unpredictable new designs. Until you try them, it's hard to believe how patterns form and shift with every change.

Tillions are for everyone; they are perfect for designers, mathematicians, artists, planners, thinkers and dreamers.

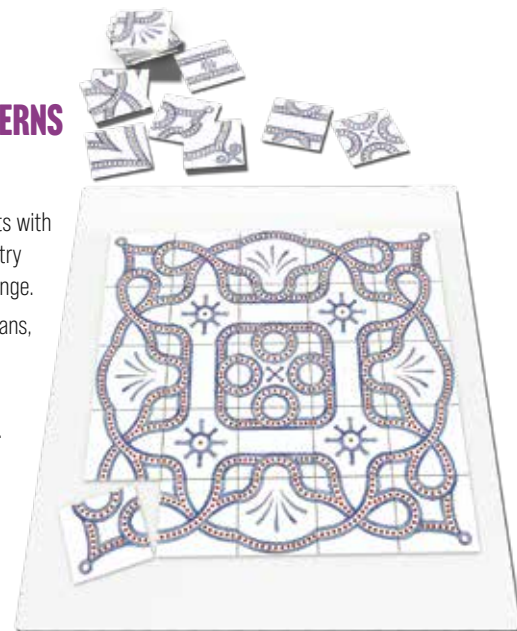
With so many possible variations, you will soon be making intricate and pleasing patterns that can constantly change and be reimagined. Tillions will also work with any magnet-receptive surface, such as a refrigerator.

Ages 6 to adult. 1 or more players.

- INCLUDES 18 DIFFERENT TYPES OF TILLIONS (144 IN TOTAL)
- THE DESIGN BOOKLET GUIDES PLAYERS THROUGH DEVELOPING INCREASINGLY COMPLEX PATTERNS
- A LARGE DESIGN BOARD IS INCLUDED



INSTRUCTIONS INCLUDED



PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
Tillions	6 to adult	1 or more	HPCTLN	0716053037220	0.918kg	27cm	27cm	6.2cm	6





# THE AMAZING CLOCK KIT

OVER 140,000 UNITS SOLD IN THE UK!

CREATE YOUR OWN REAL WORKING ANALOGUE CLOCK AND UNDERSTAND HOW IT WORKS

Fine Motor Skills, Hand/Eye Co-ordination, Sequencing, Visual Perception

Both sides of the wind-up clock are transparent, meaning that the workings of the clock are completely visible. This brilliant discovery kit is designed to give children aged from 5 to 15 an understanding of how a clock actually works. Children will be able to see why the different cogs and springs rotate and how they cause the pendulum to swing, turn the hands of the clock and make the bell chime too! **Ages 5 to adult. 1 or more players.**

Instructions included



- AROUND 40 MINUTES CONSTRUCTION TIME
- CLEAR, ILLUSTRATED, STEP-BY-STEP INSTRUCTIONS
- HOLDS ITS TIME ACCURATELY



SCAN THIS CODE TO WATCH THE VIDEO



PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
The Amazing Clock Kit	5 to adult	1 or more	PWMFC2	5024432069010	0.450kg	22.5cm	20.65cm	4cm	6

# THE BRAIN TRAIN

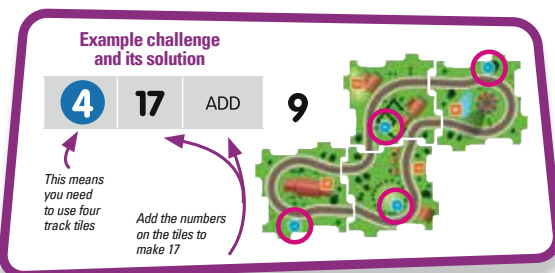
ALL ABOARD THE WORLD'S FIRST MATHEMATICAL RAILWAY!

Logical Deduction, Numeracy, Sequencing, Spatial Awareness, Visual Perception

Each of the twelve track tiles features a number. Use the clues and select the tiles that will allow you to create your target number. Then connect the tracks to solve the puzzle!

There are 40 puzzles to challenge you, with four levels of difficulty and once you've finished building each puzzle, your wind-up train will run along the tracks. **Ages 4 to adult. 1 or more players.**

Instructions included



- 40 MULTI-LEVEL PUZZLES
- NO BATTERIES REQUIRED
- SELF-CHECKING FORMAT TO BUILD CHILDREN'S CONFIDENCE

PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
The Brain Train	4 to adult	1 or more	HPCBTR	0634158645457	0.415kg	22.5cm	17cm	5cm	6

# JIGGRAPHY JIGSAW PUZZLES

**OVER 100,000 UNITS SOLD IN THE UK!**

## JIGGRAPHY UK & IRELAND

**Strategic Planning, Visual Perception**

This outstanding, high quality, 100 piece jigsaw builds into a stunning map, illustrating the United Kingdom and Ireland by counties. The bizarrely shaped pieces turn the puzzle into an ingenious challenge that is both great fun and highly educational too. Follow the picture to build the puzzle or use your own geographical knowledge to create this stunning full-colour map. **Ages 4 to adult. 1 or more players.**



Instructions included 

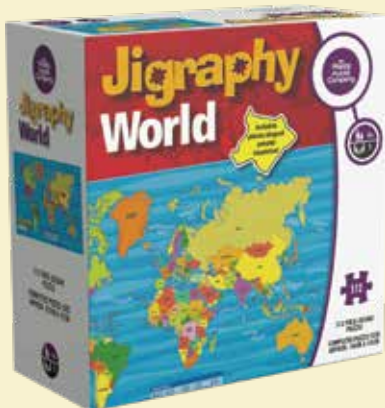


PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
Jiggraph UK & Ireland	4 to adult	1 or more	HPCJUK	6103706687194	0.413kg	18cm	18cm	6cm	6

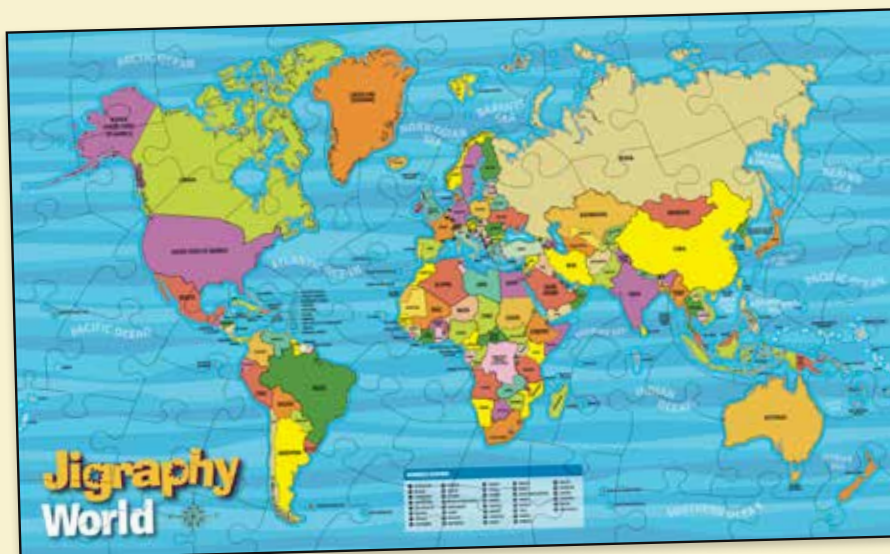
## JIGGRAPHY WORLD

**Strategic Planning, Visual Perception**

This brilliant 112-piece jigsaw challenge creates a stunning, full colour map of the world. Many of the pieces have been shaped around country borders. Follow the image included inside, or use your own knowledge to work out where each piece should be positioned! Please note that this map displays the name of all full member states of the United Nations. Selected other locations are also shown. **Ages 4 to adult. 1 or more players.**



Instructions included 



PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
Jiggraph World	4 to adult	1 or more	HPCJWD	6103706687187	0.540kg	18cm	18cm	8cm	6





# WAXIDOODLES

**THE INCREDIBLE NO-MESS MODELLING STICKS!**

**OVER 110,000 UNITS SOLD IN THE UK!**

**Concentration, Creativity, Fine Motor Skills, Visual Perception**

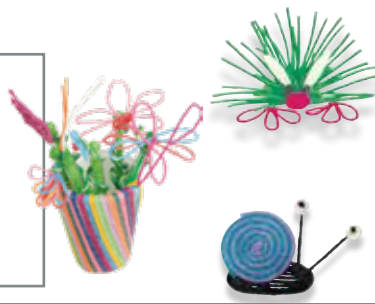
WaxiDoodles are educational, twistable, stickable, pliable, buildable, creatable, reusable, hands-on modelling sticks that are great fun and mess-free! WaxiDoodles are coated with a unique wax formula. They stick to each other and almost any surface with just fingertip pressure, making them easy to use for little fingers. The clever part is they leave no mess or permanent marks and the colours don't blend, so they can be used again and again. They're great for building models. It's a hugely creative activity, perfect for ages 3 to 12. Each set contains 150 re-usable WaxiDoodles in 15 different colours, a durable model board and an activity booklet full of ideas. **Ages 3 to adult. 1 or more players.**



- **150 MODELLING STICKS INCLUDED**
- **COMPLETELY REUSABLE**
- **15 DIFFERENT COLOURS PLUS AN IDEAS BOOKLET ARE INCLUDED**



**SCAN THIS CODE TO WATCH THE VIDEO**



PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
WaxiDoodles	3 to adult	1 or more	HPCWXD	5024432069072	0.543kg	31cm	23cm	4cm	6

# THE AMAZING FLOWER KIT

**CREATE YOUR OWN FLOWER BOUQUETS & ARRANGEMENTS... THERE'S NO MESS EITHER!**

**Concentration, Creativity, Fine Motor Skills, Visual Perception**

This fabulous craft kit is a superb idea that will keep children thoroughly entertained for hours! The set contains everything they will need to create a stunning bouquet of 48 multi-coloured foam flowers (including eight different kinds of flowers!). There's no need for glue or even scissors! It all just pops apart and goes creatively together!

**Ages 5 to adult. 1 or more players.**



- **INCLUDES DESIGNS FOR EIGHT COMMON FLOWERS**
- **COMPLETELY REUSABLE**
- **INCLUDES A DETAILED INFORMATION BOOKLET**



**SCAN THIS CODE TO WATCH THE VIDEO**



PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
The Amazing Flower Kit	5 to adult	1 or more	HAPFLS	5024432069157	0.244kg	31cm	23cm	4cm	6

# TRUE GENIUS PUZZLES



Lateral Thinking, Visual Perception, Problem Solving

This outstanding new set of puzzles has been created and put together by the legendary American puzzle inventor, Joshua Sellers. Beautifully made from wood, all six are available individually.



## GRECIAN COMPUTER

In the summer of 1901, a mysterious contraption was discovered in a shipwreck off the Greek island of Antikythera. The object has often been considered to have been the world's first known analogue computer. This baffling mechanism was allegedly used to predict astronomical positions and eclipses. Inspired by the genius of the ancient Greek astronomers, this puzzle challenges you to turn the dials until all 12 columns add up to 42.

**Ages 10 to adult. 1 player.**



PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
Grecian Computer	10 to adult	1	HPCGCP	0716053036506	0.248kg	17.5cm	16.5cm	6cm	6



## THE SWORD IN THE STONE

In feudal Rome a cruel knight, upon being told that he needed to change his ways, claimed it would be harder splitting a stone with a sword. To prove his point, he plunged his sword into the stone, where it remained for more than 900 years. Your goal is to do what the knight could not; pull the sword from the stone and then replace it again down to the hilt.

**Ages 10 to adult. 1 player.**



PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
The Sword In The Stone	10 to adult	1	HPCSIS	0716053036551	0.300kg	21.7cm	8.5cm	7cm	6



## MINOTAUR'S LABYRINTH

The ancient Greek myth of the Minotaur at the centre of a labyrinth has been told throughout the ages. This monstrous creature, with the head and tail of a bull and body of a man, guarded its maze and would wreak havoc on any poor soul that stumbled in. It wasn't until the arrival of Theseus, who cleverly used a ball of thread to find his way through the labyrinth, that the Minotaur was eventually defeated. Can you match the true genius of Theseus and guide the Minotaur all the way out of the labyrinth, then flip over the slider and navigate it back to the centre?

**Ages 10 to adult. 1 player.**



PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
Minotaur's Labyrinth	10 to adult	1	HPCMLB	0716053036513	0.178kg	18.9cm	15cm	6cm	6





# CAESAR'S CODEX

The historical ancestor of the modern book, the codex is formed by stacking a series of pages and binding them together along one edge. It is believed that Julius Caesar may have been the first Roman to reduce scrolls to bound pages in the form of a notebook.

Can you open the mysterious Codex by interpreting the symbols appearing around the puzzle - it's rather like an 'escape room' in the form of a book.

**Ages 10 to adult. 1 player.**



PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
Caesar's Codex	10 to adult	1	HPCCCX	0716053036544	0.136kg	16.7cm	15.2cm	5.2cm	6

# GREEK PARTHENON

Dedicated to the goddess Athena, the Parthenon is one of the most iconic structures of ancient Greece. The Greeks began construction on this temple as far back as 447 BC and it still stands today as a marvel of their true genius. Can you keep this ancient structure from tumbling to the ground by disassembling all of the pieces and placing them all back in their original position?

**Ages 10 to adult. 1 player.**



PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE	PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
Greek Parthenon	10 to adult	1	HPCPTN	0716053036520	0.190kg	17.8cm	16.4cm	4.6cm	6



# AZTEC CALENDAR

The Aztec calendar is believed to have been a way of tracking time according to the sun, with two wheels spinning to mark days and years.

Turn the dials on this two-part puzzle until the sum of the numbers where the dials meet are all equal. Once you've solved one side, turn it over and solve the second puzzle on the other side.

**Ages 10 to adult. 1 player.**



Puzzle 1



Puzzle 2

PRODUCT NAME	AGES	PLAYERS	PRODUCT CODE	BARCODE
Aztec Calendar	10 to adult	1	HPCAzc	0716053036537
PRODUCT WEIGHT	BOX HEIGHT	BOX WIDTH	BOX DEPTH	M.O.Q.
0.200 KG	17.5cm	16.5cm	6cm	6



# A UNIQUE RANGE OF THINKING GAMES FOR FUN FAMILY PLAY



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