



Funville™

GAME TIME



A modern and ferocious twist on a family tabletop classic!

Grab your favourite-coloured rod and let's go fishing! This classic kid's game teaches hand-eye coordination as players use their mini fishing poles to try to catch the most fish.

NEW



THE AIM:

The player who has caught the most fish at the end of the game, wins!



HUNGRY DINOS



NEW

A modern and ferocious twist on a family tabletop classic!

You'll have a chomping good time with this Dino-feeding frenzy of a game.

Release the balls into the game board, and it's every Dino for themselves. Get chomping!

THE AIM:

Once all are gone, the winner is the player whose Dino eats the most food pieces!

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How good is your free throw?!
Test it out against friends and family
alike. Either bounce or throw your
selected balls into the nets.

Fun for all ages and occasions! You might
know the strategy, but you've never
played like this before.

THE AIM:

The winner is the first player to Line Up 4
balls of the same colour! Either vertically,
horizontally or diagonally.



With Slime Surgery, you have to operate with care! Can you save the Alien? Or will you make him wake and shake?

Operate through the slime-filled belly to retrieve your pieces but be careful not to touch the bottom - or your Alien will wake and shake!

THE AIM:

The aim of the game is to remove the greatest number of pieces from the Alien's belly without waking him! The player with the most, wins.



Enjoy the endless fun and skillful challenge of Buzz Mania Dino! This family fairground classic has been brought to life in the form of a Terrifying T-Rex!

Use your handheld loop to make your way from the start to the end of the wire - but careful, touch the wire and your T-Rex will let out an almighty roar!

THE AIM:

The aim of the game is to make it to the end of the wire without disturbing the Terrifying T-Rex!





Enjoy the endless fun and skillful challenge of Buzz Mania Unicorn! This family fairground classic has been brought to life in the form of a Beautiful Unicorn!

Use your handheld loop to make your way from the start to the end of the wire - but careful, touch the wire and your Unicorn will twinkle and sparkle - and you'll have to start again!

THE AIM:

The aim of the game is to make it to the end of the wire without your Magical Unicorn Sparkling!



DRAWING BOARD



Introducing Funville's drawing board – but not like you've ever seen before!

This board has 1 magnetic drawing board and 1 whiteboard all on the same board!

The base acts as both a storage space, and a carry case for whenever you're On the Go!

Including a two-in-one marker pen and magnetic pen, along with 3 stamps.

Core Games - Reinventing the Classics (1)



Core Games - Reinventing the Classics (2)



Travel Games - Take them On The Go!



OTHER GREAT GAMES ON OFFER!

