





Toys by category from age 10

TOY REPORT 2012



Arts & Crafts

<p>★★★ 10 - yrs</p>	<p>FRIENDSHIP PIXIES KLUTZ INC. 978-1-59174-917-1</p>	<p>This enjoyable craft comes with instructions for making eight friendship pixie figurines and beautiful gift boxes. The kit includes wire, beads, sparkly yarn, paper raffia and glitter glue. The materials are excellent quality and very attractive, but they are also very tiny and can be difficult to work with. The instructions are clearly illustrated, and the end result is very cute. The box and liner paper designs are double sided, so once a design has been chosen, the other side cannot be used. The activity encourages the creation of friendship tokens.</p>
<p>★★★ 10 - yrs</p>	<p>MONSTER HIGH MONSTER MAKER MACHINE (CLIP-ON) FASHION ANGELS ENTERPRISES 4450211</p>	<p>Create your own cute, scary "Monster High" accessories to hang from backpacks, purses or jeans. The Monster Maker Machine kit includes enough creepy body parts (heads, bodies, arms and legs, fabric, hair and facial feature stickers) to build three character dolls: Draculaura, Frankie Stein and Clawdeen Wolf. It takes about 10 minutes to create your own funky monster. The designs are simple and the end result appealing. NOTE: As there are no extra pieces, younger children may require assistance with construction.</p>
<p>★★★★ 10 - yrs</p>	<p>SAFETY PIN BRACELETS KLUTZ INC. 978-1-59174-932-5</p>	<p>Take your average garden-variety safety pin and make it into something brilliant! This kit includes 175 safety pins in three sizes, more than a thousand brilliantly coloured beads, and metallic elastic cord, all neatly stored in open-and-shut packaging. A compact book of clear instructions and diagrams explains how to make 10 different types of safety pin bracelets. This craft kit is especially good for goal-oriented tweens and teens and can be enjoyed by several people at a time. Crafters can also use their own beads and learn to design their own bracelets using the grid provided.</p>
<p>★★★★ 10 - yrs</p> 	<p>THE KLUTZ GUIDE TO THE GALAXY KLUTZ INC. 978-1-59174-920-2</p>	<p>Have a budding astronomer in the house? This interactive, educational book and craft teaches children about the planets and stars as they assemble a telescope and a sundial. Durable, with a spiral binding, the book is well designed and contains lots of pictures (for example, the phases of the moon) and provides a variety of activities and educational content related to astronomy. The telescope and red flashlight included in the kit are great hits with children. It is likely too advanced for children younger than 10.</p>

Educational Toys

<p>★★★★ 13 - yrs</p> 	<p>CROSSROADS (BRAINTEASER) POPULAR PLAYTHINGS 70511</p>	<p>One to four drivers can play this simple yet complex and challenging brainteaser puzzle. It takes about 20 minutes to complete and involves putting together a road layout so that different vehicles match in specific ways. The 24 puzzle pieces can be put together 30 different ways, and it's as fun to play solo as it is to play with others. Players like this compact game and the cool road-building details.</p>
--	---	--

Games

<p>★★★★</p> <p>10 - yrs</p>	<p>10 DAYS IN THE AMERICAS- THE UNPREDICTABLE GAME OF MAKING CONNECTIONS</p> <p>OUT OF THE BOX PUBLISHING INC. 1014</p>	<p>The Unpredictable Game of Making Connections, an educational board game, is one of the “10 Days” series that takes players on trips through parts of the world. Each participant collects destination and transportation tiles to chart their 10-day course and outmanoeuvre fellow travelers. A game takes two to four players 20 to 30 minutes to play. The 10 Days in the Americas game teaches geography of North, South and Central America, as well as the Caribbean, and encourages strategizing. Players like the details of the board and the fact that the destination tiles display capital cities and population.</p>
<p>★★★★</p> <p>10 - yrs</p> 	<p>5 SECOND RULE GAME</p> <p>PATCH 10053174</p>	<p>Name three dog breeds. Three TV dads? Three celebrity couples? Quick! Spit it out! You only have 5 seconds to answer in this trivia game with a time limit. A cool-looking yellow twisted timer counts down the seconds. Three or more people can play the game, which comes with 576 questions on 288 double-sided red and yellow cards. Score the most points by answering before your time is up. Children are drawn to this game. Instructions are clear, it requires fast thinking, and plenty of questions keep the game going.</p>
<p>★★★</p> <p>13 - yrs</p>	<p>FAUX CABULARY-THE OUTRAGEOUS GAME OF WILD NEW WORDS</p> <p>OUT OF THE BOX PUBLISHING INC. 3210</p>	<p>Miniboomism? Untasticfuzz? It's the game for inventing funky new words! Read out a crazy definition (360 altogether), and then use Faux Cabulary's 21 word cubes (six word parts per cube) to create wildly funny new words to fit the definition. The appointed Wordmeister picks the best word! As few as three or up to seven can play – the more the merrier. Hours of fun and tons of laughter, but players might create inappropriate words. Not for young children.</p>
<p>★★★★</p> <p>10 - yrs</p>	<p>MYTHBUSTERS-HIT THE TARGET! TRIVIA GAME</p> <p>ZIMZALA GAMES 01043</p>	<p>***Children's Choice Award 2012*** Do you know whether a penny can kill someone if you drop it from the Empire State Building, or whether sharks really go for blood? If you do, you could be a winner. This game includes a catapult, an aiming board, a “buster” to shoot from the cannon, 400 cards, 20 targets, 4 answer dials, a die, 5 elastic bands and a rules book – all you need for countless hours of myth-busting and buster-flinging! Up to six can play the game, which takes about 45 minutes. It is fun for all ages, very educational, and easy to learn.</p>
<p>★★★★</p> <p>10 - yrs</p>	<p>MYTHBUSTERS-HIT THE TARGET! TRIVIA GAME</p> <p>ZIMZALA GAMES 01043</p>	<p>***Children's Choice Award 2012*** Do you know whether a penny can kill someone if you drop it from the Empire State Building, or whether sharks really go for blood? If you do, you could be a winner. This game includes a catapult, an aiming board, a “buster” to shoot from the cannon, 400 cards, 20 targets, 4 answer dials, a die, 5 elastic bands and a rules book – all you need for countless hours of myth-busting and buster-flinging! Up to six can play the game, which takes about 45 minutes. It is fun for all ages, very educational, and easy to learn.</p>
<p>★★★★</p> <p>12 - yrs</p> 	<p>PATHWORDS</p> <p>THINK FUN</p>	<p>***Best Bet Award 2012*** Exercise your brain! ThinkFun's new solitaire game of logic combines the best of Tetris and Word Search. Players slide a challenge card into the plastic game grid, which includes a storage compartment, and then cover the card with jewel-coloured puzzle pieces. The game includes 40 challenges, from beginner to expert level, and a booklet with hints and solutions. It appeals to word game lovers and puzzle fanatics of all ages. It's self-contained, portable, and easy to play, and yet it's inventive and challenging.</p>

Games



12 - yrs



PEEK POKER
BLUE ORANGE
GAMES
00390

With a throw of the dice, older children can rely on their luck and strategizing skills to walk off with all the chips in this fast-paced, fun and relaxed version of Texas Hold'em Poker. The game is nicely packaged in one sturdy, well-designed container, and the "peeker" see-through cups are fun and attractive. Easy to learn, easy to play, easy to carry, easy to clean, easy to store, this game can accommodate up to four poker fans. Play takes about 20 minutes.



10 - yrs



PERPLEXUS EPIC
BUSY LIFE LLC
8597000073

Best Bet Award 2012 Perplexus Epic is the third and newest of the Perplexus toys, co-invented by a teacher and a sculptor. This 22-centimetre maze inside a sphere challenges players to manoeuvre a small steel ball through an intricate labyrinth of tracks and obstacles. The toy stimulates a child's fine motor skills, hand-eye coordination, and concentration, and it's fun to take on trips or to the doctor's office.



10 - yrs

SPELL IT!
BLUE ORANGE
GAMES
00421

The Spell It! game tin contains a chip rack, 28 themed chips, 5 alphabet dice and a set of rules. Two to six players can play in 20 to 30 minutes. Participants call out words based on such themes as travel, home, famous people and wildlife, and then they have to spell it correctly to win chips. It's a good group game, improves spelling and vocabulary, and increases quick thinking. The game promotes fair play and cooperation and is fun for teenagers and adults. Younger children can get frustrated if they lack some vocabulary.



10 - yrs



TRIGGER!
BLUE ORANGE
GAMES
00490

Slap yourself silly with this funny game, which comes with 60 laminated round cards, a target, illustrated rules and a storage tin. Groundhogs have teeth. Cows drink milk. You are wearing a ring on your left hand. Players answer statements like this as quickly as possible by slapping the target with their right hand for "true" or their left hand for "false." Each game plays in about 15 minutes. It has a lot of variety, appeals to children of all ages, and is more fun if played by more than three people.



10 - yrs



WOBBLE GAME
IDENTITY GAMES
08100

Wobble is an exciting new game of skill that tests a player's concentration and sense of balance. Players add weights to the edge of the game board to control the rolling of a ball as they try to get it to go into a hole. One can play solo or with up to three other players. The game is attractive, unique, and fun for the whole family. Setup is quick, the game is easy to understand, play is not too long (up to about half an hour), and each game is a new challenge.

Interactive Electronics



12 - yrs

AIR HOGS RC HYPER ACTIVES
SPIN MASTER
20049426



These powerful, fast-moving remote-controlled cars with roll bars feature a breakthrough rollover technology, allowing users to pull off tricks and to defy gravity with climbs and vertical spirals. Their performance is impressive. They work up to 30 metres away and are easy to operate and control. These "hyper actives" delight users by doing doughnuts and flips around furniture, racing and skidding, and rolling over. NOTE: Battery time is limited. Requires six "AA" batteries.

Science & Discovery

Not Recommended

**SPACE AGE CRYSTAL
GROWING KIT (LED BASE)**

KRISTAL
CORPORATION
816129

Grow your own unique colourful crystals: a single emerald, an emerald cluster, an emerald geode, a ruby geode, a ruby cluster and a single ruby. While this kit offers many exciting experiments with cool results, the chemicals in the kit stain, and some experiments take longer to see results than stated. The experiments do not always work, and after the crystals form, they are fairly small and very fragile and break apart easily.



A good choice for a birthday gift, rated at * and priced under \$25**



A good choice for a travel toy, rated at * and compact**



A battery operated toy, rated ***