

MW

Wholesale®
2025



INTERNATIONAL



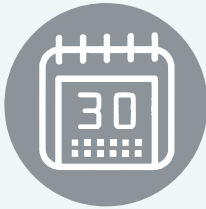
Place Your Order

Order minimum of U.S. \$2,500 in full case-pack quantities.



Finalize Your Order

Review your Proforma Invoice and/or Order Confirmation (required).



Inventory

Orders held beyond a 30-day window will be canceled and held inventory will be released.



Payment

Make payment in full by credit card or wire transfer.



Warehouse Processing

Standard processing time is 10-15 business days.



Pickup & Delivery

Choose your freight forwarder and arrange pickup at our warehouse within a 2-week window. Truck and LTL shipments only. We cannot accept containers at our facility.



What's NEW in 2025

FOR PEACEABLE KINGDOM!

Dear International Retail Partners,

MW Wholesale is delighted to present to you our 2025 Peaceable Kingdom catalog. There are several new products that we hope you enjoy!

Our commitment to producing toys and games that make a lesser impact on the environment is a priority. Over the last year we have made some slight adjustments to packaging that are more efficient for shipping and use less material. Our intention is to continue this process while maintaining the integrity and quality of the product that you are used to from us and at the same time being more friendly to our planet!

We look forward to building a great partnership with you!

Kind Regards,



Angie Holmstrom
Director of Sales, MW Wholesale



For years, you may have known us as MindWare, Inc. Today, we are proud to offer **international wholesale distributors** educational, innovative and high-quality brands. The outstanding lines MW Wholesale carries fill a distinct need in the toy and game market. Lasting play value is paramount, and quality is never compromised.

Our customer service team is here to support any questions or concerns. You can find all of our contact and ordering information on the **back page**.



The Peaceable Kingdom line of wholesome, adorably designed, high-quality products nourish children's social-emotional and cognitive development. From games and puzzles, diaries and more, this playful line inspires cooperation and cultivates kindness – because kids who play well together play well in the world. Find products to help nurture caring and sharing in young children starting on the **next page**.

Award-Winning GAMES in 2024!



Meowdy Partner
ages **3+**
Page 17



2024 AWARD WINNER!
PAL



Crash Monsters
ages **2+**
Page 8



2024 AWARD WINNER!
PAL



Puzzle & Play Race Day
ages **3+**
Page 42



2024 AWARD WINNER!
Oppenheim Toy Portfolio
Platinum Award

Peaceable Kingdom®

A MindWare® Brand



6

Games

Game Activities for 2-year-olds
Cooperative Games
B-i-n-g-o Games

39

Puzzles

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51

Early Learning

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57

Diaries

Lock & Key Diaries
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Glow-in-the-Dark Diaries

62

Ordering Information



Games



Patch's Pockets™

NEW!

The Colorful Carrot Matching Game

Take toddlers on a colorful adventure of matching and exploring an exciting new discovery: pockets! Little ones pick colorful carrots from a carrot patch and match them to the bunny with the same pocket color. Harvest repeat play with this preschool learning game that toddlers love to experience over and over again!

KIDS LEARN

- Fine motor development
- Color recognition
- Listening and following directions
- Problem solving
- Vocabulary building



Pick carrots, place them in matching pockets, then return them to the patch for more rounds of fun!



PATCH'S POCKETS
14509521



AGES 2+
9" w x 3 1/2" h x 8" d
Minimum 6

INCLUDES:
• 1 gameboard
• 12 carrots
• 4 bunnies

• Parent guide
• Instructions



CRASH MONSTERS
14382709



1 97640 39272 2

Crash Monsters™

The Stack, Skate and Crash Game!

Invented by Mary Jo Reutter

This action-packed addition to the beloved Peaceable Kingdom line lets toddlers stack blocks and send monsters skateboarding down a ramp...straight into their stacked creation. CRASH! Tailored for the curious minds of preschoolers, this game features foam monster blocks that toddlers can stack at random, or they can follow the game rules by drawing a card and stacking their blocks to match the card. Little ones love building and knocking down the blocks time and time again while parents appreciate the development skills being built through play. It's a win-win situation where no one loses and everyone has a blast playing, learning and bonding!

KIDS LEARN

- Social-emotional skills
- Color and pattern matching and recognition
- Basic physics
- Cause and effect

PARENT
GUIDE
INCLUDED!



AWARDS
PAL

AGES 2-5

8" w x 8" h x 2 1/2" d
Minimum 6

INCLUDES:

- 6 foam monster blocks
- 30 cards
- 1 skateboard
- 1 ramp
- 1 scorecard
- Instructions
- Parent guide



The Happy Marshmallow Game™

A Roasty Toasty Matching Game

Invented by Department of Recreation

This roasty toasty activity is a great first game that introduces young players to taking turns, following directions and honing their fine motor skills. Each player grabs a marshmallow roasting stick, then they take turns drawing cards and adding the matching marshmallow to their stick. Everyone wins when all the roasting sticks are full! Celebrate by "roasting" the marshmallows over a pretend campfire while singing campfire songs. This fun game is perfect for toddler playdates or family time!

KIDS LEARN

- Fine motor skills
- Color matching
- Pretend play
- Following directions
- Vocabulary building



PARENT
GUIDE
INCLUDED!

THE HAPPY MARSHMALLOW GAME
14275633



AGES 2+
8"w x 8"h x 3"d
Minimum 6

INCLUDES:

- 2 marshmallow roasting sticks
- 12 marshmallows
- 1 pretend campfire
- 12 marshmallow cards
- Instructions
- Parent guide

AWARDS
PAL

Hop into fun with a
mama kangaroo apron
and Joey pouch!



Jump Jump Joey™

The Hop & Play Action Game

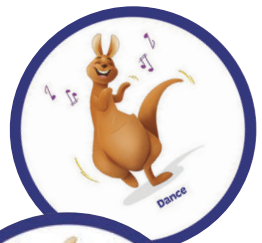
Invented by Department of Recreation

Toddlers and their caregivers will jump for joy at this new addition to your early learning games! This sweet game of hide-and-seek encourages active play as little ones jump, march and perform other actions shown on cards they turn over as they search for the baby kangaroo.

KIDS LEARN

- Gross motor development
- Listening and following directions
- Imitating
- Pretend play
- Building vocabulary

PARENT
GUIDE
INCLUDED!



JUMP JUMP JOEY
14194072



1 95130 47728 7

AGES 2+
8" w x 8" h x 2 1/4" d
Minimum 6

INCLUDES:

- 12 kangaroo pads
- 1 wearable kangaroo apron with pouch
- Parent guide
- Instructions

AWARDS

PAL
Oppenheim Toy Portfolio
Best Toy Award
Good Housekeeping



Monkey Around™

The Wiggle & Giggle Game

Invented by Department of Recreation

Get ready to move! Monkey Around contains 40 cards that prompt players to do movements together—from hugs to high fives to simple skills like balancing, hopping and marching. Included in the game is a bean bag banana that adds to the fun and learning.

KIDS LEARN

- Gross motor skills
- Hand-eye coordination
- Imitating
- Vocabulary development
- Social-emotional skills

PARENT
GUIDE
INCLUDED!



MONKEY AROUND
GT101



AGES 2+

8"w x 8"h x 2 1/4"d
Minimum 6

INCLUDES:

- 1 gameboard
- 40 cards
- 1 bean bag banana
- Parent guide
- Instructions

AWARDS

Oppenheim Toy Portfolio
Platinum Award
Parents' Choice Silver Award
PAL



Get Up For Pup™

The Active Hungry Puppy Game

Invented by Department of Recreation

Get Up For Pup is a fun first game for little ones that gets them thinking and moving! It engages early game-playing skills like drawing cards, spinning a spinner, matching colors and following directions, while practicing gross motor skills like jumping, dancing, crawling and running! There are 4 stuffed bones to feed each adorable pup, and when each pup has a bone, you've completed the game!

KIDS LEARN

- Gross motor development
- Hand-eye coordination
- Recognizing and matching colors
- Listening and following directions
- Imitating
- Pretend Play
- Building vocabulary

PARENT
GUIDE
INCLUDED!

GET UP FOR PUP
GT107



1 95130 07992 4

AGES 2+

8" w x 8" h x 2 1/4" d
Minimum 6

INCLUDES:

- 4 puppy cards
- 4 paw print cards
- 4 stuffed bones
- 1 spinner
- Instructions
- Parent guide

AWARDS

Creative Child Magazine
Preferred Choice Award



Jump, toss & run to
feed the hungry pups!

Acorn Soup™

The Tasty Counting Game

Invented by Department of Recreation

Making Acorn Soup is as easy as 1-2-3! The round box bottom doubles as a bowl, which contains wooden ingredients and a sturdy wooden spoon for mixing and stirring. Simple recipe cards teach toddlers to identify the ingredients and count as they cook. Mix, stir, eat and play together!

KIDS LEARN

- Counting
- Sorting
- Pretend play
- Fine motor skills

PARENT
GUIDE
INCLUDED!



ACORN SOUP
GT105



6 43356 05855 6

AGES 2+

7" w x 7" h x 3 1/4" d
Minimum 6

INCLUDES:

- 8 recipe cards
- 24 ingredient tiles
- 1 wooden spoon
- Parent guide
- Instructions

AWARDS

Creative Child Magazine
Game of the Year Award
PAL
Parents' Choice
Recommended Award

Duck Duck Dance!™

The Move and Groove Game

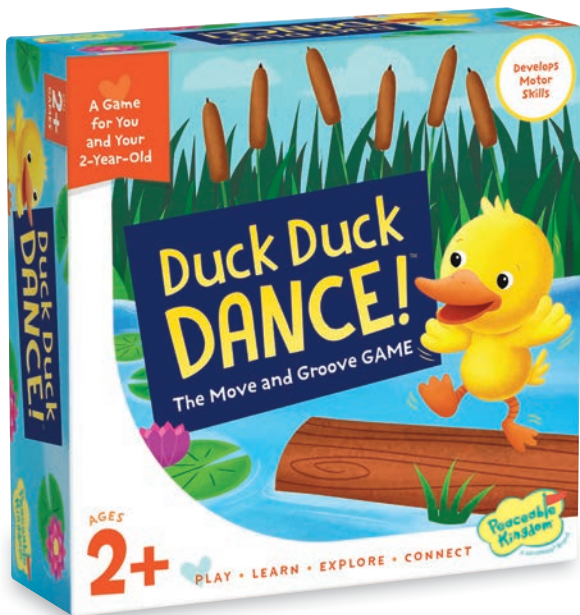
Invented by Department of Recreation

Get moving and grooving with this fun dancing game for toddlers! Duck Duck Dance! is simple and sweet, with four large dice featuring eight easy dance moves. From spinning to wiggling and more, players imitate the adorable ducks to uncover the four audience members and complete the game!

KIDS LEARN

- Gross motor skills
- Sequencing
- Counting
- Imitating
- Turn-taking
- Vocabulary building

PARENT
GUIDE
INCLUDED!



Easy to play: just roll the dice, do the dance & flip a card from the pond!



DUCK DUCK DANCE
GIT106



1 92073 78654 4

AGES 2+

8" w x 8" h x 3" d
Minimum 6

INCLUDES:

- 1 pond gameboard
- 4 movement dice
- 4 pond audience members
- Instructions
- Parent guide

AWARDS

Oppenheim Toy Portfolio Platinum Award



Where's Bear?™

The Hide-and-Find Stacking Block Game

Invented by Department of Recreation

Where's Bear? combines two kid-favorite activities—stacking blocks and finding hidden objects—into one fun game! Parents and kids take turns hiding and finding Bear under the sturdy nesting boxes. Each box illustrates the rooms in Bear's house and includes a matching game. With five quick games in total, young players will have lots to explore and enjoy!

KIDS LEARN

- Problem solving
- Spatial concepts
- Object permanence
- Matching and sorting
- Social-emotional skills

PARENT
GUIDE
INCLUDED!



WHERE'S BEAR?
GTT100



6 43356 05763 4

AGES 2+

5" w x 6 1/4" h x 6 1/4" d
Minimum 6

INCLUDES:

- 6 nesting boxes
- 1 wooden bear figurine
- Parent guide
- Instructions

AWARDS

Oppenheim Toy Portfolio
Platinum Award
Parents' Choice Gold Award
PAL

Snack Party Pals™

NEW!

A Deliciously Fun Memory Game

Get ready for a delicious adventure! Players match pairs of tasty foods and fill the snack board with delightful treats...before the stinky cheese wheel is full. Featuring bamboo tongs for fine motor development and no reading required, this game lets preschoolers and kindergarteners have fun while learning crucial skills. A must-have for any collection, Snack Party Pals is the sweetest way to bring families together and encourage young ones to play well with others.

KIDS LEARN

- Memory
- Cooperation
- Helping others
- Social development
- Fine motor skills



Using bamboo tongs lets kids test and build their hand-eye coordination and fine motor skills.

SNACK PARTY PALS
14419762



1 97640 37346 2

AGES 4+
PLAYERS 2-6

12 1/2" w x 9" h x 1 1/2" d
Minimum 6

WARNING: Choking Hazard —
Contains small parts. Not for
children under 3 yrs.

INCLUDES:

- 1 gameboard
- 10 stinky cheese wedges
- 1 stinky cheese wheel
- 1 magic cheese wedge

- 26 snack wedges
(13 matching snacks)
- 1 pair of tongs
- 10 snack board pattern cards
- Instructions



Meowdy Partner™

The Rootin' Tootin' Kitty Cowboy Matching Game!

Invented by Peggy Brown

Saddle up for a heartwarming adventure with Meowdy Partner, the game where young cowboys and cowgirls learn the value of cooperation and kindness in a ranch-themed wonderland. Perfect for preschoolers and kindergarteners, Meowdy Partner encourages kids to work together as they match attributes on cowboy cat cards and collect a cowboy cookie for each match. But they've got to look closely, as each card with no matches gets added to the Scratching Post. If a player takes the last cookie before three cards make it to the Scratching Post, everyone wins. Bring families together with this sweet, engaging game that proves when kids play well together, they grow well together too!

KIDS LEARN

- Taking turns
- Fine motor development
- Visual discrimination

A Cooperative Game for Kids!

A Green Game



MEOWDY PARTNER
14399949



AGES 3+
PLAYERS 2-4

8" w x 10 3/4" h x 2" d
Minimum 6

WARNING: Choking Hazard — Contains small parts. Not for children under 3 yrs.

INCLUDES:

- 27 cowboy cat cards
- 1 scratching post
- 1 cowboy cookie jar
- 10 cowboy cookies
- Instructions

AWARDS
PAL





Count Your Chickens!™

Help Mama Hen Bring Her Chicks Home

Invented by Peggy Brown

The baby chicks have flown the coop. Players help Mother Hen collect her chicks and bring them back to the coop. Spin and move, count the number of spaces, and collect that number of chicks. Take turns, work together and watch out for the fox! Collect all the chicks by the time Mother Hen reaches the end and everyone wins!

KIDS LEARN

- Counting
- Taking turns
- Cooperation
- Following directions

No reading required.



COUNT YOUR CHICKENS!
GM108



**AGES 3+
PLAYERS 2-4**

12 1/2" w x 9" h x 1 1/2" d
Minimum 6

WARNING: Choking Hazard —
Contains small parts. Not for
children under 3 yrs.

INCLUDES:

- 1 gameboard
- 1 Mother Hen with stand
- 40 baby chick tokens
- 1 spinner

AWARDS

Oppenheim Toy Portfolio
Platinum Award
Creative Child Magazine
Game of the Year Award
Major Fun Award



Spin into action, moving characters and helping chicks find their way back to the coop!

Feed the Woozle™

The Game of Silly Snacks and Mixed-Up Moves

Invented by Gina Manola

Chocolate-covered flies and hairy pickles? Yummy! The big-mouthed Woozle is hungry. Can you feed him 12 silly snacks from the spoon before all the snacks are gone? Play together, work together, and have some monstrous fun.

KIDS LEARN

- Body awareness
- Working cooperatively
- Counting
- Fine and gross motor coordination

No reading required.



Everyone wins when the Woozle gets fed enough tasty treats!



FEED THE WOZZLE
GMK2



AGES 3+
PLAYERS 2-5

10³/₄"w x 10³/₄"h x 2¹/₄"d
Minimum 6

WARNING: Choking Hazard —
Contains small parts. Not for
children under 3 yrs.

INCLUDES:

- 1 stand-up Woozle
- 24 silly snacks
- 12 yummy cards
- Instructions for 3 game levels
- 1 die
- 1 spinner
- 1 spoon

AWARDS

Oppenheim Toy Portfolio
Platinum Award
Parents' Choice Silver Award
ASTRA's Best Toy For Kids
Award in Learning Play
PAL



Share and Sparkle Unicorns™

Collect Gems with Your Unicorn Friends

Invented by Kim Vandenbroucke

It's "reining" sales! This cooperative game featuring beloved unicorns and other mythical creatures is sure to fly off the shelves. Players work together to fill the unicorns' crowns with sparkly gems before a troll sneaks away with the treasures. Learn color matching, strategy, cooperation and more in this delightful family game!

KIDS LEARN

- Color matching
- Simple strategy
- Cooperative play
- Fine motor skills

A
Cooperative
Game for
Kids!



SHARE AND SPARKLE
UNICORNS
GMC34



AGES 3+
PLAYERS 2-4

15 1/4" w x 9 1/2" h x 2" d
Minimum 6

WARNING: Choking Hazard —
Contains small parts. Not for
children under 3 yrs.

INCLUDES:

- 4 unicorn gameboards
- 1 troll gameboard
- 7 red gem tiles
- 1 drawstring bag
- 55 gems
- 1 die
- Instructions

AWARDS

Creative Child Magazine
Game of the Year Award

Snug as a Bug in a Rug!™

A Counting, Colors & Shapes Game

Invented by Peggy Brown

Get all the little colorful bugs under the rug before the three stink bugs stink up the place! Watch closely and make those matches! Spin the spinner and find a matching bug, then slip it under the rug. Take turns spinning and matching and trying to get all the bugs under the rug before three stink bugs get under there. Each level adds more challenge. Work together to find those matches, and you all win!

KIDS LEARN

- Colors, numbers, shapes
- Counting
- Visual discrimination
- Working cooperatively
- Taking turns, rolling a die, spinning a spinner

No reading required.



Players work together to slip the bugs snugly under the rug!



SNUG AS A BUG
IN A RUG
GMK1



AGES 3+
PLAYERS 2-4

10³/₄"w x 10³/₄"h x 2¹/₄"d
Minimum 6

WARNING: Choking Hazard —
Contains small parts. Not for
children under 3 yrs.

INCLUDES:

- 1 gameboard with built-in spinner
- 24 colorful bugs
- 3 stink bugs
- 1 die
- Instructions for 3 game levels

AWARDS

Oppenheim Toy Portfolio
Platinum Award
Dr. Toy Top 10 Game Award
Dr. Toy 100 Best Toys



Math Sandwich™

Order Up Learning Fun!

This deliciously educational game lets children explore mathematical concepts while they build sandwiches from durable felt food pieces. Kids will practice counting and adding as they follow the menu cards to place colorful vegetable, meat and cheese items on each sandwich. With over 100 food pieces, they can experiment with a wide variety of sandwich combinations, counting as they go!

KIDS LEARN

- Pretend play
- Basic math
- Fine motor skills



MATH SANDWICH
14284551



8 86102 88841 4

**AGES 3+
PLAYERS 1-4**

6³/₄"w x 9³/₄"h x 2¹/₂"d
Minimum 6

WARNING: Choking Hazard —
Contains small parts. Not for
children under 3 yrs.

INCLUDES:

- Over 100 felt sandwich pieces
- 10 menu cards
- 4 sandwich bags
- Dry erase marker
- Guest check tablet
- Instructions



Alphabet Soup™

Shake Up Learning Fun!

Spice up your preschool learning activities! In this reading game that's both entertaining and enriching, players get three tries to roll the dice in hopes of spelling out a three-letter word. Players collect a card for each word formed, giving them a sense of accomplishment as they watch their pile growing!

KIDS LEARN

- Reading skills
- Sight word recognition

ALPHABET SOUP
14347575



1 92073 97016 5

**AGES 3+
PLAYERS 2-4**
6" w x 9" h x 3 1/2" d
Minimum 6

INCLUDES:
• 3 letter dice
• 1 dice soup can
• 4 soup bowl boards
• 43 word cards
• Instructions





Friends and Neighbors™

The Social-Emotional Game that Develops Empathy and Compassion

Invented by Department of Recreation

Friends and Neighbors is a matching game that focuses on emotions. Can players help a little girl who's sad because she's standing out in the rain or a boy who's afraid of the dark? Reach into the Helping Bag and pull out a token— can it help someone on the game board? If so, it's a match! In playing the game and reading about the feelings and needs of the characters, parents can help their children recognize feelings in others—the first step to building empathy.

KIDS LEARN

- Recognizing and naming emotions
- Empathy
- Cooperation



FRIENDS AND
NEIGHBORS
GMC9



6 43356 05701 6

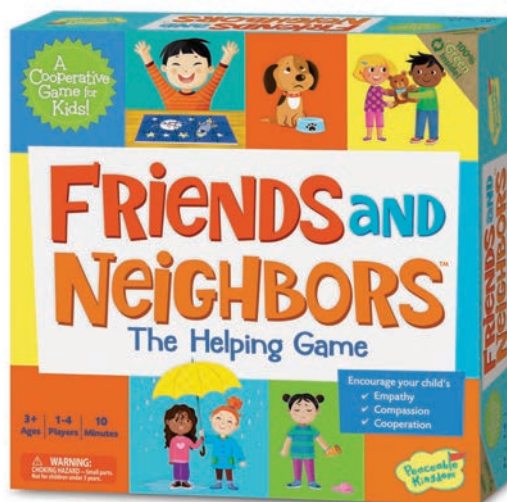
**AGES 3+
PLAYERS 1-4**

9 1/4" w x 9 1/2" h x 2 1/4" d
Minimum 6

WARNING: Choking Hazard —
Contains small parts. Not for
children under 3 yrs.

INCLUDES:

- 4 gameboards
- 14 tokens
- 1 Helping Bag
- 1 stop sign
- Parent guide
- Friends and Neighbors booklet
- Instructions



AWARDS

Oppenheim Toy Portfolio
Gold Award
PAL
Parents' Choice
Recommended Award

Dinosaur Escape™

Help the Dinosaurs Escape!

Invented by Department of Recreation

Three dinosaurs are lost in the ferns, and a volcano is threatening to blow! Work together to move the dinosaurs around the board. Uncover the matching dinosaurs under the fern tokens to rescue all three dinosaurs. Get the dinosaurs safely to the island before the volcano erupts and everyone wins!

KIDS LEARN

- Memory
- Simple strategy
- Problem solving
- Following directions
- Cooperation

No reading required.



Included dinosaur figures add to the hands-on fun!



DINOSAUR ESCAPE
GMC7



**AGES 4+
PLAYERS 2-4**

12 1/2" w x 9" h x 1 1/2" d
Minimum 6

WARNING: Choking Hazard —
Contains small parts. Not for
children under 3 yrs.

INCLUDES:

- 3 dinosaur movers
- 1 die
- 1 gameboard
- 12 fern tokens
- 5 volcano puzzle pieces with stand

AWARDS

Oppenheim Toy Portfolio Gold Award
Parents' Choice Silver Award
PAL
National Parenting Publication
Awards (NAPPA) GOLD Award



HOOT OWL HOOT!
GM106



6 43356 04676 8

**AGES 4+
PLAYERS 2-4**

12 1/2" w x 9" h x 1 1/2" d
Minimum 6

WARNING: Choking Hazard —
Contains small parts. Not for
children under 3 yrs.

INCLUDES:

- 1 gameboard
- 5 owl tokens
- 1 sun token
- 14 sun cards
- 36 color cards

AWARDS

Dr. Toy Best Products Award
Dr. Toy 100 Best Children's
Products Award
Major Fun Award
Family Fun Magazine
Toy of the Year Award
Parents' Choice Silver Award

Hoot Owl Hoot!™

Hurry, Owls, It's Time to Go Home!

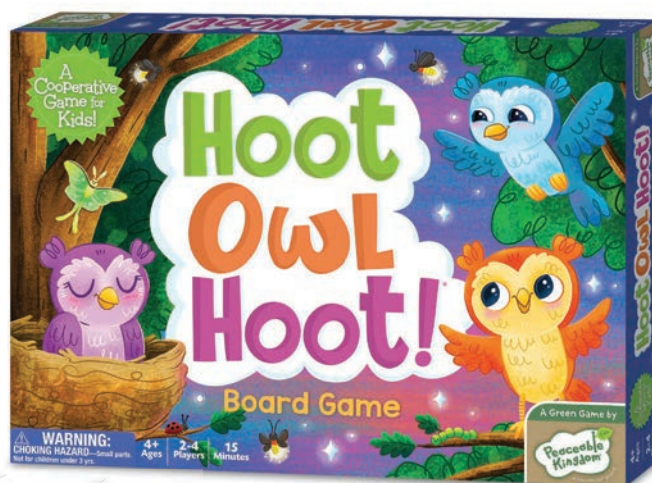
Invented by Susan McKinley Ross

Players work together to help the owls fly back to their nest before the sun comes up. Don't leave anyone behind! Play a color card and choose any owl to fly to that space. Draw a sun card, and the sun moves one step closer to daylight. Help all the owls get home before the sun rises and everyone wins!

KIDS LEARN

- Simple strategy
- Problem solving
- Taking turns
- Following directions
- Cooperation

No reading required.



**Hoot Owl Hoot
Floor Puzzle**

see page 49



Ghost in the Attic™

The Cooperative Game You Play in the Dark

It's lights out for this unique board game that you play in the dark! Featuring a glow-in-the-dark game board and light-up ghost mover, players work together in this cooperative game to escape the haunted manor and lock the ghost inside. This one-of-a-kind game is sure to become a family game night favorite!

KIDS LEARN

- Strategy
- Shared decision-making
- Cooperation
- Social and emotional skills



SCAN FOR VIDEO

GHOST IN THE ATTIC
14118691



**AGES 5+
PLAYERS 2-6**

13" w x 12 1/2" h x 2 1/2" d
Minimum 6

WARNING: Choking Hazard —
Contains small parts. Not for
children under 3 yrs.

INCLUDES:

- 1 gameboard
- 1 light-up ghost
- 3 haunted manor explorers
- 4 camera flash tokens
- 1 spinner
- Instructions

AWARDS

PAL
Mom's Choice



This silly & fun family favorite has great replay value!

Bouncin' Billy Goats™

Ba-Ba-Bounce Your Way to Victory!

Invented by Justin Aram

These goats are famished, and there's only one way to reach the feast: bounce their way across a colorful path of trampolines. A playful twist of strategic tile placement and quick-footed goat movements keeps every player engaged until their goats are munching happily. Satiating the hunger for engaging, competitive gameplay, this game is a must-have for any reseller's inventory. Leap into fun with this quick-play game that customers just might declare the GOAT - Greatest of All Time!



KIDS LEARN

- Simple strategy
- Being a humble winner or gracious loser



BOUNCIN' BILLY GOATS
14347576



**AGES 5+
PLAYERS 2-3**

12 1/2" w x 9" h x 1 1/2" d
Minimum 6

WARNING: Choking Hazard —
Contains small parts. Not for
children under 3 yrs.

INCLUDES:

- 1 gameboard
- 9 goat movers with stands
- 45 trampoline tiles
- Instructions



AWARDS
PAL



Race to the Treasure!™

The Race is On!

Invented by Gina Manola

Players try to beat the ogre to the treasure by creating a path from START to END. Along the way they need to collect three keys to open the treasure. Pick up the ogre snacks to try to distract the ogre. Players strategize, cooperate and build the path together. If they can do it before the ogre gets there, they all win!

KIDS LEARN

- Math-grid concepts
- Shared decision-making
- Strategy
- Cooperation

No reading required.



RACE TO THE TREASURE!
GMC2



**AGES 5+
PLAYERS 2-4**

12 1/2" w x 9" h x 1 1/2" d
Minimum 6

WARNING: Choking Hazard —
Contains small parts. Not for
children under 3 yrs.

INCLUDES:

- 1 gameboard
- 1 pair of dice
- 37 game cards
- 4 key tokens
- 1 ogre snack

AWARDS

Oppenheim Toy Portfolio
Platinum Award
Major Fun Award
PAL



Stone Soup™

A Spicy Memory-Matching Game!

From the classic tale of cooperation comes this simple game where players work together to “cook” a pot of Stone Soup. Players help each other find and match all the ingredient pairs while trying to avoid the Fire Out cards. Find the Magic Stone card to give the team a little more time. Add all the ingredients to the pot before the fire goes out and everyone wins!

KIDS LEARN

- Memory
 - Helping others
 - Cooperation
- No reading required.**



STONE SOUP
GM104



6 43356 04679 9

**AGES 5+
PLAYERS 2-6**

12 1/2" w x 9" h x 1 1/2" d
Minimum 6

WARNING: Choking Hazard —
Contains small parts. Not for
children under 3 yrs.

INCLUDES:

- 1 gameboard
- 24 soup cards
- 10 fire out cards
- 1 magic stone card
- Story

AWARDS

Major Fun Award
Family Review Center
Editor's Choice



Different card combinations keep the game fun and interesting!

The Fairy Game™

Help the Fairies Save Their Garden!

Invented by Department of Recreation

Mr. Winter is trying to freeze over the fairies' treasured flowers! Players match Fairy Cards to gather the hidden Magic Gems before 4 snowflakes land on one flower. Special cards allow players to slow down Mr. Winter's chill. Work together to fill the fairies' magic wand and banish Mr. Winter from the garden!

KIDS LEARN

- Strategy
- Shared decision-making
- Cooperation

No reading required.



THE FAIRY GAME
GMC8



6 43356 05684 2

AGES 5+
PLAYERS 2-4

12 1/2" w x 9" h x 1 1/2" d
Minimum 6

WARNING: Choking Hazard —
Contains small parts. Not for
children under 3 yrs.

INCLUDES:

- 1 gameboard
- 4 jewel tokens
- 13 snowflake tokens
- 44 snowstorm cards
- 57 fairy-garden cards

AWARDS

Oppenheim Toy Portfolio
Platinum Award

Mermaid Island™

An Underwater Game of Adventure!

Watch out, mermaids! The Sea Witch is on the move. Together, players help the mermaids swim to Mermaid Island before the witch gets there. Be careful not to land on the same space as the Sea Witch or she'll send you back to the start! Spin, move, and pick up a wand to gain the power to defeat the Sea Witch.

KIDS LEARN

- Following directions
- Strategy
- Shared decision-making
- Cooperation

No reading required.

A
Cooperative
Game for
Kids!



AWARDS

Good Housekeeping
Best Board Games
Award



MERMAID ISLAND
GM107



6 43356 04677 5

**AGES 5+
PLAYERS 2-6**

12 1/2" w x 9" h x 1 1/2" d
Minimum 6

WARNING: Choking Hazard —
Contains small parts. Not for
children under 3 yrs.

INCLUDES:

- 1 gameboard
- 3 mermaid tokens
- 1 Sea Witch with stand
- 4 wand tokens
- 1 spinner



**Mermaid Island
Sparkle Mosaics**

see page 56



SCAN FOR
VIDEO



Narwhal Waterfall™

Don't Stumble, or You'll Tumble!

Invented by Martin Nedergaard Andersen

This exciting game puts teamwork skills to the test! A cooperative game that encourages working together and keeping a cool head, Narwhal Waterfall is a fun and fast-paced game of getting narwhals safely across the river. Be careful not to tumble down the waterfall!

KIDS LEARN

- How to work together to win
- Shared decision-making, simple strategy and cooperation skills



Spin the wheel to
move the river!



AWARDS

Oppenheim Toy Portfolio
Gold Award
PAL

NARWHAL WATERFALL
14275634



AGES 6+
PLAYERS 2-5

12 1/4" w x 10" h x 2" d
Minimum 6

WARNING: Choking Hazard — Contains small parts. Not for children under 3 yrs.

INCLUDES:

- 1 gameboard with moving river
- 5 narwhals
- 1 die
- 36 swimming cards
- 8 special action cards
- Instructions



Gnomes at Night™

Dare to Enter the Maze!

Invented by Carlo Rossi and Alfredo Berni

Help! Someone has stolen the Queen's treasures and dropped them in the castle's twisty maze. Luckily, the trusty gnomes are here to help! Players work together to maneuver the magnetic gnome movers around the mazes to collect all the treasures before time runs out. Use communication, strategy and quick thinking to find the treasures and win the game!

KIDS LEARN

- Communication
- Cooperation
- Visual discrimination

A Cooperative Game for Kids!



GNOMES AT NIGHT
GMC27



AGES 6+
PLAYERS 2-4

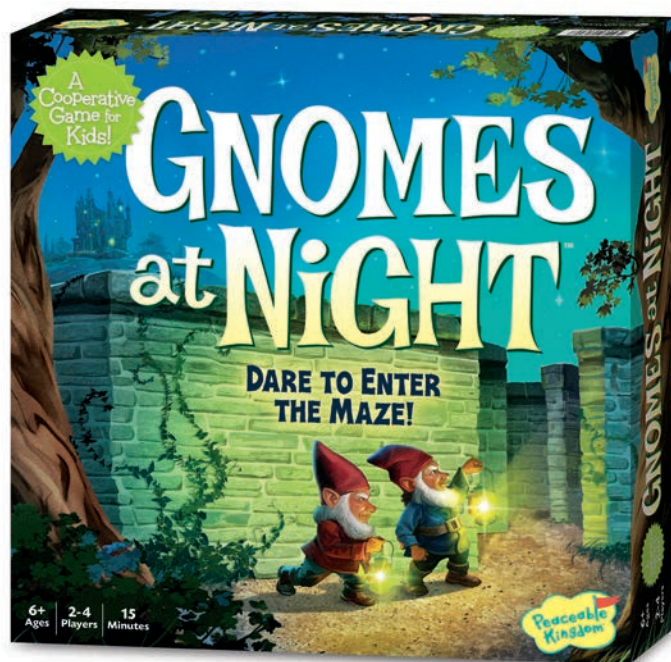
10 1/2" w x 10 1/2" h x 2 1/4" d
Minimum 6

INCLUDES:

- 4 gameboards
- 22 playing cards
- 2 game board holders
- 2 magnetic gnome movers
- 1 sand timer
- Instructions

AWARDS

ASTRA's Best Toy For Kids
Award in Learning Play
Creative Child Magazine
Seal of Excellence
Parents' Choice
Recommended Award



Gnomes at Night
Glow Puzzle

see page 50



Find the hidden ingredients before the wizard blocks all of the paths and everybody wins!

CAULDRON QUEST
GMC6



6 43356 05483 1

AGES 6+
PLAYERS 2-4

10 1/2" w x 10 1/2" h x 2 1/8" d
Minimum 6

WARNING: Choking Hazard —
Contains small parts. Not for
children under 3 yrs.

INCLUDES:

- 6 potion bottles
- 6 cauldron ingredient tokens
- 6 wizard tokens
- 1 wizard hat with stand
- 1 spell-breaker token
- 2 action dice
- 3 magic dice
- 1 gameboard
- Instructions

AWARDS

Parents' Choice Silver Award
NAPPA National Parenting
Publications Award
Good Housekeeping
Best Board Games Award

Cauldron Quest™

Work Your Magic, Break the Spell!

Invented by Department of Recreation

The evil wizard has cast a spell to destroy the kingdom! You have the power to create a potion to break the spell, but you must work together as a team. Strategize, communicate and use the dice to find and reveal the hidden potion ingredients. Get them to the cauldron before the wizard blocks all of the paths and everyone wins!

KIDS LEARN

- Strategy
- Evens and odds
- Problem solving
- Deduction, communication and cooperation



Space Escape™

Mole Rats in Space!

Invented by Matt Leacock

In a space station far from Earth, a team of Mole Rats are busy at work when a band of snakes infiltrates their station. Players work together to help the Mole Rats gather their equipment and make it to their escape pod before time runs out! Climb the ladders and slip down airshafts, but don't get bit by the snakes.

KIDS LEARN

- Strategy
- Cooperation



Slide, climb and strategize on a vibrant space board!



SPACE ESCAPE
GMC29



1 92073 54390 1

AGES 7+
PLAYERS 2-4

8 1/2" w x 10 3/4" h x 2" d
Minimum 6

INCLUDES:

- 1 gameboard
- 51 cards
- 20 tokens
- 4 Mole Rat movers
- Challenge game
- Instructions



Alphabet Bingo!

A Letter Learning Game

A fun twist on a classic! Reach into the bag and pull out a letter token — if you have a match, you're on your way to BINGO!

KIDS LEARN

- Letter recognition
- Uppercase letters
- Letter/object association

AWARDS

Oppenheim Toy Portfolio
Gold Award

ALPHABET BINGO!
GM112



6 43356 05840 2

AGES 4+
PLAYERS 2-6

7" w x 8" h x 1 1/2" d
Minimum 6

WARNING: Choking Hazard —
Contains small parts. Not for
children under 3 yrs.

INCLUDES:

- 6 double-sided gameboards
- 26 alphabet tokens
- 72 plastic chips
- Drawstring bag
- Instructions for multiple ways to play



BINGO!

Numbers Bingo!™

Learn to Count!

What a fun way for children to learn numbers while bonding with their loved ones! Match up the number tokens with the space that shows that number of ladybugs, bananas and other colorful items on the bingo cards. Players can win by being the first to cover four squares in a row and call out "Bingo!" The included guide shares even more ways to play, bringing extra value to this educational game.

KIDS LEARN

- Number recognition
- Counting skills
- Number/object association

NUMBERS BINGO!
GM123



1 95130 21743 2

AGES 4+
PLAYERS 2-6

7" w x 8" h x 1 3/4" d
Minimum 6

WARNING: Choking Hazard —
Contains small parts. Not for
children under 3 yrs.

INCLUDES:

- 6 double-sided playing boards
- 20 number tokens
- 72 plastic chips
- Drawstring bag
- Instructions





SPANISH BINGO!
GM118



AGES 5+
PLAYERS 2-4

7" w x 8" h x 1 1/2" d
Minimum 6

WARNING: Choking Hazard —
Contains small parts. Not for
children under 3 yrs.

Spanish Bingo!™

The Spanish Learning Game!

Start language learning early with this fun game! Reach into the bag and pull out a Spanish word token with a picture of the meaning on the other side — if you have a match, you're on your way to BINGO! Use the pronunciation guide to see if you can say it out loud!

KIDS LEARN

- Basic Spanish words
- Basic pronunciation

INCLUDES:

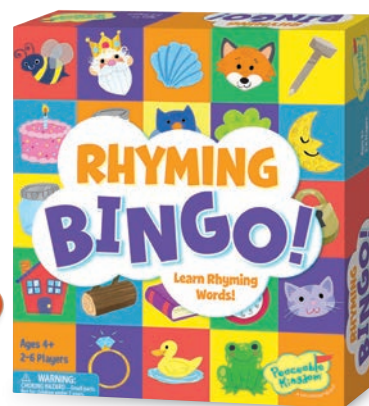
- 4 double-sided gameboards
- 50 word tokens
- 64 plastic chips
- Drawstring bag
- Instructions & pronunciation card



Rhyming Bingo!™

Learn Rhyming Words!

It's rhyme time! Children ages 4 and up can practice reading and language comprehension with this educational game. Featuring colorful images as well as words, the adaptable boards mean kids don't need to be able to read to get in on this fun! Pull an object token out of the bag and match it to a rhyming word on your card. First one to match 4 items in a row wins!



KIDS LEARN

- Letter sounds
- Rhyming words
- Word/object association

RHYMING BINGO!
GM122



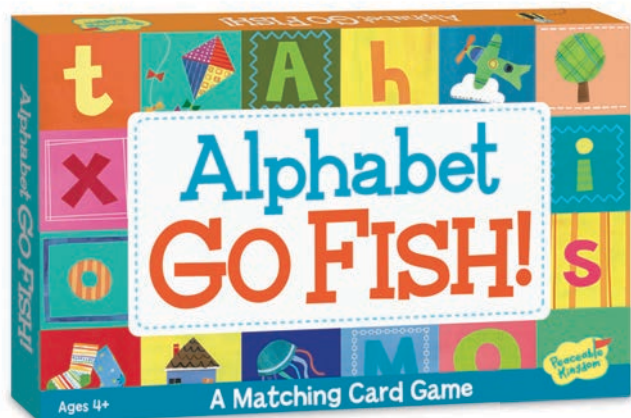
AGES 4+
PLAYERS 2-6

7" w x 8" h x 1 3/4" d
Minimum 6

WARNING: Choking Hazard —
Contains small parts. Not for
children under 3 yrs.

INCLUDES:

- 6 double-sided playing boards
- 48 object tokens
- 72 plastic chips
- Drawstring bag
- Instructions



ALPHABET GO FISH!
AM3



AGES 4+
PLAYERS 3-6

7 3/4" w x 4 3/4" h x 1" d
Minimum 6

INCLUDES:

- 52 oversized cards
- Instructions

Alphabet Go Fish!

A Matching Card Game!

An educational version of everyone's favorite card game. Got any G's? Go fish!

KIDS LEARN

- Letters
- Spelling
- Letter sounds



Puzzles



Match Up Games & Puzzles

Toddlers and young children can use these colorful cards as a matching game, memory game or fun puzzle for three exciting activities in one convenient package. Vibrant illustrations teach colors, numbers, animals and opposites, and the three levels of play can help these games grow with children. The compact box is easy to take on the go or store with other toys and games. There's no shortage of value in these match-up games and puzzles!

KEY FEATURES

- 24 - 3 1/2" x 5" cards
- 24-piece puzzles
- Instructions
- Parent teaching prompts

KIDS LEARN

- Memory skills
- Hand-eye coordination

PLAYERS 1-4

4"w x 5 1/4"h x 1 1/4"d
Minimum 6



LEARN ANIMALS



MAMA AND BABY
MU26 AGES 2+



1 95130 29112 8



LEARN NUMBERS

PRINCESS
MU4 AGES 2+



6 43356 04593 8



Match Up Games & Puzzles

KEY FEATURES

- 24 - 3 1/2" x 5" cards
- Instructions
- Parent teaching prompts

PLAYERS 1-4

4" w x 5 1/4" h x 1 1/4" d
Minimum 6

KIDS LEARN

- Spatial awareness
- Fine motor coordination

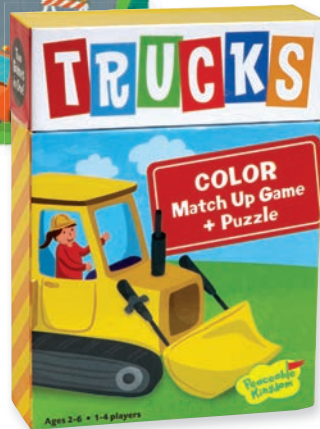


LEARN COLORS

TRUCKS
MU13 AGES 2+



6 43356 05464 0



PUZZLE SIDE



LEARN COLORS

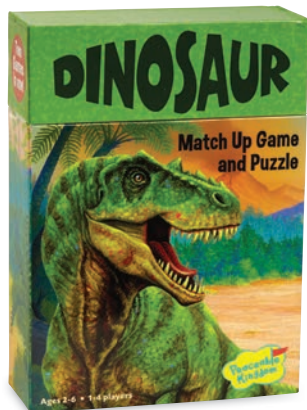


MATCHING
SIDE

UNICORNS
MU21 AGES 2+



1 92073 52285 2



DINOSAUR
MU10 AGES 2+



6 43356 05463 3

LEARN
DINOSAURS



Puzzle & Play Sets™

These play sets are double the fun! After assembling the 26" x 36" puzzles, use them as a playmat for the included wooden vehicles with working wheels.

KEY FEATURES

- 48 puzzle pieces
- 3 wooden race cars with working wheels

KIDS LEARN

- Visual recognition
- Cooperation
- Fine motor development
- Problem solving
- Cognitive skills

11" w x 10 1/4" h x 3" d
Minimum 6

AWARDS

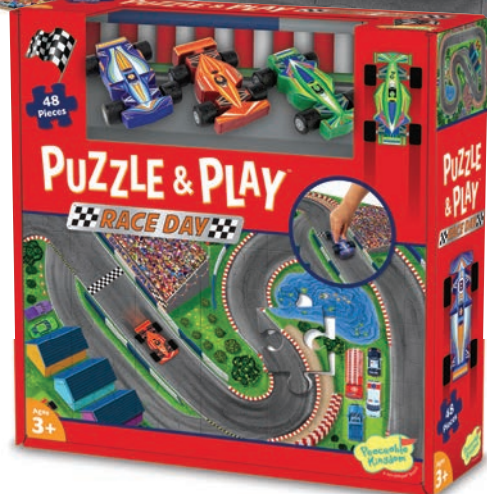
Oppenheim Toy Portfolio
Platinum Award



RACE DAY
14347574 AGES 3+



1 92073 97015 8



CONSTRUCTION SITE
14125376 AGES 3+



1 95130 41322 3

AWARDS
PAL

Floor Puzzles

2' x 3' assembled puzzles • storage box with corded handle
7 1/2" w x 11" h x 3 1/2" d vertical box • 11" w x 7 1/2" h x 3 1/2" d horizontal box
Minimum 6

Measuring over 3 feet, these large puzzles for kids feature thick, sturdy pieces and unique shapes for extra fun and engagement. Spark imagination and curiosity with these floor puzzle adventures today!

KEY FEATURES

- Beautifully illustrated packaging
- Thick, sturdy pieces
- Storage box with a corded handle

KIDS LEARN

- Visual recognition
- Fine motor skills
- Problem solving



DINOSAUR ISLAND
14347571 AGES 3+



NARWHAL
14347573 AGES 3+



AWARDS

Oppenheim Toy Portfolio
Gold Award

Floor Puzzles

2' x 3' assembled puzzles • storage box with corded handle
7 1/2" w x 11" h x 3 1/2" d vertical box • 11" w x 7 1/2" h x 3 1/2" d horizontal box
Minimum 6



AWARDS

PAL

Oppenheim Toy Portfolio
Platinum Award

BARN BUDDIES
14347572 AGES 3+



RACECAR
14125383 AGES 3+



Floor Puzzles

2' x 3' assembled puzzles • storage box with corded handle
7 1/2" w x 11" h x 3 1/2" d vertical box • 11" w x 7 1/2" h x 3 1/2" d horizontal box
Minimum 6



MOUSE HOUSE
14125380 AGES 3+



DUMP TRUCK
PZ54 AGES 3+



Floor Puzzles

2' x 3' assembled puzzles • storage box with corded handle
 7 1/2" w x 11" h x 3 1/2" d vertical box • 11" w x 7 1/2" h x 3 1/2" d horizontal box
 Minimum 6



MAGICAL MERMAID
PZ18 AGES 3+



RAINBOW
PZ20 AGES 3+



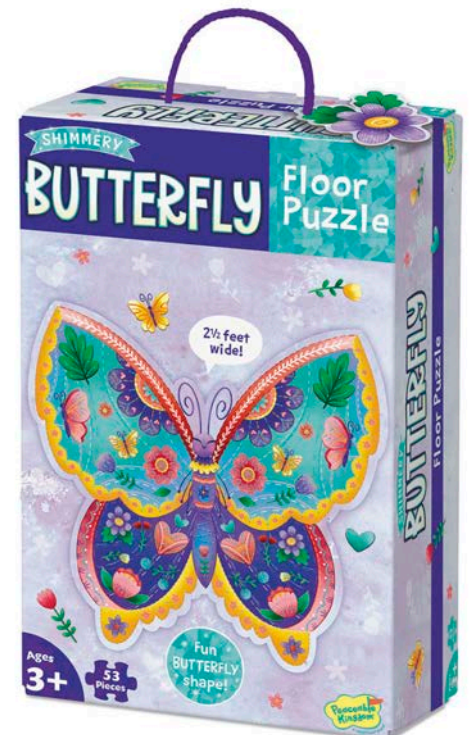
Floor Puzzles

2' x 3' assembled puzzles • storage box with corded handle
7 1/2" w x 11" h x 3 1/2" d vertical box • 11" w x 7 1/2" h x 3 1/2" d horizontal box
Minimum 6



AWARDS
Creative Child Magazine
Seal of Excellence

SHARK
PZ41 AGES 3+
1 95130 20333 6



BUTTERFLY
PZ42 AGES 3+

1 95130 20330 5

Floor Puzzles

2' x 3' assembled puzzles • storage box with corded handle
 7 1/2" w x 11" h x 3 1/2" d vertical box • 11" w x 7 1/2" h x 3 1/2" d horizontal box
 Minimum 6



AWARDS

Oppenheim Toy Portfolio
Platinum Award



DINOSAUR
PZ22 AGES 3+



1 92073 75819 0



AWARDS

Oppenheim Toy Portfolio
Platinum Award



UNICORN
PZ21 AGES 3+



1 92073 75818 3

Floor Puzzles

2' x 3' assembled puzzles • storage box with corded handle
 7 1/2" w x 11" h x 3 1/2" d vertical box • 11" w x 7 1/2" h x 3 1/2" d horizontal box
 Minimum 6



FAIRY
 PZ26 AGES 3+

 1 92073 95539 1



HOOT OWL HOOT!
 PZ29 AGES 3+

 1 95130 06197 4

BASED ON THE
 BEST-SELLING GAME!

**Hoot
 Owl
 Hoot!**

PAGE 26

Seek & Find Glow Puzzles™

These delightful puzzles offer two activities in one! First, kids can assemble the jigsaw puzzle, then they can use the included black light to reveal over 40 hidden glow-in-the-dark objects. These puzzles promote attention to detail and boost visual recognition, all while kids have a blast seeking out fun images! Puzzles include 100 pieces.

KEY FEATURES

- Over 40 special items in this seek-and-find activity
- Included black light to reveal hidden glow-in-the-dark objects
- Makes for an engaging activity on your own, a fun team-building exercise or entertaining classroom resource

KIDS LEARN

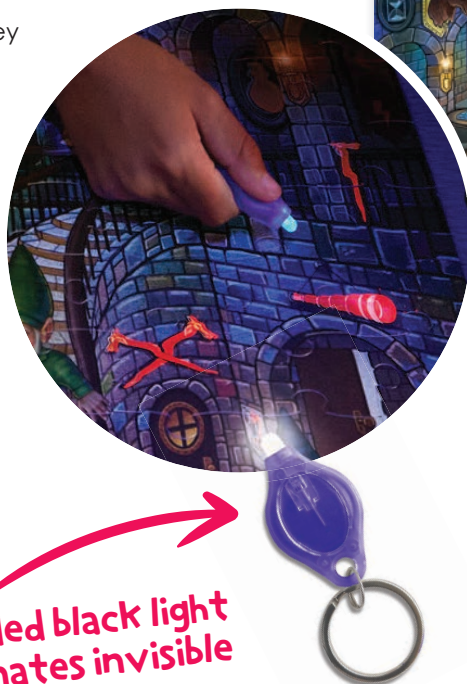
- Visual recognition
- Fine motor development
- Problem solving skills
- Critical thinking

12"w x 10 1/4"h x 2 3/4"d
Minimum 6



Restrictions may apply for international orders

Included black light illuminates invisible treasures!



GNOMES AT NIGHT
PZ33 AGES 6+



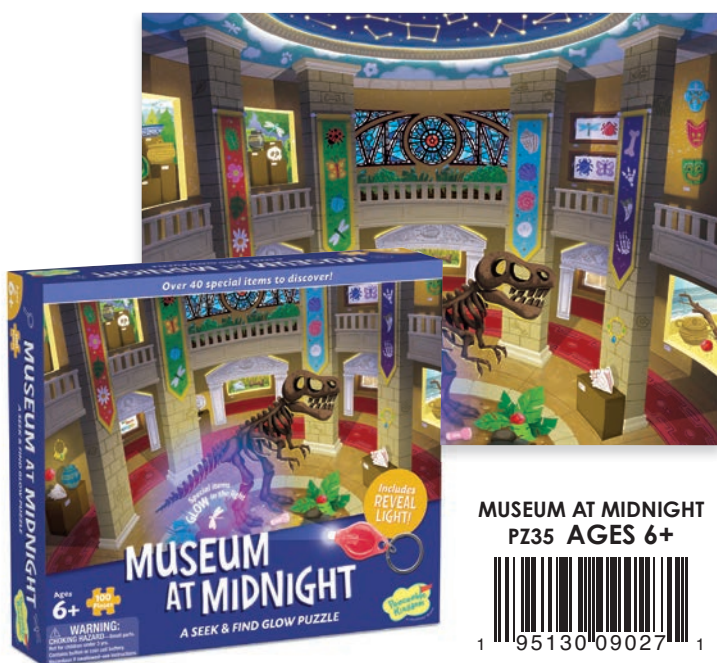
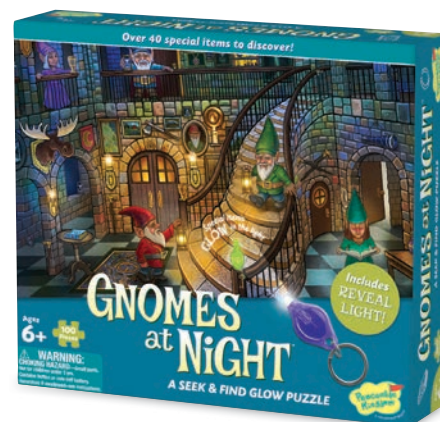
1 95130 09025 7



BASED ON THE
BEST-SELLING GAME!

GNOMES at NIGHT

PAGE 34



MUSEUM AT MIDNIGHT
PZ35 AGES 6+



1 95130 09027 1



TWILIGHT FAIRIES
PZ34 AGES 6+



1 95130 09026 4

WARNING: Choking Hazard — Contains small parts. Not for children under 3 yrs.

Early Learning



Music Jam with Ms. Sarah Jane™

Learn and Play Music Activity Set

Developed in partnership with professional musician and preschool music teacher Ms. Sarah Jane, this interactive music set lets preschoolers sing and play along with classic songs like "Bingo," "Happy Birthday" and more. Included are a range of easy-to-hold, child-friendly instruments—a tambourine, triangle, maraca and rhythmic inducing sticks—that can be all neatly tucked into a convenient drawstring storage bag. Ten "Play Along" cards created by Ms. Sarah Jane feature music lessons just right for the youngest musicians with QR code links to her recordings of each song. Bring the harmony of playing and learning together on your shelves with this fun music set!

NEW!



KIDS LEARN

- Rhythmic skills and tempo
- Fine Motor Coordination
- Listening and social skills
- Creativity and Expression



MUSIC JAM WITH
MS. SARAH JANE
14331887



8 86102 02324 2

AGES 3+

11" w x 10 1/2" h x 2 3/4" d
Minimum 6

WARNING:
Choking Hazard —
Contains small parts.
Not for children under 3 yrs.

INCLUDES:

- Tambourine
- Triangle
- Rhythmic sticks
- Maraca

- 10 music learning cards with QR codes for interactive lessons
- Drawstring storage bag

With this comprehensive set, learning music is always in tune with fun!



Restrictions may
apply for
international orders

Color Clue Caterpillars™

A Colorful Puzzle Activity

Munch your way to great sales with these hungry caterpillars. Early learners can practice color recognition and logical reasoning as they match up the magnetic caterpillars to the corresponding colored leaves. Sturdy challenge cards are double-sided with four levels of play and 40 unique puzzles. Magnetic pieces make for great fun on the go! There's no reading required in this puzzle game that's great for preschoolers, at home or in the classroom.

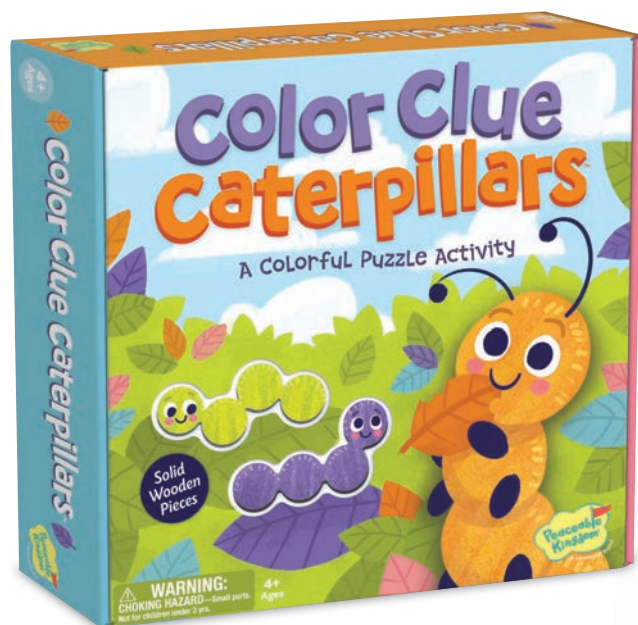
KIDS LEARN

- Problem solving
- Logical thinking
- Fine motor skills
- Color matching
- Spatial reasoning

No reading required.

AWARDS

Creative Child Magazine
Preferred Choice Award



COLOR CLUE
CATERPILLARS
14103800



AGES 4+

10 1/2" w x 10" h x 2" d
Minimum 6

WARNING: Choking Hazard —
Contains small parts. Not for
children under 3 yrs.

INCLUDES:

- 5 wooden magnets
- 20 double-sided challenge cards
- 2-piece magnetic puzzle board
- Instructions





Numbers Learning Fun Tote™

Practice counting, measuring, tracing shapes and making patterns!

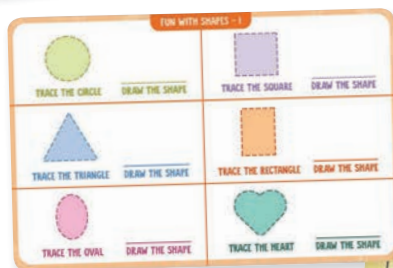
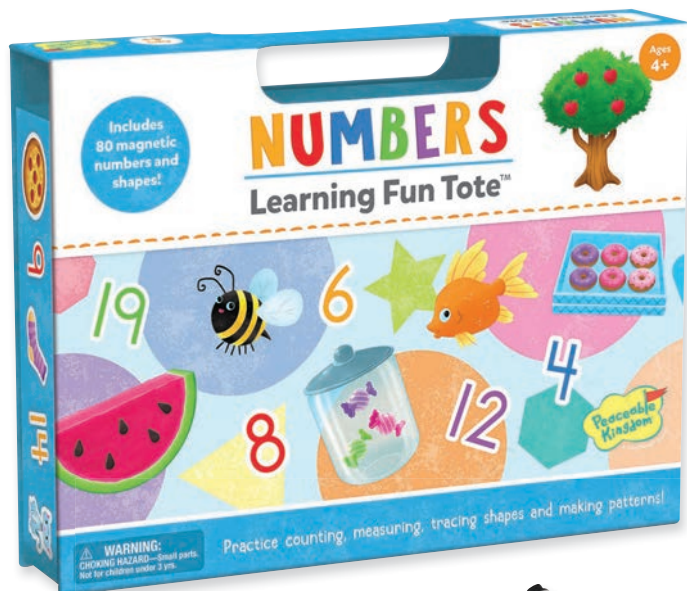
This early learning resource is a bright, colorful way for kids to learn about numbers, shapes, counting and more. Sturdy magnets, activity-packed learning sheets and dry erase surfaces give children everything they need to master basic math skills while having fun!

KIDS LEARN

- Critical thinking
- Fine motor skills
- Important number concepts

INCLUDES:

- 80 magnets
- 11 learning sheets
- 5 Number Matching sheets
- 1 Patterns sheet
- 2 Counting Fun sheets
- 1 Dot to Dot sheet
- 1 Fun with Shapes sheet
- 1 Measuring Fun/Number Line sheet
- 1 dry erase marker
- Parent guide



NUMBERS
LEARNING FUN TOTE
14122644



**AWARDS
PAL**

AGES 4+

10 1/2" w x 8" h x 2" d
Minimum 6

WARNING:
Choking Hazard —
Contains small parts.
Not for children under 3 yrs.

Alphabet Learning Fun Tote™

Practice identifying and writing letters, sounds and words!

What a fun way for early learners to recognize letters, sounds, vowels and other alphabet essentials! A solid addition to your early education resources, this learning fun tote helps set young learners up for reading and writing success. Teacher-designed activities provide the fundamentals needed for a lifetime of reading adventures!

KIDS LEARN

- Letter, sound and vowel recognition
- Fine motor skills
- Important alphabet concepts

INCLUDES:

- 106 magnets
- 12 learning sheets
- 4 Alphabet Fun sheets
- 5 Sight Word sheets
- 2 Fun with Sounds sheets
- 1 Name Writing/Letter Line sheet
- 1 Rhyme Time sheet
- 1 dry erase marker
- Parent guide



ALPHABET
LEARNING FUN TOTE
14122643



AWARDS
PAL

AGES 4+

10 1/2" w x 8" h x 2" d
Minimum 6

WARNING:
Choking Hazard —
Contains small parts.
Not for children under 3 yrs.

Mermaid Island Sparkle Mosaics™

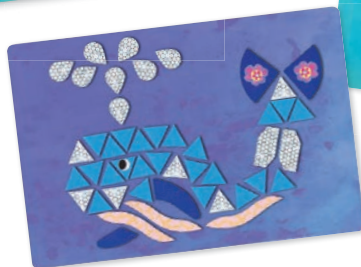
Magnetic Play to Sparkle the Imagination!

Kids won't be able to keep their hands off these Mermaid Island® Sparkle Mosaics! This self-contained set allows children to create colorful images using magnets on numbered backgrounds. Self-contained packaging converts to a vertical play surface, while 12 backgrounds (including 2 blanks) and over 300 magnets allow children to let their creative minds shine!

KIDS LEARN

- Visual thinking
- Fine motor skills
- Number recognition
- Self-expression

No reading required.



MERMAID ISLAND
SPARKLE MOSAICS
MS01



1 95130 06226 1

AGES 3+

10 1/2" w x 8" h x 2" d
Minimum 6

WARNING: Choking Hazard —
Contains small parts. Not for
children under 3 yrs.

INCLUDES:

- 6 double-sided background sheets
- Over 300 magnetic shapes
- Travel case with built-in easel and handle

AWARDS
PAL

**BASED ON THE
BEST-SELLING GAME**

**MERMAID
ISLAND**

PAGE 32



Diaries

Lock & key Diaries

KEY FEATURES

- 208-page lined book
- 1 lock & 2 keys

AGES 6+

5½"w x 6¼"h x 1"d book
Minimum 6

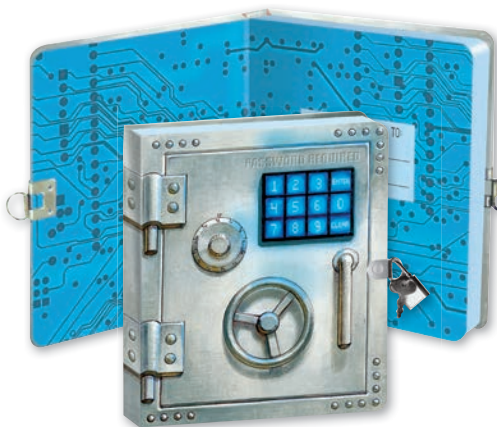
WARNING: Choking Hazard — Contains small parts.
Not for children under 3 yrs.



KEEP OUT
4633



6 43356 04633 1



PASSWORD REQUIRED
5392



6 43356 05392 6



MY SECRET KEEP OUT
14109243



1 95130 30026 4

Diaries with Key-keeper Necklace

KEY FEATURES

- 208-page lined book
- 1 lock & 2 keys
- Includes a key-keeper necklace to keep your keys safe
- Necklace charm coordinates with

AGES 6+

5½"w x 6¼"h x 1"d book
Minimum 6

WARNING: Choking Hazard —
Contains small parts. Not for
children under 3 yrs.



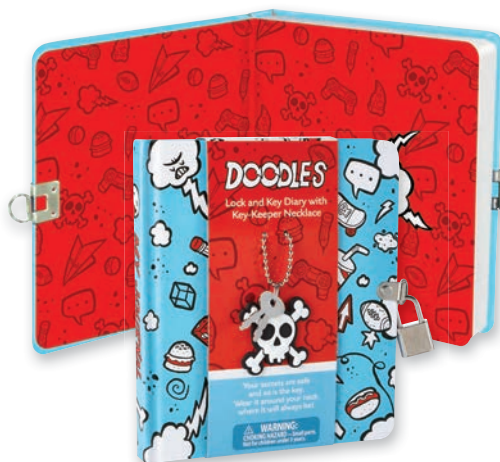
**INCLUDES
KEY-KEEPER
NEKLACE!**



**UNICORN DIARY WITH
KEY-KEEPER NECKLACE**
6005



1 92073 77844 0



**DOODLES DIARY WITH
KEY-KEEPER NECKLACE**
6002



1 92073 44168 9



**CUTIES DIARY WITH
KEY-KEEPER NECKLACE**
6001



1 92073 44170 2

Lock & key Diaries

KEY FEATURES

- 208-page lined book
- 1 lock & 2 keys

AGES 6+

5½"w x 6¼"h x 1"d book
Minimum 6

WARNING: Choking Hazard — Contains small parts.
Not for children under 3 yrs.

GLOW-IN-THE-DARK DIARIES

LIGHTS
OFF!



DINOSAUR
14109242



1 95130 30025 7



DEEP SPACE
5165



6 43356 05165 6



SECRETS, DREAMS, WISHES
5166



6 43356 05166 3

Lock & key Diaries

KEY FEATURES

- 208-page lined book
- 1 lock & 2 keys

AGES 6+

5½" w x 6¼" h x 1" d book
Minimum 6

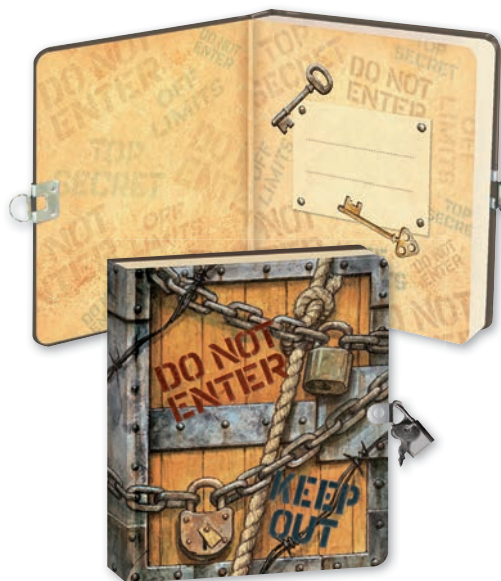
WARNING: Choking Hazard — Contains small parts.
Not for children under 3 yrs.



PASSWORD REQUIRED
5392



6 43356 05392 6



KEEP OUT
4633



6 43356 04633 1



HAPPY SLOTH
6003



1 92073 44171 9



TOP SECRET
5624



6 43356 05624 8



BE KIND
14109244



1 95130 30024 0

INCLUDES
INVISIBLE
INK PEN!

Lock & key Diaries

KEY FEATURES

- 208-page lined book
- 1 lock & 2 keys

AGES 6+

5½"w x 6¼"h x 1"d book
Minimum 6

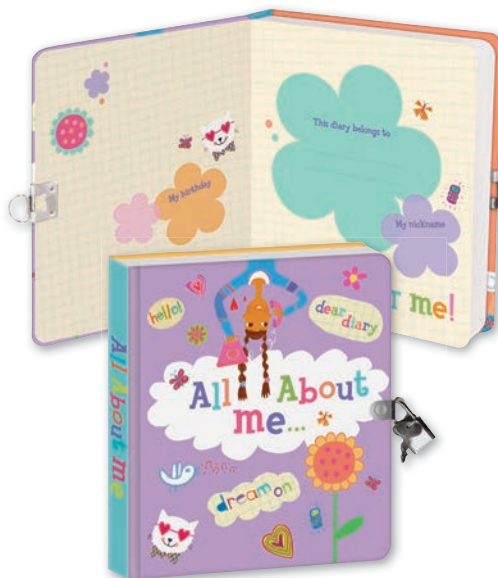
WARNING: Choking Hazard — Contains small parts.
Not for children under 3 yrs.



PIRATE
4220



DONUT
5876



ALL ABOUT ME
3846



OWLS
4707



MY SECRET KEEP OUT
14109243





International Distributor

2025 Ordering Requirements



ORDER PLACEMENT - U.S. INVENTORY

- All orders MUST be submitted on a purchase order form OR a MW Wholesale order form available upon request.
- Full case pack quantities.
- Peaceable Kingdom Item numbers must be indicated on order.
- Minimum order amount of \$2500.00.
- No backorder allowances.

ORDER PLACEMENT - FACTORY DIRECT

- Special quotations required for localization or customized container programs.
- Ex works (EXW) terms apply.
- Order must be submitted on a company purchase order.
- Inquire for further details.

STANDARD TESTING CERTIFICATION

All of our Peaceable Kingdom products are tested to the following standards and our reports are valid for 12 months:

- CPSIA
- ASTM
- EN-71 Part 1, 2, 3 and REACH

Please inquire about any specific test requirements you may have BEFORE order placement to ensure product compliance availability to your specific needs.

A WORD ABOUT PRICING

All prices are quoted in U.S. dollars and are subject to change without notice. Price lists are available upon request by contacting customer service.

ATTENTION

MW Wholesale will no longer hold US warehouse orders past 30 days. Any orders that exceed the 30-day time limit will be canceled and held inventory will be released.

*NEW U.S. TAX LAW NOTIFICATION:

Special documentation may be required

Due to new United States Supreme Court ruling (South Dakota v. Wayfair) put into effect in June of 2018, our company is required to collect sales tax on all goods shipped to all states. This includes orders that are being shipped to a freight forwarder located in the U.S.

MW Wholesale will collect sales tax on orders being shipped to freight forwarders unless the freight forwarder provides us with a resale or exempt certificate.

California Consumers Notice of Collection and Opt Out Right. California consumers, please visit www.mindware.com/CAPRIVACY for information about the categories of and purposes for which we collect and use personal information, the right to opt out of the sale of personal

ORDERING & CUSTOMER SERVICE

- International customer service questions?
 - Toll-Free 1-800-296-9485
 - Email: International@MWWholesale.biz
- New International Account Inquiries:
 - Toll-Free 1-800-296-9485 - Option 7
 - Email: jmiller@MWWholesale.biz

SHIPPING & HANDLING*

- Standard in-house processing time is 10-15 business days.
- Omaha, NE / U.S. – All orders must be picked up from warehouse OR advance arrangements can be made to ship to the freight forwarder of your choice. (Customer pays shipment costs)
 - Address for pickup:
MW Wholesale®
11112 I Street
Omaha, NE 68137
 - Dock Hours: 8:30 am - 4:30 pm / CST
- Pickups must be arranged within a 2 week window upon receiving shipment details from MW Wholesale.
- Truck or LTL pickups only. We cannot accept containers at our facility.

METHODS OF PAYMENT

Orders must be paid in advance via credit card or wire transfer. Shipments will not be prepped & shipped until payment is received.

NOTE: Requests for shipment dimensions & weights cannot be provided until shipment is prepped

- All major credit cards.
- Wire transfer: inquire for information.

IMAGES & SIGNAGE

- Digital Catalog: PKIntl.MWWholesale.biz

Acceptable Forms of Documentation

- Business Registration Certificate.
- A statement on your company letterhead stating you are selling the merchandise outside the United States.
- A copy of the export BOL from your forwarder showing the goods were shipped out of the United States.

Based on the state we are shipping to there could be additional documents required to prove the shipment will not be sold in the U.S. Please inquire before placing an order.

information and our privacy policy.

Terms and Conditions. Please see www.mindware.com/CAPRIVACY for terms and conditions governing all orders and customer interactions.