

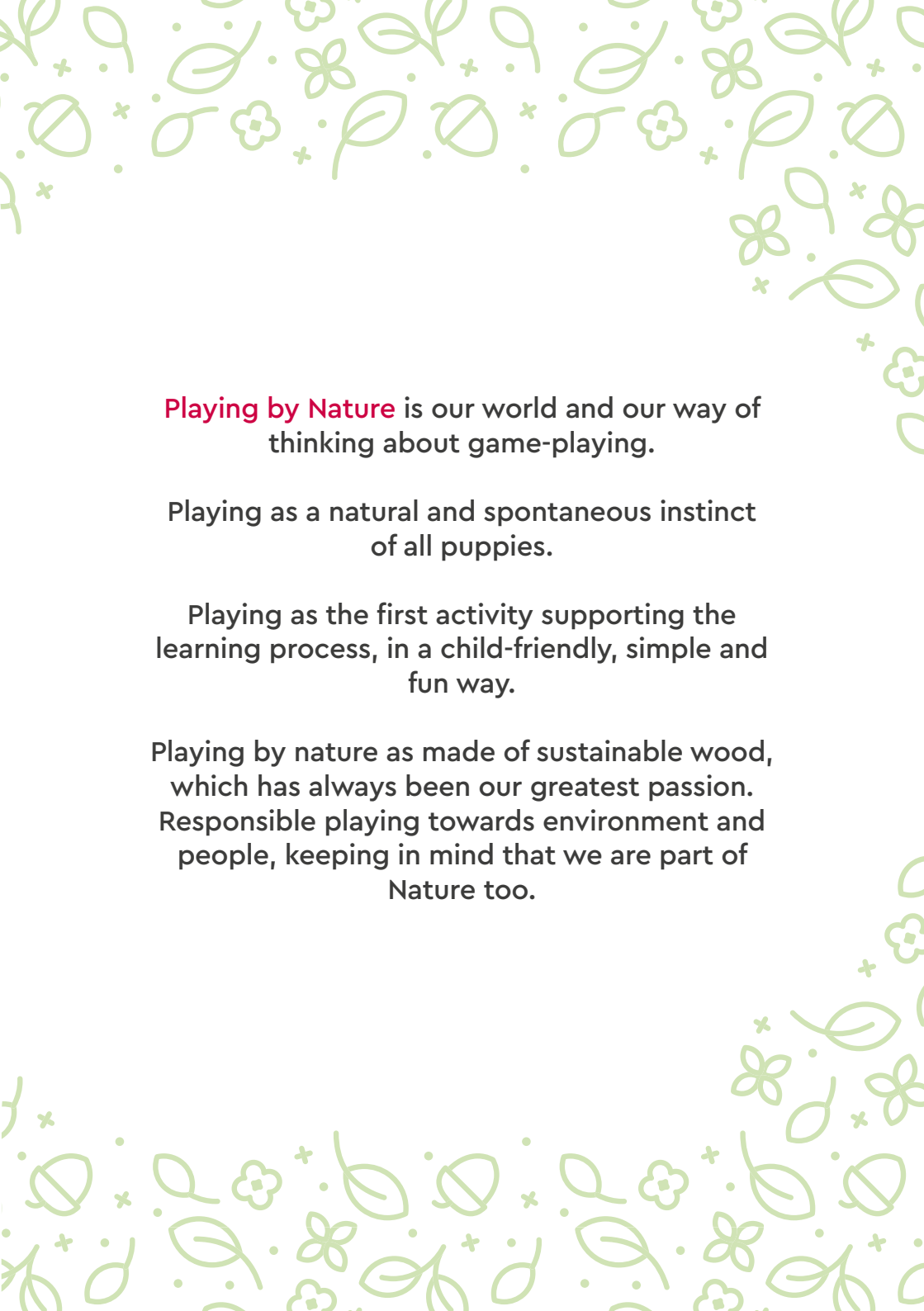


milaniwood®

PLAYING BY NATURE

2023



A decorative border of green leaves and flowers is located at the top and right sides of the page. The leaves are simple line drawings, and the flowers are small, four-petaled shapes. Some leaves have small dots on them.

Playing by Nature is our world and our way of thinking about game-playing.

Playing as a natural and spontaneous instinct of all puppies.

Playing as the first activity supporting the learning process, in a child-friendly, simple and fun way.

Playing by nature as made of sustainable wood, which has always been our greatest passion. Responsible playing towards environment and people, keeping in mind that we are part of Nature too.

Playing by Nature is...

Milaniwood® is a brand of sustainable wooden toys with nature-inspired designs. They are **manufactured in Italy** by T.a.m.i.l., a company that has been producing high-quality wood components for nearly **100 years**. We want to take children and adults alike into a world of toys and colors inspired by the natural environment, and do this responsibly.



Enhancement and growth

Each Milaniwood toy is designed to **entertain and stimulate** cross-cutting skills while accompanying children's growth from their earliest years.

Manipulating wooden shapes is an activity that alone stimulates sensory skills. Stacking, stringing, balancing, rotating, and stapling are activities that exercise eye-hand coordination and fine motor skills.

We strongly believe that play is the best way to **learn by nature**.



All-around sustainability

We tell the world about Nature through our games and we intend to preserve it fully. We put the **safety** and well-being of our employees at the center. As we are committed to taking **care of people** and the environment in an authentic way.



- Games production is still handled entirely in **Italy** at the new facility in Valgrehentino, Lecco.

- Milaniwood toys use **FSC™-certified wood**, for a more sustainable and controlled forest management.

- Production machinery is powered by **clean energy** generated by a photovoltaic system and a thermal power plant that uses waste sawdust.

- Packaging has been entirely redesigned to contain only **recyclable** cardboard and cotton.



The mark of
responsible forestry
FSC™ C021028

Look for FSC™ certified products

Wood

Wood is the **essence** of our work and creativity. It is a living material and working with it means getting to know its different essences, interpreting its grains, tones and textures.

It suggests ways of playing close to children and their needs, with **safe and recyclable materials**.

Care and respect for this material and the environment that creates it are the values that have inspired us for generations.



Made in Italy

Nearly **100 years of experience** live every day in the production of Milaniwood toys. To ensure safe games with attention to detail, every stage of the production cycle takes place before our eyes: **from conception, to design and prototyping, to play testing, to production and assembly**. Still today our team works near Lake Como, where nature is at home.



Passion for wood for over 95 years...



1924

Vincenzo Milani begins the first wood-turning business for the textile industry



1960s

The second generation of the Milani family renames the company to T.a.m.i.l., expanding production to new sectors



1980s

Third generation joins the company, with new production technologies and a new headquarters



2000s

Milaniwood is born as an in-house brand dedicated to the production of 100% made in Italy design wooden toys



2008

The fourth generation joins the company and Milaniwood expands and improves the range of toys with the use of FSC™-certified wood. International collaborations begin to distribute the brand



Today

New energy-efficient production facility opens in 2020. Inspired by Playing by Nature, Milaniwood brand revamps range and pack, creating toys for today's and tomorrow's families



new 2023

10–13

**motor
development**

14–26

**cognitive
development**

27–34

**play and
furnish**

35–39

building sets

40–42



information+
video

AGE: 1+

PLAYERS: 1+

PIECES: 3 animals,
3 eggs (2pcs each),
instructions

SKILLS:
fine motor skills,
cognitive planning

design
Stefania Rizzo
MCMW-012



Eggy

So many animals are born from an egg!

Find out if it's a snake or a parrot hidden under the shell. Or perhaps when it hatches, it'll be a cuddly penguin.

Similar-looking eggs can hide totally different animals inside, because amphibians, reptiles and many other birds also start their lives in a shell. A game that lets children discover the variety of nature from an early age.



information
+ video

AGE: 2+

PLAYERS: 1+

PIECES:
11 illustrated
wooden bricks,
instructions

SKILLS: handling,
building,
composition,
imagination

Little house

So many details are hidden in the Milaniwood house for you to discover! The characters, going about their daily lives, are surrounded by fun little animals, flowers and other objects, all in a pleasant array of colours. You can touch the sky by building a vertical house, or mix it up in your own creation, perhaps with one or two floors...or draw inspiration from your own home. If you want to personalise it more, draw your own design on the back of the blocks.

design
Benedetta Moro
MCMW-011



information+
video

AGE: 1+

PLAYERS: 1

PIECES: 1 sphere,
1 dice, 1 ribbed
olive, 1 ring, 1 spool
all already threaded
through the cloth

SKILLS: tactile,
visual and sound
skills

design
Irene Guerrieri
MCMW-010



Shape Caterpillar

A game for the senses that develops tactile, visual and sound skills as children explore the hard and soft sections.

This cuddly, jointed caterpillar has five natural wooden pieces of different shapes and textures tucked into a soft cloth.



information
+ video

AGE: 2+

PLAYERS: 1+

PIECES: 12 wooden
balancing animals,
instructions

SKILLS: hand-eye
coordination,
balance, memory

design
Benedetta Moro

MCMW-006

MCMW-005

MCMW-004

Upside-down animals

Construction and memory.

Ocean, wild and farm animals have become acrobats, able to support themselves on the tips of their ears, on their sides, upside down or the right way up. And when they're tired, they lie down to become a memory game.



information
+ video

AGE: 3+

PLAYERS: 2

PIECES:

7 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



selected for
ADI Design
Index 2022



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 winner is the player who gets the most bottles.

design
Bice Dantona and
Bernardo Corbellini

MCMW-001



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.



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: 2+

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.



information
+ video

AGE: 4+

PLAYERS: 1-4

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

SKILLS: hand- eye
coordination,
concentration,
tripod grasp

design
Benedetta Moro
e Susan Pronesti
MCMW-002

Spinning top challenge

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*
- 2) Spin the spinning top. Before it stops, attempt the challenges on the *mini barrel cards*
- 3) A mix of the other two levels, using both sets of cards.



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

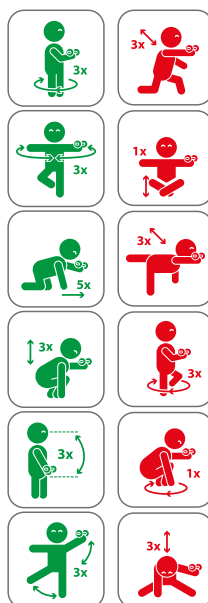
MSPS0-001



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.



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

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 with two fingers together, players try to complete the challenge indicated. The winner is the player who correctly completes the most tasks without the weights falling.

design
Bice Dantona and
Bernardo Corbellini

MWDB0-001



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

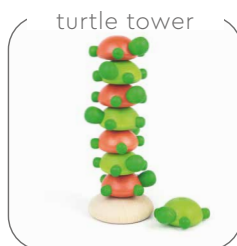
MCZPX-001



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. 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!



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: 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!



selected for
ADI Design
Index 2017



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

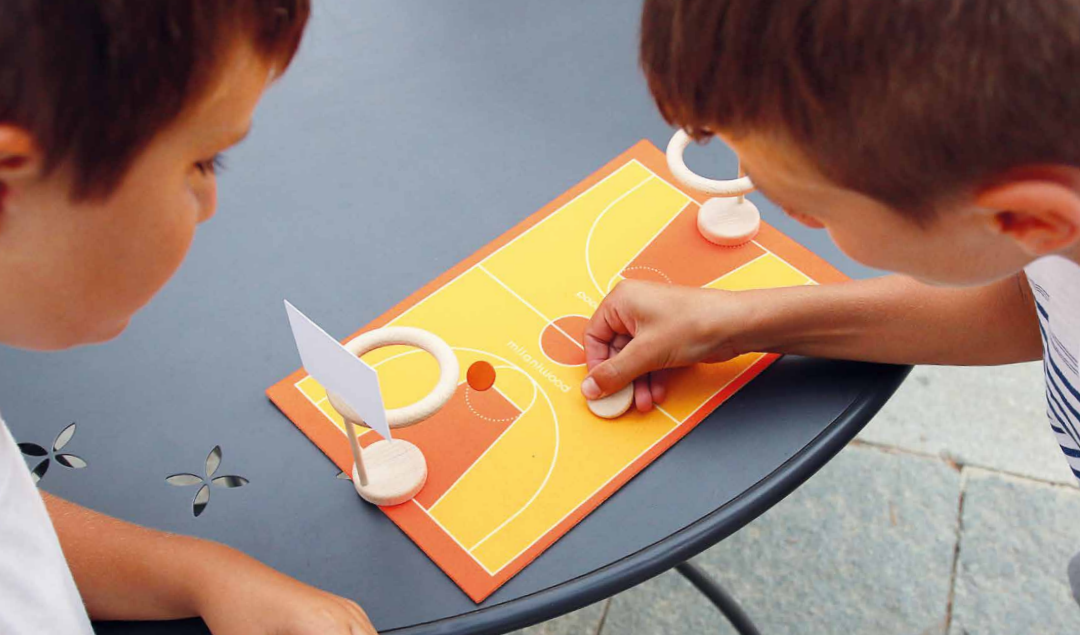
design
Bice Dantona and
Bernardo Corbellini

MKMKO-003

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!



information
+ video

AGE: 4+

PLAYERS: 2

PIECES: 2 discs,
4 balls and 2
baskets to assemble
(all wood), 1 felt
basketball court
of 33×21cm, 2
backboards,
instructions

SKILLS: tripod
grasp, aim, hand-eye
coordination



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!

design Sergio Milani
graphic design
Bice Dantona and
Bernardo Corbellini

MJMP0-002

Jump! Archery



AGE: 4+

PLAYERS: 2-4

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

MJMP0-003

Jump! Tennis



AGE: 4+

PLAYERS: 2-4

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

MJMP0-001

Jump! Athletics

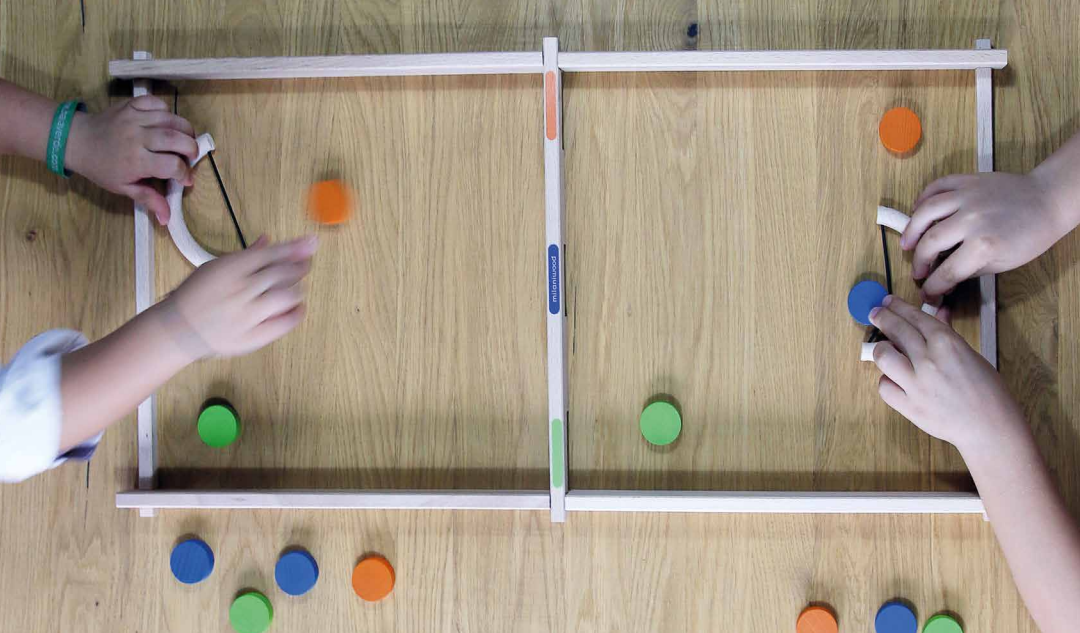


AGE: 4+

PLAYERS: 2

PIECES: 2 discs, 6 small discs, 8 hurdles, 1 high-jump kit (all wood), 40x21cm felt track, instructions

MJMP0-004



information
+ video

AGE: 5+
PLAYERS: 2

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

SKILLS: dexterity,
fine motor skills,
concentration, aim

design
Marco Milani and
Sergio Milani

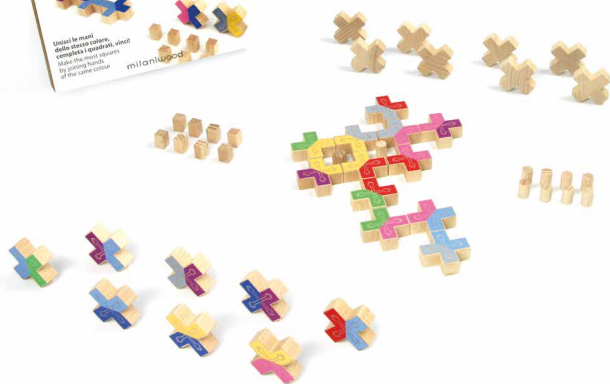
MDAD0-001



Duel of discs

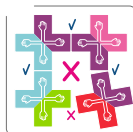
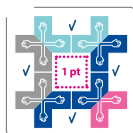
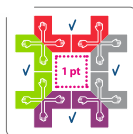
The winner is the player who shoots all their discs into their opponent's side!

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.



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. 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.



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

QMLM0-001



information
+ video

AGE: 4+

PLAYERS: 2-4

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

SKILLS: grasping,
stacking,
classification

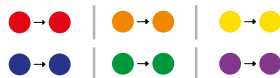
design
Bice Dantona and
Bernardo Corbellini

MRBCO-001

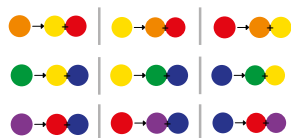


to win markers:

A) matching colours



B) colour combinations



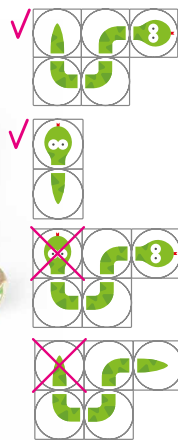
C) complementary colours



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).



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: 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: 4+

PLAYERS: 2-4

PIECES: 45 wooden
buttons, 1 board
of Ariadne's maze,
1 cotton bag,
instructions

SKILLS: logic,
touch, association,
classification,
sequences

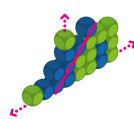
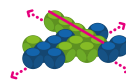
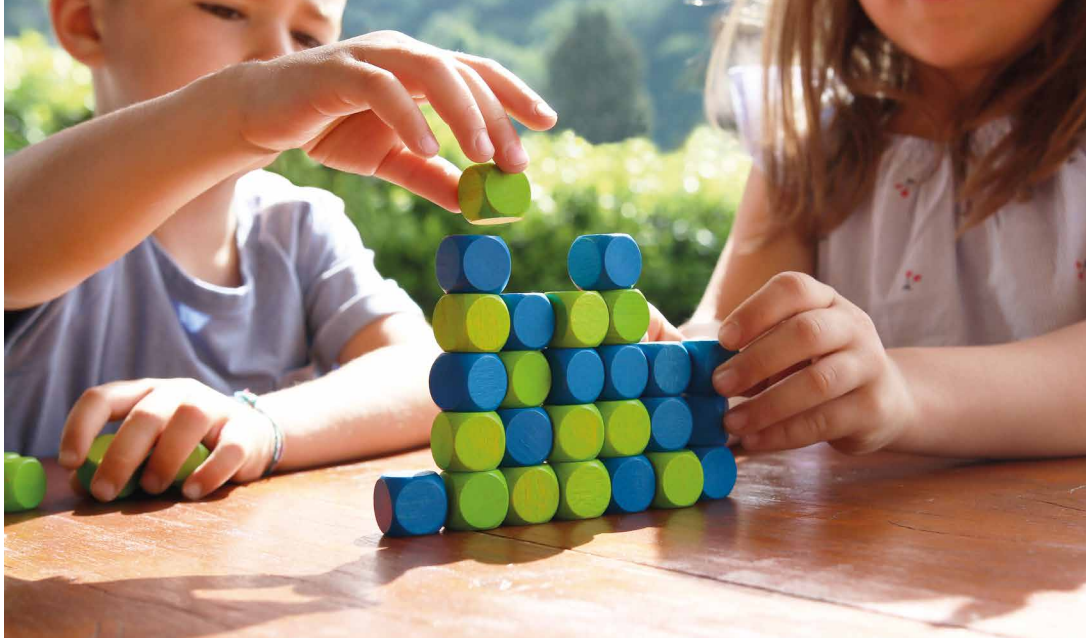
design
Emanuele Pessi

MFDA0-001



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.



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

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: 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 Leccio

MSDK0-001



game patterns and
solution examples:

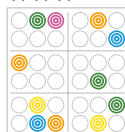
★ easy



★★ moderate



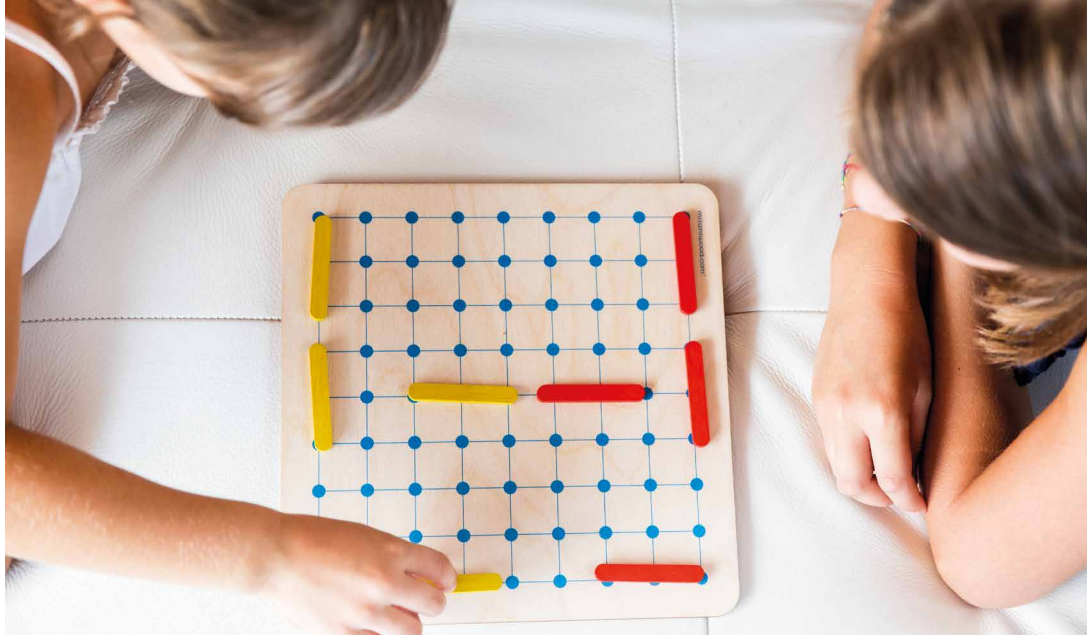
★★★ difficult



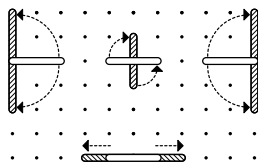
Colorful sudokino

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

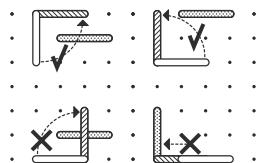
Having chosen the puzzle and after setting up the board with the "target" side of the markers facing up, the goal is to play the markers of the right colour in the various spaces so that each colour only appears once in each column (vertical), each row (horizontal) and each of the 6 blocks. There are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



1. move a marker



2. permitted moves



3. "T" your opponent



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

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.

design
Bice Dantona and
Bernardo Corbellini

MTTTO-001



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!



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: 2-4

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, 41 wooden
sticks in 5 colours,
instructions

SKILLS:
concentration, fine
motor skills

design
Fabio Guaricci

MSETX-079

available on demand



sea



b&w



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.



available on demand



selected for
ADI Design
Index 2016



AGE: 3+
PLAYERS: 1+

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.

design
Bice Dantona and
Bernardo Corbellini

MMWR0-002

MMWR0-001

MMWR0-003



information
+ video

AGE: 4+

PLAYERS: 1-4

PIECES: 28 wooden
domino tiles,
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!



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



information
+ video

AGE: 4+

PLAYERS: 2

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

SKILLS: logic, fine
motor skills

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!

design
Fabio Guaricci

MTRS0-001



information
+ video

REUSED MATERIAL
(LOOSE PARTS)
THIS IS NOT A TOY

PIECES: 2 KGS of
re-used wooden
shapes

SKILLS:
imagination,
basic sensory
perceptions

design
Product Department

MSETX-080/2

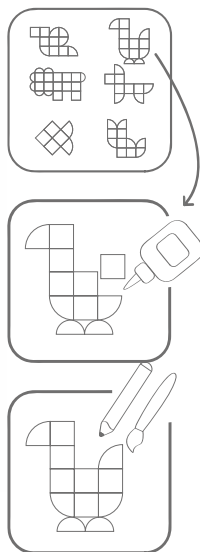
40



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.



information
+ video

AGE: 3+

PLAYERS: 1+

PIECES: 51 wooden
blocks, 3 shapes,
instructions

SKILLS: handling,
composition,
imagination

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.

design
Bice Dantona and
Bernardo Corbellini

MLFA0-001



AGE: 1+
PLAYERS: 1+

information
+ video

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.

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age



new
2023

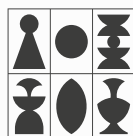
motor
development

cognitive
development

play and
furnish

building
sets

eggy	10	1+	✓	—	✓
little house	11	2+	✓	—	✓
shape caterpillar	12	1+	✓	—	✓
upside-down animals	13	2+	✓	—	✓
fish and clean	14	3+	✓	✓	✓
Makemaki	15	6+	✓	✓	✓
chop the carrot	16	3+	✓	✓	✓
BBQ party	17	3+	✓	✓	✓
crazy palace	18	5+	✓	✓	✓
spinning top challenge	19	4+	✓	✓	✓
green mini bowling	20	2+	✓	—	✓
turtle challenge	21	3+	✓	✓	✓
Jump!	22-23	4+	✓	✓	✓
splash!	24	3+	✓	✓	✓
woody builder	25	5+	✓	✓	—
duel of discs	26	5+	✓	✓	✓
give me five	27	5+	✓	✓	✓
the colour towers	28	4+	✓	✓	✓
snakes	29	4+	✓	✓	✓
ariadne's thread	30	4+	✓	✓	✓
connecting cubes	31	5+	✓	✓	✓
colourful sudokino	32	6+	✓	✓	—
T-boats challenge	33	8+	✓	✓	—
rainbow	34	4+	✓	✓	✓
domino tulips	35	4+	✓	✓	✓
maxi shanghai SUN	36	4+	✓	✓	✓
mini wood racer	37	3+	✓	✓	✓
world dominoes	38	4+	✓	✓	✓
green noughts and crosses	39	4+	✓	✓	✓
surprise	40	loose parts (reused materials)			
animal factory	41	3+	✓	✓	✓
build basic	42	1+	✓	—	✓



TAMIL

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