



milaniwood[®]

PLAYING BY NATURE



the company

about us

milaniwood® is a brand of exclusively designed ecological wooden games manufactured in Italy by **T.a.m.i.l.**, a company that has been making high-quality wooden components for multiple industries for nearly one hundred years.

1924 Vincenzo Milani acquires the turnery near Lecco where he was working and begins making spools and wooden accessories for the textile industry.



tradition

1960s The **second generation** of the family turns Milani Vincenzo into T.a.m.i.l. snc – Torneria Articoli Minuteria in Legno, purchases new equipment to “mechanise” manual production and starts to produce a wider range of pieces.

1980s The **third generation** accelerates the changes already underway. Investment focuses on automation and staff training, while the plant moves to a larger site. T.a.m.i.l.’s client base grows in Italy and beyond, reaching new markets with a demand for high quality wooden products: fashion accessories, jewellery, model making pieces, toys, home and office items, furniture, perfume dispensers and much more.

2000s Drawing on the extensive experience gained, the company further diversifies its production by producing wooden games under its **own brand, milaniwood®**, in addition to its third-party manufacturing. The goal is to merge passion and experience to provide 100% Italian wooden games, both in design and production, for an international market. To gain the necessary know-how and find new distribution channels, the company begins working with the Milan Polytechnic, trade associations and groups in the toy industry.



pieces and games

2008 The **fourth generation** joins the company. The first milaniwood® games enter production. These are environmentally-friendly products manufactured entirely in Italy using FSC™ certified wood from European forests, with cardboard packaging. The goal is to get young and old playing together.

2020 The company grows and moves to an even **bigger manufacturing plant** with cutting-edge equipment. The company uses clean energy from a thermal power plant fuelled by sawdust from the manufacturing processes and a photovoltaic system.

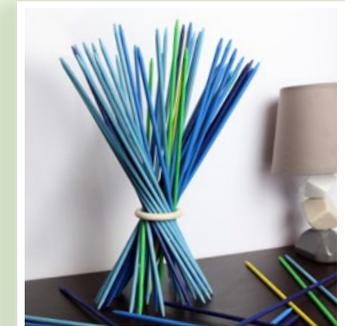
today T.a.m.i.l. has about fifty employees, many of whom have spent much of their careers at the company in a spirit of passion for wood and mutual respect. The company adopts this same fair, reliable approach when dealing with clients, many of whom have been buying from the company for half a century. Each year, at the company’s Lecco plant, **millions of parts are made** for third parties along with games under the company’s brand. The milaniwood production cycle is entirely in-house: design, planning, prototype creation, play testing, manufacturing, assembly and sales.



made in Italy



sustainability



design

Milaniwood **games are ecological** as they are made with **FSC™ wood** using machinery fuelled by clean energy, **safe**, with attention to detail, and **recyclable packaging** made of cotton and cardboard.

Our designers create new games and update traditional ones. Some of the games double as **furnishing accessories**, such as the dominoes made with tiles that becomes the leaves for 4 tulips or shanghai maxi, which takes the form of a bouquet of flowers. The goal is to produce games for children and adults alike that fill houses and provide multiple occasions for families to enjoy board games together.

The games are designed to be **handled** and provide a **sensory experience**, which are aspects that easily become dulled with only plastic or digital products. The mechanics of the games stimulate **creativity, logical abilities and socialisation**.

Parents, schools and play centres that choose milaniwood share the company’s values and engage with their children on their level. The games are sold online and in specialist stores, book-stores, concept stores and museum shops in Italy and abroad.

PLAYING BY NATURE



FSC™ wood



non-toxic colours



design



dexterity



clean energy



quality control



passion



game and decor



family games



sustainable packaging



technologies & automation



logic



100% made in Italy



craftsmanship



sensory



creativity



information+
video

AGE: 3+
PLAYERS: 2

PIECES: 8 wooden bottles in 3 colours, 2 wooden fishing rods, to assemble, with 2 rings, 2 fish and 2 fishing lines (thread), instructions

SKILLS: hand-eye coordination, balance



Fish & Clean

Help the little fish hook the bottles to clean up the sea.

A fun wooden fishing game, without magnets, that improves coordination and environmental awareness.

The little fish are fed up with the plastic in the sea, so they try to do something about it. The line used on the fishing rods can move, so you start fishing with a short line and then lengthen it as you go. The winner is the player who gets the most bottles.

design
Bice Dantona and
Bernardo Corbellini

MCMW-001



Spinning top challenges

Can you do all the mini barrel challenges as your spinning top spins? Fun tests of balance, aim and skill to the rhythm of a spinning top. Three levels cater for different ages and abilities.

- 1) Spin the top as shown on the SPINNING TOP CARDS: with your eyes closed, on one leg, with your weak hand...
- 2) Spin the spinning top. Before it stops, attempt the challenges on the MINI BARREL CARDS*: stack the barrels, dunk them, slalom, strike...
- 3) A mix of the other two levels, using both sets of cards.



information
+ video

AGE: 4+
PLAYERS: 1-4

PIECES: 2 spinning tops and 24 mini barrels in 2 colours, all wood
33 cards, instructions

SKILLS: hand-eye coordination, concentration, tripod grasp

design
Susan Pronesti
e Benedetta Moro

MCMW-002





information+
video

AGE: 3+
PLAYERS: 1+

PIECES: 1 wooden
cone, 1 wooden cone
stand, 7 wooden
spheres in 3 colours,
instructions

SKILLS: handling,
balancing, hand-eye
coordination

design
Bice Dantona and
Bernardo Corbellini

MSP50-001



ice cream maker



balance game



party game



Splash!

An ice-cream balancing act. A game of balance and ice-cream to play alone or with friends.

The winner is the player who stacks the most flavours without them falling. 3 ways of playing with increasing difficulty 1) ICE-CREAM MAKER: stack them with the cones in the holder 2) BALANCING MODE: stack them while holding the cone 3) PARTY GAME: stack them while holding the cone and then return the cone to the holder.



Jump! Athletics

ATHLETICS has been turned into a wooden board game, using the principles of tiddlywinks.

Using the edge of the larger disc, lightly push down on the edge of the smaller disc so it "jumps" forward. Lay out the felt athletics track. You can do the 100-M DASH, A MIDDLE DISTANCE RACE or the HURDLES by adding the 8 wooden pieces. You can assemble the HIGH JUMP or set up for the discus throw. The winner is the player who wins 3 out of 5 events.

100 meters



hurdles



high jump



discus throw



middle-distance



information+
video

AGE: 4+
PLAYERS: 2

PIECES: 2 discs, 6
small discs, 8 hurdles,
1 high-jump kit (all
wood), 40x21 cm felt
track, instructions

SKILLS: tripod
grasp, aim, hand-eye
coordination

design
Sergio Milani

MJMP0-004





information
+ video

AGE: 4+
PLAYERS: 2-4

PIECES: 4 discs and 20 arrows (all wood), 1 felt archery range of 33x21cm with target, instructions

SKILLS: tripod grasp, aim, hand-eye coordination

design Sergio Milani
graphic design
Bice Dantona and
Bernardo corbellini
MJMP0-003



Jump! Archery

ARCHERY has been turned into a wooden board game, using the principles of tiddlywinks.

Using the edge of the larger disc, lightly push down on the edge of the smaller disc so it "jumps" forward. A 2, 3 or 4-player game. The player whose go it is places 4 arrow discs of the same colour on the shooting line. That player then shoots those 4 discs, one after the other, trying to get them to land in the scored circles. The score is the total from all the shots. The winner is the player with the highest score after everyone has shot from the same line.



information
+ video

AGE: 4+
PLAYERS: 2

PIECES: 2 discs, 4 balls and 2 baskets to assemble (all wood), 1 felt basketball court of 33x21cm, 2 backboards, instructions

SKILLS: tripod grasp, aim, hand-eye coordination

design Sergio Milani
graphic design
Bice Dantona and
Bernardo corbellini
MJMP0-002



Jump! Basketball

BASKETBALL has been turned into a wooden board game, using the principles of tiddlywinks.

Using the edge of the larger disc, lightly push down on the edge of the smaller disc so it "jumps" forward. Starting from the endline on the court, the player whose go it is shoots the ball disc forward as far as desired. Shooting a basket from outside the 3m line scores three points, from inside, two. When the disc goes off the court, the other player's turn starts. The winner is the player who shoots the most baskets during the game!



information
+ video

AGE: 4+

PLAYERS: 2-4

PIECES: 1 net, 4 discs
and 4 balls (all wood),
1 felt tennis court of
33x21cm, instructions



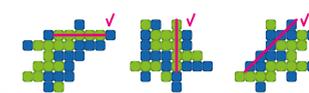
Jump! Tennis

TENNIS has been turned into a wooden board game, using the principles of tiddlywinks. Using the edge of the larger disc, lightly push down on the edge of the smaller disc so it “jumps” forward. The player whose shot it is has to shoot the ball disc over the net and your opponent has to try to return it. The game continues like this until one of the players hits a winning shot, which is when the disc lands in your opponent’s half but then bounces away, making it impossible to return. The player who hits the most winners is the winner. The game has singles and doubles versions!

design Sergio Milani
graphic design
Bice Dantona and
Bernardo corbellini
MJMP0-001



8 057432 851221



Connecting cubes

This is an updated version of Connect 4 played only with wooden cubes, with two options.

Pocket size. **OPTION A)** Play upwards in 3 directions. Place 4 cubes in your colour horizontally, vertically or diagonally to win! **OPTION B)** Play across a flat surfaces in 4 directions. Place 5 cubes in your colour horizontally, vertically or diagonally to win!



information
+ video

AGE: 5+

PLAYERS: 2

PIECES: 42 wooden
cubes (21 green and
21 blue), instructions

SKILLS: logic,
concentration,
cognitive planning

design
Sergio Milani

MCCN0-001



8 057432 851252



Give me five

An innovative and colourful take on dominoes. The pieces are shuffled by hand, before the two players each take 14 pieces. The first player plays a piece. The second player then has to join a piece to this, but only if it is possible to join two hands of the same colour (e.g. yellow hand to yellow hand). Taking turns, players match as many pieces as possible. A player who places a piece that completes a square, wins that square and places a marker in it. If the hands of that square are all the same colour, 2 points are scored. If they are different, 1 point. The winner is the player who scores the most points by completing squares.

Snakes

A fun dice game to make little snakes! The heads, tails and body sections of these lovely little snakes have ended up on two sets of dice. Taking turns, players throw their dice and then try to join them to make a snake. A snake can have many forms, but it is only complete once it has a head and tail. The person who completes a snake by adding the head or tail scores a point. The winner is the player with the most points.



information + video

AGE: 5+

PLAYERS: 2-4

PIECES: 28 two-colour crosses, 18 markers (9 parallelepipeds and 9 cylinders) all in wood, instructions

SKILLS: handling, concentration, fine motor skills, cognitive planning

design Alberto Crippa and Alberto Mosconi

MQLM0-001



information + video

AGE: 4+

PLAYERS: 2

PIECES: 12 green dice, 4 orange dice, instructions

SKILLS: fine motor skills, impulse control, taking turns

design Bice Dantona and Bernardo Corbellini

MTSC0-001





information
+ video

AGE: 3+
PLAYERS: 1+

PIECES: 13 wooden discs, 1 wooden carrot top, 1 wooden toy knife, instructions

SKILLS: concentration, dexterity, hand-eye coordination

design
Bice Dantona and
Bernardo Corbellini
MAFC0-001



Chop the carrot

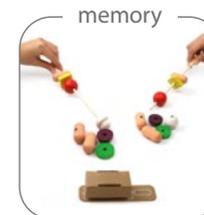
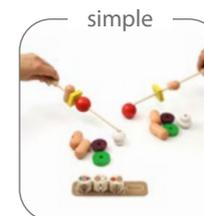
A test of dexterity to see who can chop the tallest wooden carrot. By using the knife to knock out one of the 8 pieces, players try to chop the carrot up, one piece at a time, until only the top and bottom remain on the playing surface. The winner is the player who chops the tallest carrot! In case of a tie, everyone wins and the game starts again!



BBQ party

The fastest skewer around!

Trying to be faster than the others, players place ingredients on the skewer in the order dictated by the dice. The winner is the player with the most points after 5 rounds! There are 3 levels of difficult. 1) SIMPLE: place the ingredients on the skewer with ONE'S HANDS. 2) CLASSIC, place the ingredients on the skewer WITHOUT USING ONE'S HANDS. 3) MEMORY, one player rolls the dice and the other has 10 seconds to MEMORIZE THE SEQUENCE and then reproduce it correctly on the skewer without using hands.



information
+ video

AGE: 3+
PLAYERS: 2

PIECES: 16 ingredients, 2 skewers and 3 dice with ingredients, all in wood, instructions

SKILLS: dexterity, memory, hand-eye coordination

design
Bice Dantona and
Bernardo Corbellini
MBBQ0-001





information
+ video

AGE: 5+
PLAYERS: 2

PIECES: Shuffleboard
(61 x 31 cm):
7 interlocking pieces
2 Bows
Discs: 12 in 3 colours
Cotton pouch bag,
instructions

SKILLS: dexterity,
fine motor skills,
concentration, aim

design
Marco Milani and
Sergio Milani
MDAD0-001



Duel of discs

The winner is the player who shoots all their discs into their opponent's side!

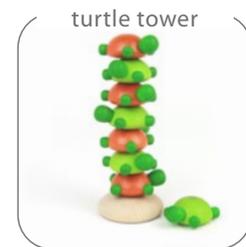
A thrilling test of dexterity and speed for young and old alike. Both players get ready to shoot and then try to fire their coloured disc through one of the spaces of the same colour. The first player to clear his or her side is the winner. Inspired by Passe-trappe, the board is 61x31cm, while its lightness and the bag made it easy to take and set up anywhere.



Turtle challenge

Unbelievably agile turtles take on amazing challenges!

The wooden turtle challenge is a 2 in 1 game! Have fun playing bowls with the wooden turtles or balancing them on top of each other without making them fall. Who will get a turtle closest to the Giant Rock? Whose tower will be the tallest?



information
+ video

AGE: 3+
PLAYERS: 1-2

PIECES: 8 wooden
turtles in two colours,
1 wooden rock,
instructions

SKILLS: handling,
hand-eye coordination,
balancing, aim

design
Bice Dantona and
Bernardo Corbellini
MTRT0-001





information
+ video

AGE: 5+
PLAYERS: 2

PIECES: 21 wooden
blocks, 1 die, 2
coloured little figures,
instructions

SKILLS: balance,
hand-eye coordination,
concentration

design
Bice Dantona and
Bernardo Corbellini
MCZPX-001



Crazy palace

An innovative variant of Jenga in which the winner is the player who places the little figure on the highest point of the building. Taking turns, players roll the die and then place one of their bricks on one already played, following the indications on the die: LARGE = flat, MEDIUM = on its side, SMALL = vertically. Then, that player places his or her figure on the top of this block and the next player goes. Turn after turn, the building grows in unexpected ways. The loser is the player who causes even a single piece to fall. The winner is the player whose little figure is highest!



information
+ video

AGE: 5+
PLAYERS: 1+

PIECES: 1 wooden
athlete, 1 wooden bar
and 6 discs of varying
sizes, 3 wooden dice,
instructions

SKILLS: balance,
motor coordination,
concentration

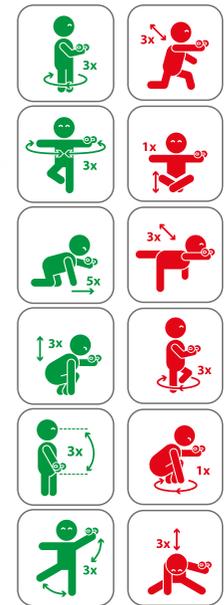
design
Bice Dantona and
Bernardo Corbellini
MWDBO-001



Woody builder

This fun game of hand-eye coordination can be played alone or with friends.

Players take turns to roll the weights die (black), and put on the weights indicated before placing the bar on the wooden athlete. Then, the personal trainer die is rolled (green for beginners, red for more advanced players). Lifting up the weights together, players try to complete the challenge indicated. The winner is the player who correctly completes the most tasks without the weights falling.





information
+ video

AGE: 4+
PLAYERS: 2

PIECES: 3 wooden
dice, 1 wooden
scoreboard with two
coloured markers,
instructions

SKILLS: impulse
control, fine motor
skills, taking turns

design
Mao Fusina

MARCO-001



to score:



3 of the same
colour



2 same colours
+ 1 joker



3 jokers



1 colour
+ 2 jokers

Rainbow

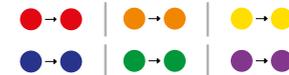
A wooden board game using colours and luck.

Age makes no difference! Players roll 3 dice in a turn. If they get a winning combination, they move their counter forward on the scoreboard. Roll 5 winning combinations to reach the rainbow first and win!

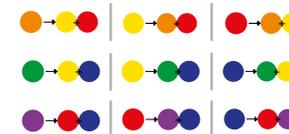


to win markers:

A) matching colours



B) colour combinations



C) complementary colours



The colour tower

A fun game that teaches the theory of colours.

It has three levels of difficulty. Players draw pieces without looking to create the highest tower to win. OPTION A) Players "steal" the pieces from the playing surface or the top of an opponent's tower if the colour matches the piece drawn (e.g. red "steals" red). OPTION B) Players "steal" pieces if they make a secondary colour (e.g. orange "steals" yellow and red). OPTION C) Players "steal" complementary colours (e.g. yellow "steals" purple).



information
+ video

AGE: 4+
PLAYERS: 2-4

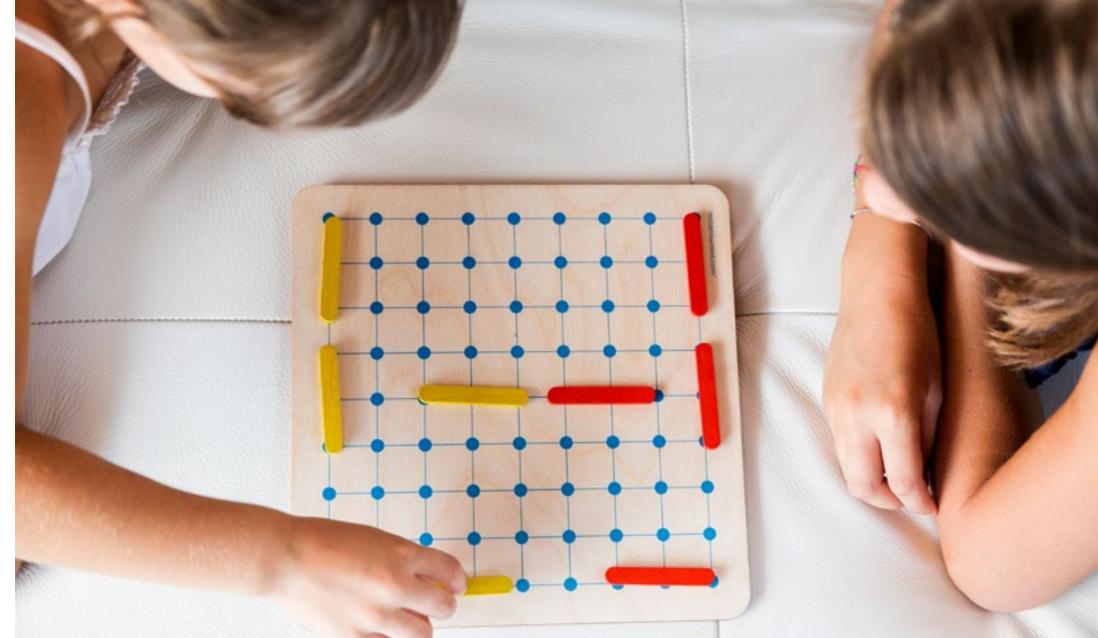
PIECES: 34 wooden
discs in 6 colours,
cotton bag,
instructions

SKILLS: grasping,
stacking, classification

design
Bice Dantona and
Bernardo Corbellini

MRBCO-001





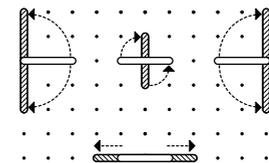
Ariadne's thread

A fun game of touch and association using lots of colourful wooden buttons. Each button is unique, but can be "attached" when associated with others of the same shape, size or colour. Each player draws 5 buttons without looking. Players take turns to try and attach a button, before drawing another one, trying to feel for one that matches the missing sizes and shapes. If a player cannot play a button, one has to be placed in the bag. The winner is the player who gets out of the maze with the most buttons! Young players can start by playing Towers.

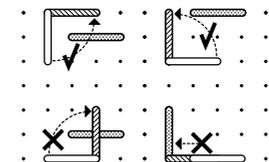
T-boats challenge

A game of strategy using Ts. In turns, players move their boats by 90° or 180° and along the axis of the boat. The goal is to make a T, which means getting one boat perpendicular to the middle of an opponent's boat. The player who manages this, takes the other boat. The first player to take all the boats, wins.

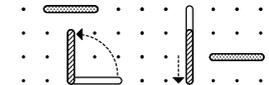
1. move a marker



2. permitted moves



3. "T" your opponent



information
+ video

AGE: 4+
PLAYERS: 2-4

PIECES: 45 unique wooden buttons in different colours, shapes and sizes, 1 board of Ariadne's maze 1 bag from which to draw the buttons, instructions

SKILLS: logic, touch, association, classification, sequences

design
Emanuele Pessi

MFDA0-001



information
+ video

AGE: 8+
PLAYERS: 2

PIECES: board with an 81-point grid, 8 boat markers in 2 colours (all wood), instructions

SKILLS: strategy, cognitive planning

design
Bice Dantona and
Bernardo Corbellini

MTTTO-001





information
+ video

AGE: 5+

PLAYERS: 2-4

PIECES: 4 trees, 2 dice
20 coloured canopies
(5 for each season) all
in wood, 1 cardboard
basket, instructions



A game of seasons

A strategy game where the winner is the first player to place all canopies of the same colour on one tree.

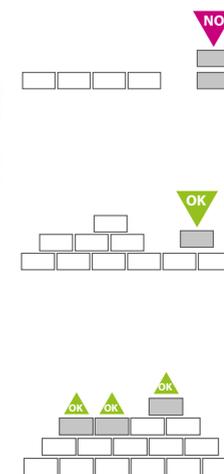
Green is Summer, Orange is Autumn, White is Winter, and Pink is Spring. The combination from rolling the dice shows the colour of the canopy, where to place it and where to get it (from one's own tree, from an opponent or from the basket). The winner is the player who places 5 canopies of the same colour on a tree and completes a season!

design
Emanuele Pessi

MGST0-001



8 057432 851108



Wall to wall

“Vertical” strategy game in which a victory is built block by block.

Players must build a wall while facing each other. Each player chooses a colour. Then, taking turns, they roll the die to find out what colour the next brick must be. The winner is the player who makes the longest row, diagonal or connection with bricks of his or her colour!



information
+ video

AGE: 6+

PLAYERS: 2

PIECES: 42 wooden
bricks with colours on
two sides 1 wooden
die, instructions

SKILLS: logic,
cognitive planning

design
Sergio Milani and
Emanuele Pessi

MMCM0-001



8 057432 851009



information
+ video

AGE: 3+

PLAYERS: 1+

PIECES: 10 maple wood pins that stands 7cm (2.75 inches) tall, and 2 green wooden bowling balls with 2 holding stand, instructions

SKILLS: hand-eye coordination, aim

design
Marco Milani

MBWLX-001



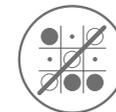
Green mini bowling

This is a maple wood pocket version of one of the world's most famous games.

Designed with minimalist lines, thanks to the two ball holders, it can be placed anywhere, adding a lively touch to an office or the home.



to make "three-of-a-kind":



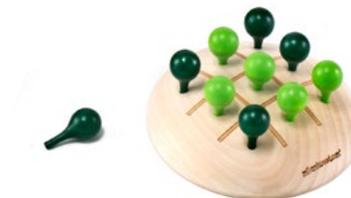
3 pieces diagonally in the same colour



3 pieces horizontally in the same colour



3 pieces vertically in the same colour



Green noughts and crosses

An updated, eco-friendly version of noughts and crosses.

This is both a game and a decorative piece made of maple wood. The winner is the first player to place three little trees vertically, diagonally or horizontally. If the hill fills up with neither player achieving a winning combination, the game starts again from zero, planting the trees once more!



information
+ video

AGE: 4+

PLAYERS: 2

PIECES: 1 wooden base, 10 tree-shaped markers, instructions

SKILLS: logic, fine motor skills

design
Fabio Guaricci

MTR50-001





Makemaki

It is both a game of design and a test of skill and speed, with two Sushi Chefs competing.

Each one has 24 coloured wooden ingredients to make mouth-watering Maki. One card from the recipe pack is turned over and each Sushi Chef starts preparing the required Maki, using only the chopsticks. The winner is the Sushi Chef who completes the recipe first!

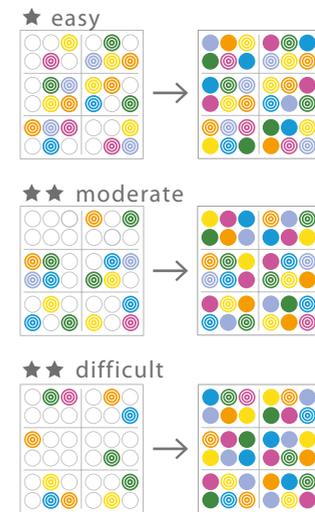


Colorful sudokino

A simplified game for children, with harder levels for adults.

Having chosen the puzzle and after setting up the board with the "target" side of the markers facing up, the goal is to play the markers of the right colour in the various spaces so that each colour only appears once in each column (vertical), each row (horizontal) and each of the 6 blocks. There are 60 patterns to play, with 3 levels of difficulty (see the examples).

game patterns and solution examples:



information
+ video

AGE: 6+
PLAYERS: 2

PIECES: 48 coloured wooden ingredients, 2 green felt placemats, 2 pairs of chopsticks, 33 cards with the recipes, instructions

SKILLS: concentration, fine motor skills, cognitive planning

design
Bice Dantona and
Bernardo Corbellini

MKMK0-002



information
+ video

AGE: 6+
PLAYERS: 1

PIECES: 36 markers in 6 colours, 1 board, instructions with 60 puzzle patterns and solutions, 3 levels of difficulty

SKILLS: logic, concentration, cognitive planning

design
Milaniwood and
Il Lecco

MSDK0-001





information
+ video

AGE: 4+

PLAYERS: 2-4

PIECES: 28 wooden domino tiles decorated with famous world monuments and a white line, instructions

SKILLS: logic, memory, association, concentration

design
Alberto Crippa and
Alberto Mosconi

MDMNG-001



linear



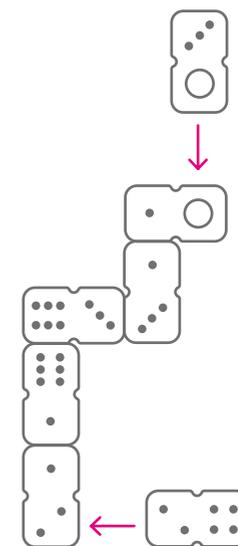
memory



World dominoes

An innovative version of dominoes with world famous monuments.

Each monument sits on a white line. In twos, the monuments on the tiles have the same colour. **LINEAR VERSION:** Place the tiles horizontally, aligning the white line. The winner is the first player to finish playing all their dominoes or the one left with the least! **MEMORY:** Uncover the tiles face down two by two. The winner is the player who finds the most pairs of monuments of the same colour!



Domino tulips

Nature-inspired dominoes that can be turned into tulips to make a decorative piece.

The tiles are used to play dominoes. At the end of the game, place them on the sticks to turn them into flowers. These sticks then go into the base piece, before the buds are added to create a decorative bunch of tulips.



information+
video

AGE: 4+

PLAYERS: 2

PIECES: 4 flowers, 28 domino tiles, 1 base and 4 sticks all in wood, instructions

SKILLS: logic, fine motor skills, concentration

design
Fabio Guaricci

MDMN0-001





information
+ video

AGE: 4+

PLAYERS: 2-4

PIECES: 1 wooden ring, 50 wooden sticks in 5 colours inspired by the red hues of a setting sun (all wood), instructions

SKILLS: concentration, fine motor skills

design
Fabio Guaricci

MSETX-079



8 057432 850293



Maxi shanghai sun

Inspired by the red hues of a setting sun.

A traditional game has been turned into a decorative item.

The 40cm long sticks are made of hornbeam that is then coloured. By using the ring provided, they become a symbolic bunch of flowers. Fun and design combine in three shades: sea, sun and black & white.



information+
video

AGE: 4+

PLAYERS: 2-4

PIECES: 1 wooden ring, 50 wooden sticks in 5 colours inspired by the light blue hues of the sea (all wood), instructions

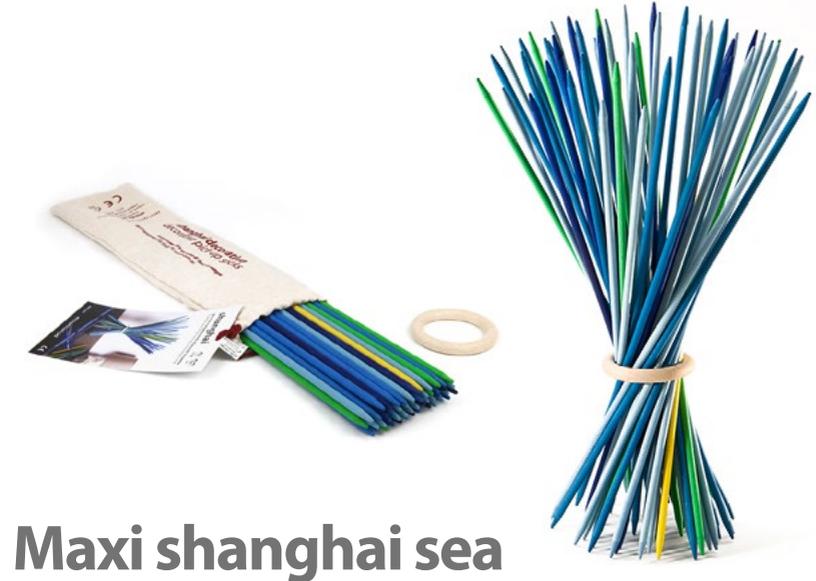
SKILLS: concentration, fine motor skills

design
Fabio Guaricci

MSETX-078



8 057432 850286



Maxi shanghai sea

Inspired by the light blue hues of the sea.

A traditional game has been turned into a decorative item.

The 40cm long sticks are made of hornbeam that is then coloured. By using the ring provided, they become a symbolic bunch of flowers. Fun and design combine in three shades: sea, sun and black & white.



information
+ video

AGE: 4+
PLAYERS: 2-4

PIECES: 1 wooden ring, 50 wooden sticks in 5 colours, inspired by light and darkness (all wood), instructions

SKILLS: concentration, fine motor skills

design
Fabio Guaricci
MSETX-200



Maxi shanghai b&w

Inspired by light and darkness.

A traditional game has been turned into a decorative item.

The 40cm long sticks are made of hornbeam that is then coloured. By using the ring provided, they become a symbolic bunch of flowers. Fun and design combine in three shades: sea, sun and black & white.



Mini wood racer

Captivating. Spirited. Elegant.

The mini wood racers are ideal for lovers of design and sports cars. They are a collection of zippy mini wood racing cars with eye-catching details. The mini racers are unique because the bodywork, axes and wheels are made of wood. The tyres are made of rubber to provide grip. Just a gentle push with one finger will get them going. Mini wood racers are available in 5 bright colours: red, green, blue, black and white.

AGE: 3+

blue:



MMWRO-003
red:



MMWRO-001
black:



MMWRO-005
white:



MMWRO-004
green:



MMWRO-002



design
Bice Dantona and
Bernardo Corbellini



information
+ video

REUSED MATERIAL
(LOOSE PARTS)
THIS IS NOT A TOY

PIECES: 2 KGS of
re-used wooden
shapes

SKILLS: loose parts,
imagination, basic
sensory perceptions

design
Product Department

MSETX-080/2



Surprise

This is a 2kg bag of wood to be reused as loose parts in educational, craft and creative activities.

A handle becomes a tree, a veneer, a building, a grating, rails. Creativity takes the place of rules. Every bag is unique because it contains out-sized and small pieces, or pieces with wood knots, cracks or defects that might occur in production. THIS IS NOT A TOY. It is sold for educational and/or craft purposes and the pieces must be used with adult supervision.



Animal factory

Wooden blocks for making, gluing and colouring imaginative animals.

The instructions provide many solutions for creating flat animals using the 3 different shapes. Using glue and colours, adorable animals can even become 3D.



information
+ video

AGE: 3+
PLAYERS: 1+

PIECES: 51 wooden
blocks, 3 shapes

SKILLS: handling,
composition,
imagination

design
Bice Dantona and
Bernardo Corbellini
MLFA0-001





AGE: 1+
PLAYERS: 1+

PIECES: 45 wooden blocks in 9 shapes

SKILLS: grasping, building, imagination, sequences, classification

design
Product Department

MSETX-040



Build basic

A bag of large, rounded wooden blocks that are ideal for small children.

45 large pieces made of wood help stimulate children's creativity and manual skill. 9 shapes with rounded edges make the pieces easier to grip and place vertically, so even young children can enjoy playing with them.

Displays

Display with 40 mini wood racer pcs - 5 colours



This convenient, ready-to-place counter display is the ideal way to display all 5 colours in the "mini wood racer" collection: green, white, red, black and blue.

6 refill boxes:
5 monocolour and 1 mix



Display with 12 Jump! games (3 of each)



This convenient, ready-to-place counter display is the ideal way to showcase the entire JUMP! collection: Tennis, Basketball, Archery and Athletics.

mwr display:



MSETX-183

blue refill box 5pcs:



MSETX-180

red refill box 5pcs:



MSETX-179

black refill box 5pcs:



MSETX-201

with e refill box 5pcs:



MSETX-182

green refill box 5pcs:



MSETX-181

mix colours refill box 5pcs:



MSETX-216

Jump! display:



MSETX-217

index

new 2022

creative and board games

	page	age	CE		
fish and clean	6	3+	✓	✓	✓
spinning top challenge	7	4+	✓	✓	✓
splash!	8	3+	✓	✓	✓
Jump! athletics	9	4+	✓	✓	✓
Jump! archery	10	4+	✓	✓	✓
Jump! basketball	11	4+	✓	✓	✓
Jump! tennis	12	4+	✓	✓	✓
connecting cubes	13	5+	✓	✓	✓
give me five	14	5+	✓	✓	✓
snakes	15	4+	✓	✓	✓
chop the carrot	16	3+	✓	✓	✓
BBQ party	17	3+	✓	✓	✓
duel of discs	18	5+	✓	✓	✓
turtle challenge	19	3+	✓	✓	✓
crazy palace	20	5+	✓	✓	✓
woody builder	21	5+	✓	✓	—
rainbow	22	4+	✓	✓	✓
the colour towers	23	4+	✓	✓	✓
ariadne's thread	24	4+	✓	✓	✓

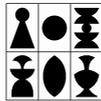
play and furnish

displays building sets

	page	age	CE		
T-boats challenge	25	8+	✓	✓	—
a game of seasons	26	5+	✓	✓	✓
wall to wall	27	6+	✓	✓	✓
green mini bowling	28	3+	✓	✓	✓
green noughts and crosses	29	4+	✓	✓	✓
makemaki	30	6+	✓	✓	✓
colourful sudokino	31	6+	✓	✓	—
globe-trotter dominoes	32	4+	✓	✓	✓
domino tulips	33	4+	✓	✓	✓
maxi shanghai SUN	34	4+	✓	✓	✓
maxi shanghai SEA	35	4+	✓	✓	✓
maxi shanghai B&W	36	4+	✓	✓	✓
mini wood racer	37	3+	✓	✓	✓
surprise	38	loose parts (reused materials)			
animal factory	39	3+	✓	✓	✓
build basic	40	1+	✓	✓	✓
mini wood racer display	41	3+			
Jump! displays	41	4+			



LARGE



TAMIL

Canadian Distribution
FIRE THE IMAGINATION
tel 1-888-780-0864
www.firetheimagination.ca
ftisales@firetheimagination.ca

