

AMIGO GAMES



PLAY WITHOUT
RESERVATIONS





Engine, Engine No. 9

The Tracks Move on Every Turn - It's a Real Game Changer

All aboard for fun with this game that features . . . loco-motion! Young engineers roll the die and move the game board, creating a new fast-track on each turn as they race to get their engines to the station.

- ▶ 12 high-quality plastic trains double as toys
- ▶ Two levels of play extend the value of the game
- ▶ Teaches problem-solving, spatial recognition, and strategic thinking



BEGINNER ADVANCED

LUCK SKILL

MILD WILD

#18005 • Case Pack: 6



PLEASE NOTE: THESE DESIGNS ARE PRELIMINARY- COMPONENTS AND IMAGES MAY CHANGE.



Fruit Punch

Spot Five and Pop the Banana!

In one of the world's top-selling games, players inspect the cards as they're flipped to find five of the same fruit, then race to squeak the banana. It's a full-on fruit frenzy!

- ▶ More than 11 million units sold worldwide
- ▶ Features a squishy banana-shaped squeaker
- ▶ Used in schools to improve counting and math skills



BEGINNER ADVANCED

LUCK SKILL

MILD WILD

#18006 • Case Pack: 6



CLACK!

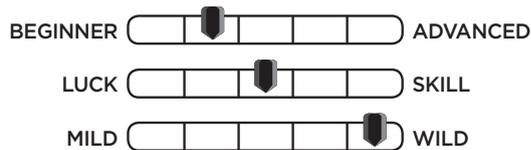
The Magnets Clack as They Stack

Yellow stars! Red lightning bolts! Blue footprints . . . where are they? Spread out the magnetic discs, roll the dice, and scramble to match the picture and the color. Make a match, grab a disc, and use its magnetic clack to build a stack. Keeping score is easy—just line up the stacks to see whose tower is tallest.

- ▶ The magnets connect with a satisfying “clack”
- ▶ Constant action—every player plays on every turn
- ▶ Magnets are safely sealed inside of the discs

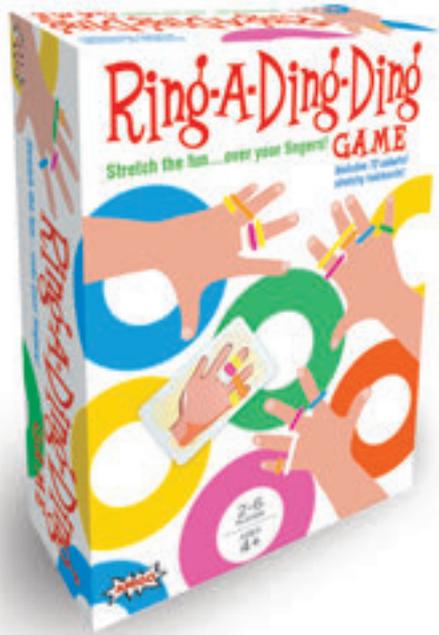


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#18002 • Case Pack: 6





Ring-A-Ding-Ding

Match the Pattern and Ring the Bell

Players flip over a card, grab a hairband and start stretching. But things can get downright hairy as players race to get the right bands onto the right fingers in the right order in this game of visual and digital dexterity. The first to finish dings the bell and collects the card.

- ▶ Great for kids—no waiting
- ▶ Challenges coordination, speed, and attention to detail
- ▶ 72 colorful bands double as hair ties



BEGINNER ADVANCED

LUCK SKILL

MILD WILD

#18007 • Case Pack: 6



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Cake Off!

The Game that Takes the Cake!

This sweet little game uses a simple recipe to mix up a big batch of fun. Shout “Cake Off!” to start, then pass a card to your neighbor. Think quickly and pass fast—the game doesn’t stop until one baker holds five matching cards and sneakily touches the cake plate. The other bakers race to touch the plate too—the last one gets a stamp on the back of the hand. The player with the fewest stamps is the Cake Off champ.

- ▶ 4 colorful, wash-off stampers provide a unique scoring system
- ▶ Combines strategy, luck, and quick reflexes
- ▶ Multiple rounds give all players a chance to be winners



BEGINNER ADVANCED

LUCK SKILL

MILD WILD

#18001 • Case Pack: 6



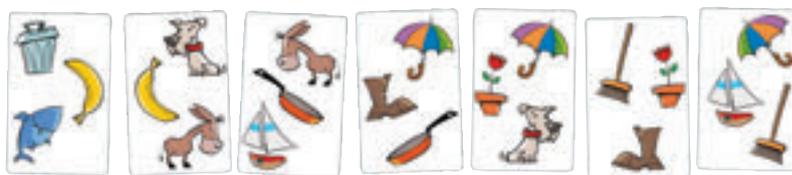
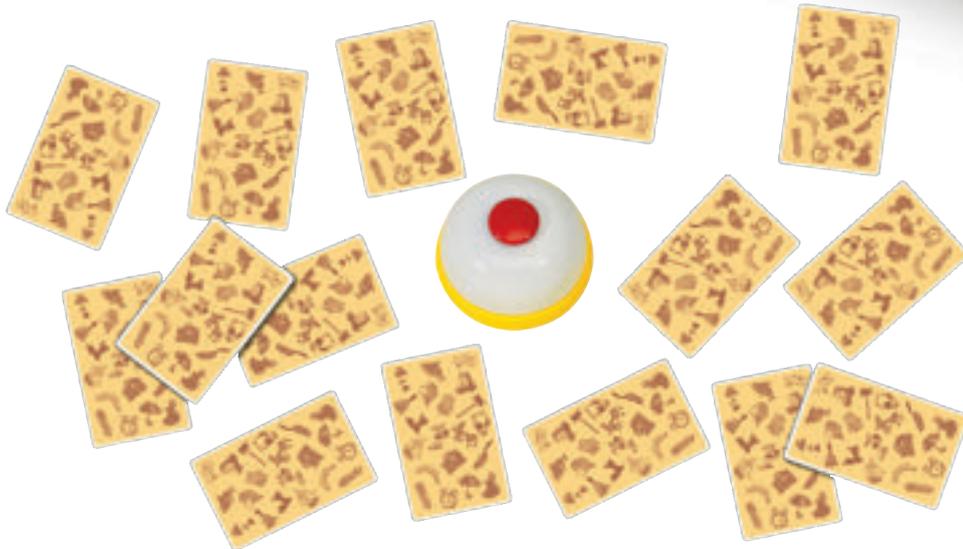
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Connect the Thoughts

Matching and Thinking - Connect and Collect

Connect the Thoughts starts as a matching game and ends as a thinking game as players collect cards that connect. Each player places one card face up, then races to find other cards with a matching image. Once kids have mastered this version, they switch from matching to making connections. Are they both birds? Do they have the same color? Do they start with the same letter? In both versions, the first player to line up seven cards wins.

- ▶ Two levels of play extend the age range and value
- ▶ Hones visual recognition skills
- ▶ Every player plays on every turn—no waiting



BEGINNER ADVANCED

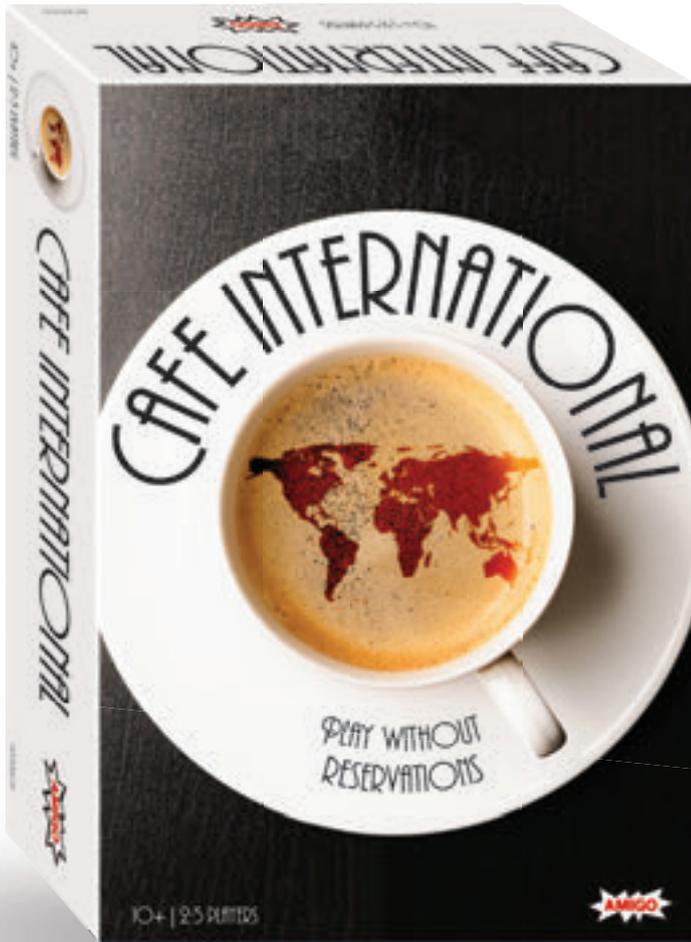
LUCK SKILL

MILD WILD

#18003 • Case Pack: 6



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Café International

The Eatery Where All Are Welcome

There's fun on the menu at this board-game bistro as players strategically seat dinner guests to fill the tables. But here's a tip: Hosts earn points for seating certain guests together, but as the café fills up they lose points for sending diners to the bar. Café International is today's special: a game you can always play . . . without reservations.

- ▶ Winner of Europe's top game award, "Spiel des Jahres" (Game of the Year)
- ▶ Easy-to-learn strategy is great for kids and adults
- ▶ Time-tested gameplay



10+



45 MIN



2-5

BEGINNER ADVANCED

LUCK SKILL

MILD WILD

#18408 • Case Pack: 6



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Heimlich & Co.

The Ultimate Top-Secret Spy Game

Intrigue abounds in this Cold War classic, as secret agents try to conceal their identities while earning points for collecting classified information from a secret safe. The gameplay is simple: Players roll the die and move any spy they choose. When a spy lands on the building with the safe, every agent earns points and the safe moves to another building. It's fast-moving, fun, and full of deception.

- ▶ Winner of Europe's top game award, "Spiel des Jahres" (Game of the Year)
- ▶ Simple rules, but packed with strategy
- ▶ Bonus: Expansion card pack included



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BEGINNER ADVANCED

LUCK SKILL

MILD WILD

#18412 • Case Pack: 6





Eye Sea

The Creative Thinking Game

Players flip over nine cards, then combine any two to create a saying, phrase, movie title, word, song lyric, slogan . . . any well-recognized combination of words. From “Party Time” to “Baby’s Got Back” to “The Hot Seat” to “Love Potion” it’s the game where players will love to “Brain Storm.”

- ▶ 120 cards offer millions of possible connections
- ▶ Ideal for large gatherings and small groups
- ▶ Excellent lateral thinking game



BEGINNER ADVANCED

LUCK SKILL

MILD WILD

#18413 • Case Pack: 6



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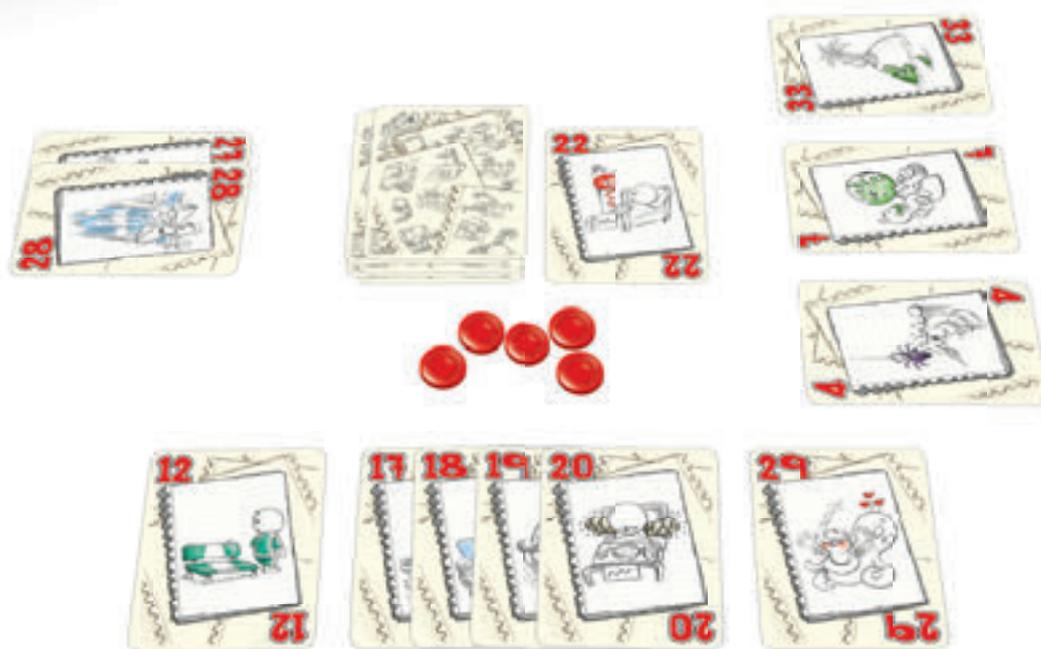


No Thanks!

Take It . . . or Let It Go?

It sounds so simple, and it is: Take a card or pay one chip. If you take the card you get its points, but points are bad. But you also get the chips that others have played, and that's good (each chip nullifies one point). So say, "No thanks!" and play your chips, but watch out: When you're out of chips that card's all yours.

- ▶ One of Board Game Geek's top 100 family games
- ▶ Fast play features bidding and bluffing
- ▶ Great for travel and play at home



BEGINNER ADVANCED

LUCK SKILL

MILD WILD

#18414 • Case Pack: 6



Take 5 & Take a Number

Two Classics in One Box

You may have to take five cards, but you only need to know two rules to earn the lowest score. Secretly pick a card from your hand, then play it on one of four rows. Here are the two rules: Your card must be higher than the last card in a row, and it has to be played next to the last card that's closest in number. If you play the sixth card in a row, you take that row . . . and all the points in it. That's when the game earns its name: you'll take five cards, and you'll win as you take cards worth five points. Take a Number is a stand-alone game with advanced rules that builds on the basic edition to create an extreme "Take" experience.



- Includes two complete games for the price of one
- Time-tested gameplay—a highly-rated game for 20+ years
- Take a Number adds a whole new dimension of gameplay



BEGINNER ADVANCED

LUCK SKILL

MILD WILD

#18415 • Case Pack: 6



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Ciub

The Magic of the Cubes

In this epic quest for the Opus Magnum, wizards invoke strategic powers and magic with every roll of the cubes. They'll gain strength and perform feats of wizardry that even let them change their rolls as they compete to capture magic spells and earn valuable points. But gaining strength is short-lived, for they must relinquish cubes and start their quest anew each time they capture a spell. And in a magical twist, capturing the Opus Magnum isn't always enough—the player with the most points is the one to be crowned the Ruler of the Wizards.

- ▶ A fast-moving strategy game with just the right amount of chance
- ▶ Features 62 magical dice
- ▶ Play a full game in under 45 minutes



BEGINNER ADVANCED

LUCK SKILL

MILD WILD

#18716 • Case Pack: 6

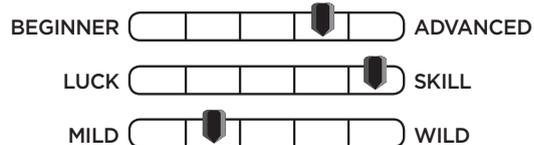
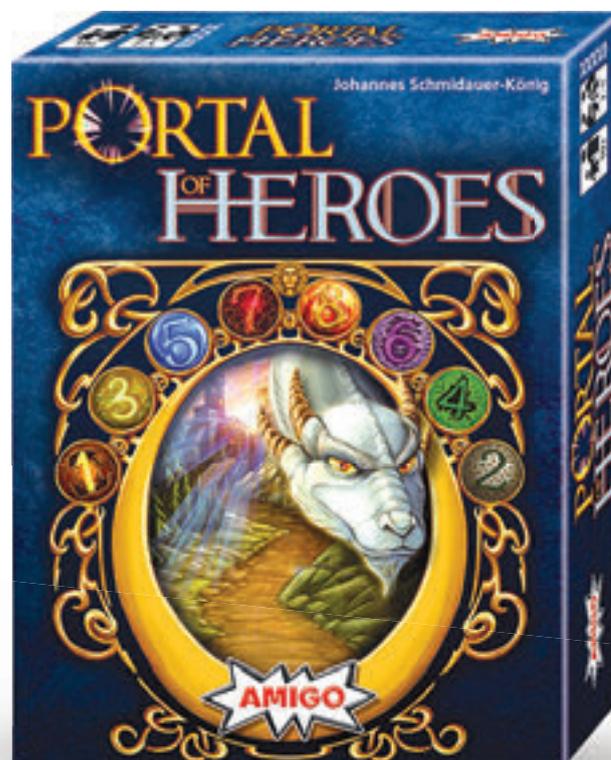


Portal of Heroes

Can You Unite Molthar?

For centuries, peace reigned over the land of Molthar, until one day the magician Ulfried destroyed the sacred balance between Good and Evil. Darkness fell across the land, and the only hope remaining was an ancient prophecy that one day a hero would arise and free the world from darkness. Players compete to summon heroes of legend through the portals, then use their powers and magic gems to activate them. By strengthening power and fulfilling the prophecy, the first hero to collect 12 Power Points saves the realm and wins the game.

- Fast set-up and simple rules, but plenty of repeat playability
- Step-by-step powers increase the stakes as the game goes on
- Vivid artwork complements exciting gameplay



#18717 • Case Pack: 12

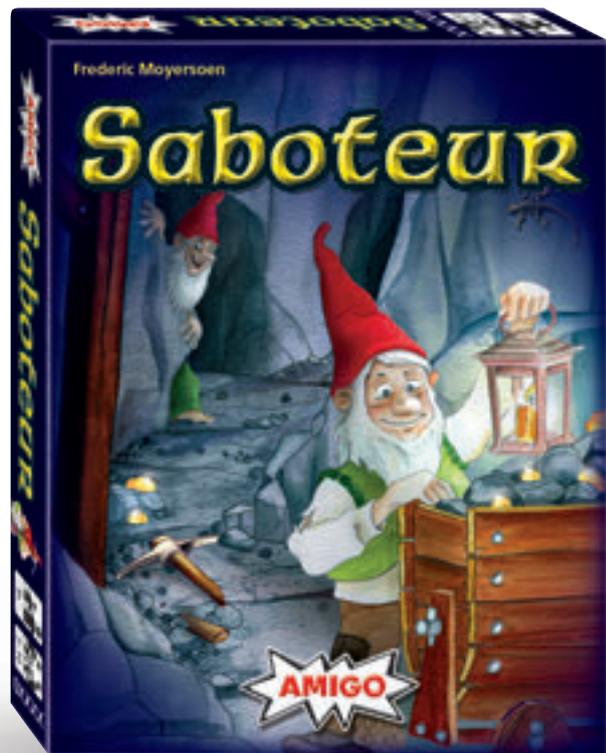


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Saboteur

The Classic Game of Treasure and Trickery

You're digging for gold deep in the shadowy maze of a mining tunnel, when suddenly a pickaxe shatters your lamp and the cavern goes pitch black. The saboteur has struck again . . . but who is the saboteur? Can you and your fellow miners complete a path to the hidden gold, or will the saboteur thwart your efforts? With a unique combination of cooperation and betrayal, Saboteur reveals new secrets every time it's played.



- **Tournament Kits available—retailers can host in-store events leading up to the World Championship**
- **One of Board Game Geek's top 100 family games**
- **Great for small and large group play**



BEGINNER ADVANCED

LUCK SKILL

MILD WILD

#18750 • Case Pack: 12



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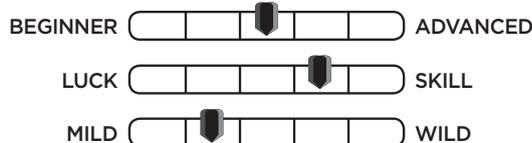
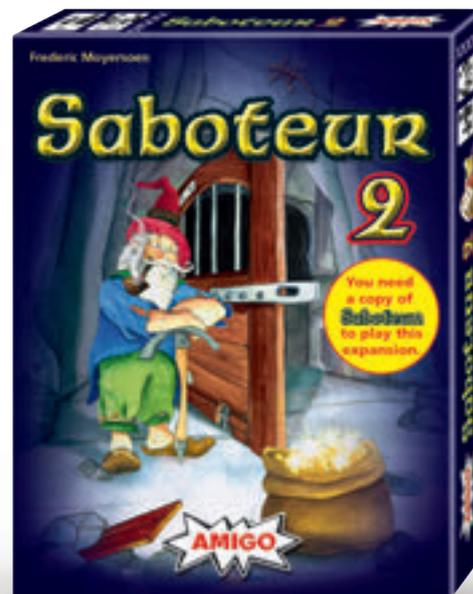
Saboteur 2

A Cunning Add-on to a Classic Game

As if Saboteur isn't devious enough, this expansion pack offers even more opportunities for deception. Bridges, doors, and ladders help players tunnel deeper into the subterranean mine, and new characters add competing motives—some help the miners, some aid the saboteur, and one is more interested in crystals than gold. But the key new feature is team play, changing the entire game dynamic.



- ▶ Even higher ratings than the original game
- ▶ Playable by up to 12 players
- ▶ Not a stand-alone—requires Saboteur



#18751 • Case Pack: 12



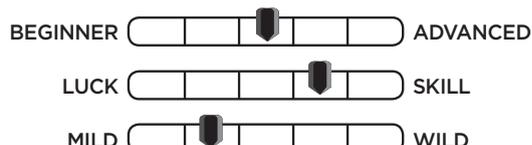
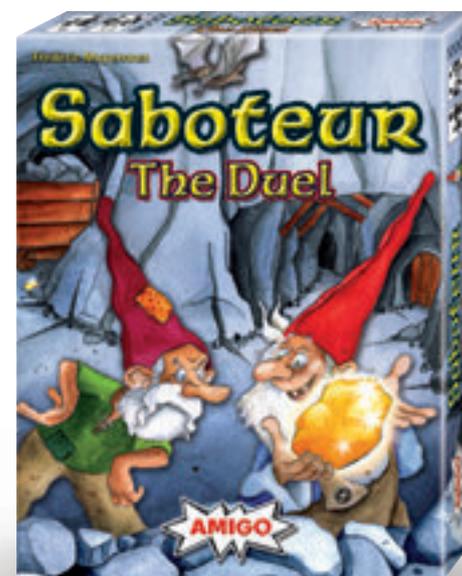
Saboteur: The Duel

Head-to-Head, Deep Under the Earth

This captivating version of one of the world's top strategy games is specially designed for two players, and for one. The object is the same (to stockpile the most gold), but you may want to cooperate and build a tunnel together . . . until it's time to sabotage your opponent and go it alone. Rock slides, broken pickaxes, locked doors—there are plenty of obstacles to play—but beware of the troll that lurks in the mineshaft and blocks your way.



- ▶ Includes a solitaire version
- ▶ Complete, stand-alone game
- ▶ Fun, fast, and just the right amount of frustration



#18752 • Case Pack: 12



Founded in 1980, Amigo is one of Germany's top game manufacturers. Based on sales in 50 countries around the world, we chose the best-playing and top-selling games with specific appeal to American consumers.

For every one of our children's and family games, we guarantee:

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