

Week 1



Connect 4: Connect 4 is a two-player connection game whereby players must connect 4 of their coloured checkers in a row while preventing their opponent from doing the same.

Guess Who: Guess Who? Is a two-player character guessing game. Players ask yes/no question in order to determine the opponent cards first.

Week 2



Mouse Trap: Mouse trap is a multi-player game where each player takes turns to take one mouse at a time out of the trap avoiding the trap to fall down.

Trouble: Trouble is a board game in which players compete to be the first to send three pieces all the way around the game board. Pieces are moved according to the roll on the die.

Week 3



Battleship: Battleship is a war-themed guessing board game for two players whereby opponents try to guess the location of the other's various ships. Players take turns callout out row and column coordinates on the other player's grid in an attempt to identify a square that contains a ship.

Hungry Hungry Hippos: Hungry Hungry Hippos is a tabletop game made for 2 players. The objective of the game is for each player to collect as many marbles as possible with their 'hippo.'

Week 4



Bop It!: Bop It is a memory games in which player needs to remember a sequence of movement. Each time a player takes the bop it they need to repeat the previous player sequence and add on accordingly to the dice.

Piktureka!:Piktureka is a multi-player games in which players have to be the quickest to find symbol on the board game thanks for the red lens. The player with the most symbol found at the end of the game wins.

Week 5

All toys available.