



By FoxMind Group

- **Brain Teasers**
- **Family**
- **Trivia**
- **Cards**
- **Strategy**

ADVANCED GAMES FOR ADVANCED MINDS

We founded Advance Games as a family company for innovative games. Throughout the years and our company's growth we have managed to maintain a familial atmosphere from within, while creating an infrastructure for designers with a special spark in mind, and in their ideas.

We see games as a family adhesive, a channel to mute "the real world" for a while and play by different rules, an opportunity to play with those who really matter. We believe that games should provide an opportunity for grown-ups to show the childish spirit within, and provide an atmosphere in which they can really see eye to eye with their children. This way, time spent together has a different quality.

We do our best to combine professionalism with child-like enthusiasm. That's why we are always open to new ideas and creations.

Have some fun and take a look at our new catalogue!

You are welcome to contact us:
info@foxmind.co.il
www.advancegames.net

Racing Hedgehogs

Winning by a nose!

Racing Hedgehogs is a strategic family game that requires prediction skills and a touch of cunning in order to win... Each player on their turn plays a card from their hand, which determines which hedgehog to move and how many steps to take.



The race ends when the first hedgehog reaches the end of the track.



Each player in turn selects a card from their hand and moves a hedgehog on the board based on the color and number of steps on the card.



When one of the hedgehogs reaches the end point on the board - the race ends.



Players score points for their remaining cards and based on the position of the hedgehogs on the board. The points are paid out with score tokens. The player who scores the most points wins!

CUBICOD

THE CHALLENGING CUBES

Place the 4 cubes according to the challenge in the card. This fun game improves formal perception and problem solving skills. Includes 2 sets of 4 wooden cubes with different shapes on each side, and 48 challenge cards.



It can be played by 2 players or by a single player.



Choose a challenge card.



Rotate the 4 cubes until you place them as shown in the card.



Complete the challenge and pick another one.

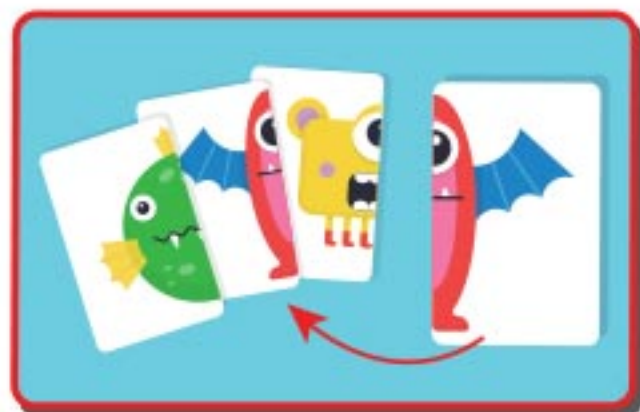
Half : Match

A monstrosly fun game of describing & listening

Are you brave enough to make a monster?
Make monster matches by describing your half monster
and collecting the matching half from other players.



The cards can be used in
a variety of other ways to
strengthen expressive language,
listening, and memory skills
while having fun!



1. Shuffle the deck and deal each player 5 cards.



2. The youngest player starts by choosing a half monster from his/
her hand to describe to another player. Using full sentences, the
player must state at least 3 attributes about the monster s/he is
looking for.



3. If the player has the match to the monster, s/he must hand it
over, and the player who asked for the monster goes again. If the
player does not have the monster being described, s/he says "No
Monster," and the asking player picks a card from the deck. The
game continues in this fashion until one player runs out of cards.

Harry Potter

FLIPOLO

The frantic flip game

12 Tiles and one game board? Which side of the tiles should you use to place them all on your board? Sounds easy? You'll be surprised! An addictive and challenging game for the sharp of eyes and quick of thought!



Each player receives 12 double sided tiles.

The game board is flipped and then each player tries to place all of his tiles on the designated spot on the board, filling it out.



Pay attention! the tiles are double sided you might need to switch sides to fill out the board! Be fast so you don't waste time! whoever places all of his tiles first wins the game.

Harry Potter

Head2Toe

The 9-card challenge

Set the nine cards together to form a square field so that each character gets a fitting top and bottom part. Note, there are four different characters. Match each card to all its surrounding cards, not just one of them, and get total of 12 complete characters.



Packing: Display with 12 boxes per carton (4 of each version)

Tin box size: 105x105x35 mm



3 Versions: • Harry Potter • Harry and Friends • Houses Symbols





The Clever Knight

Strategic Thinking Game

A strategy game for 2 players. Try to create a sequence of 4 tiles of your color inside the inner quadrangle of the board. Tiles advance in the familiar chess steps and may be placed on top of each other. The game has simple rules and guarantees hours of fun.



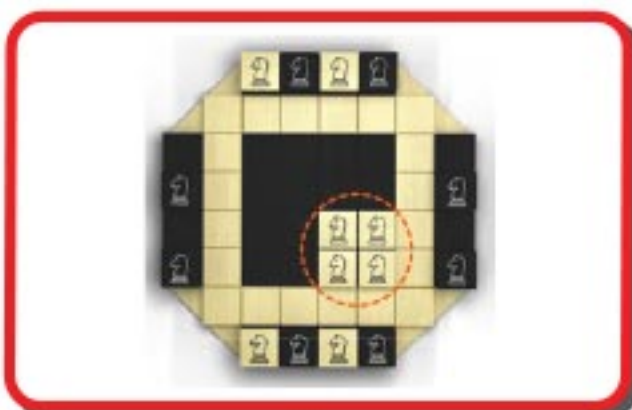
A game for developing a thinking strategy and the ability to plan moves.



Players take turns moving their tiles one by one into the inner quadrangle.



Tiles move like the Chess Knight:
2 steps forward and 1 step aside OR 2 steps aside and 1 forward,
to any direction.
Tiles can be moved to an empty square or placed on top of the
opponent's tile



The game ends when one of the players creates a row, a square or
a diagonal sequence of 4 tiles.

SPEEDY WORDS

Be Quick to Name
& Win the Game!

Available
in different
languages

A fun card game containing 10 categories and the letters of the alphabet. Be the quickest to find a word that starts with a letter that matches a category to win a card. Have the most cards at the end to be the winner.



NEW! SPEEDY WORDS 2! An extension to the original Speedy Words. The cards can be added to the original game so that the deck is higher and there are 10 more categories.



Place the deck of cards in the center of the table, category side up.



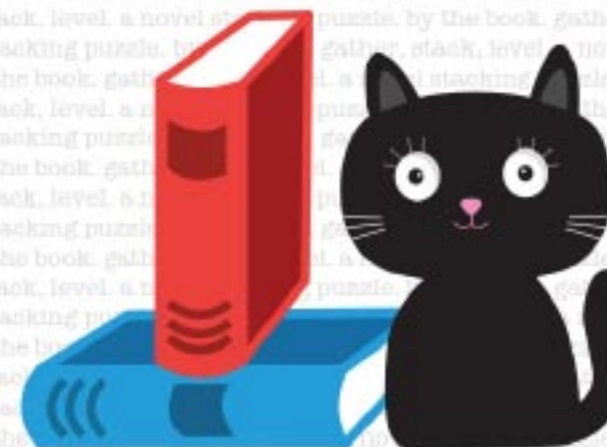
Each player, on their turn, flips the top card from the deck and places it letters side up. Each letter appears in a different color. Note that only one of the letters matches the color of the category that appears on the top card of the deck.



The first player to call out a word starting with the letter that matches in color to the category, wins the round and takes the card. The winner of the game is the player that collected the most cards at the end of the game.

BY THE BOOK™

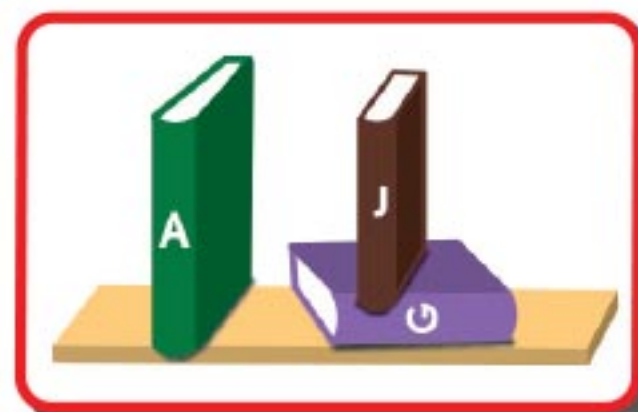
A Novel Stacking Puzzle



Balance your books! In this original 3D puzzle, stack up to 12 differently shaped books and one clever cat, so that the upper shelf lies perfectly even across the top. Use the special included level to make sure everything is aligned. Master all 40 challenges and you're on a level above the rest!



Choose a challenge card.



Place one of the shelves on a leveled surface.



Select the books indicated on the challenge card and place them onto the shelf, according to 3 placement Rules, place the other shelf on top and check with the level if the top shelf is completely balanced.

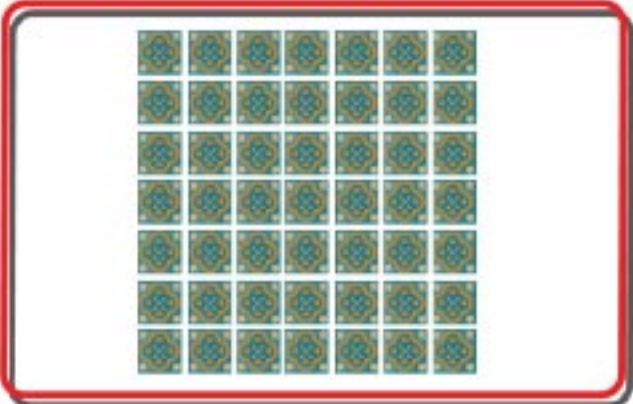




Treasure crates, diamond rings, robots and many toys are hidden by the Dragon in his cave! Turn over the tiles one by one to discover these treasures. However, beware of the Dragons or the spiders that may emerge to hunt you. If they do, your turn is over and you lose all your treasures!



Try to remember where the dragons and spiders are hiding to have a better chance of winning the most treasures.



All tiles are shuffled thoroughly and arranged face-down in a 7 X 7 grid.



On your turn, turn over tiles of your choice one at a time and leave them face-up in their original place. You may stop at any point and take the earned tiles or keep going to try and find more treasures.



If you encounter a dragon or a spider, you lose all your treasures! Try to remember where they are hiding to have a better chance of winning.

Harry Potter

THE HOGWARTS CHALLENGE

Harry Potter needs to defeat Voldemort and his Death Eaters, but he cannot do so without the help of his friends. Help Harry and all his friends at Hogwarts so he can win! If he catches you - you will have to start all over again.



The Hogwarts Challenge is a sophisticated memory game that combines visual perception skill with decision-making skills.



All tiles are shuffled thoroughly and arranged face-down in a 7x7 grid.



On your turn, turn over tiles of your choice one at a time and leave them face-up in their original place. You may stop at any point and take the earned tiles or keep going to try and find more sets of tiles.



If you encounter Harry Potter or Voldemort, you lose all your tiles! Try to remember where they are hiding to have a better chance of winning.



WHERE'S MY LUGGAGE?

A clever game that spins around



You're on your way to your next adventure. After flying a few hours you have finally landed at your destination. Collect all your luggage before leaving the airport.



Try to reveal where all your suitcases are located on the board according to the passenger tag you received.



After you complete a passenger tag you receive a stamp. The first player to collect 4 stamps on his passport is the winner.



Rotate the board one click clockwise. That completes your turn.





MATCH MASTER

The crazy game that changes every round!



A fun game of speed, concentration and visual perception. Flip a card and find the match! Be the fastest and win! Try to find at least two cards that share the category characteristic that appears on the upper card.



- Flip the upper deck card.
- Place it beside the deck and then continue flipping one card after the other trying to spot at least two cards that share the category characteristic that appears on the central card. The categories keep changing as more cards are flipped.
- Try to collect the most cards and win the game!

Animal



Color



Number



SELFIE SPEED

Match the frame
& win the game!

Selfie Speed is a fast-paced game in which players compete to be the first to match their frames to the selfie cards. The player who makes the most selfies wins!



Choose a set of transparent slides with the same frame color.
Pull 5 selfie cards out of the pile and place them in a row in the center of the table.



All players simultaneously place their slides on as many matching selfie cards as possible.



The player who makes the most selfies wins!



CROWN WAR

Get ready for a battle!

Crown War is a quick and fun game. Pick up the highest value crown to win each round, pile up your winnings. The player with the highest pile wins the game.



Before the game begins, mix the coins and place them on the table, facing down.



All players pick 1 coin simultaneously. The player with the highest value coin wins the round, and collects his friend's coins.



When all coins in the center are gone, or when there are less coins than the number of players, compare players piles. The player with the highest pile wins the game! It is recommended to play 5 games in a row, and the winner in most games is The Champion.



MASTER FARMER

A strategy game whose object is to collect the greatest number of vegetables in your fields. Create a 5x5 grid by putting cubes next to each other. Choose your vegetable and try to collect as many vegetables as possible within one or more fields.



Take out the 25 cubes from the tray and place them in the bag. Each player chooses a vegetable to collect, picks a cube and attaches it to the grid.



The strategy is always whether to add maximum vegetables or to try and block opponents.

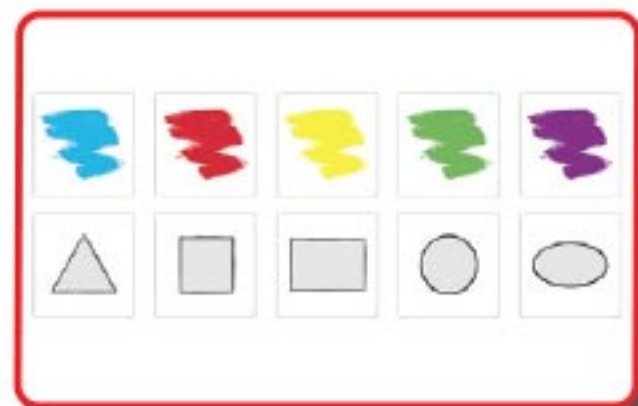


The player with the greatest number of vegetables in their field wins. In the example the player with the carrot field is the winner!

EyeDentify™

Try to Spy!

A twist on the classic, now as a card game! Just like the freestyle game usually played in the car, let's try & EyeDentify™! Hurry up! Be the first player to spot a shape or a color in the cool scenes on the cards and be the keen-eyed winner!



Flip the first card and place it next to the deck. Each flip reveals a new symbol, shape or color, and a new scene.



All the players try to spot the symbol in the picture on the flipped card!
The first player to point it out and show it to the rest of the players wins the card.



The player that collects the most cards - wins!

FLIPOLO

THE FRANTIC FLIP GAME

12 Tiles and one game board? Which side of the tiles should you use to place them all on your board? Sounds easy? You'll be surprised! An addictive and challenging game for the sharp of eyes and quick of thought!



Each player receives 12 double sided animal tiles.

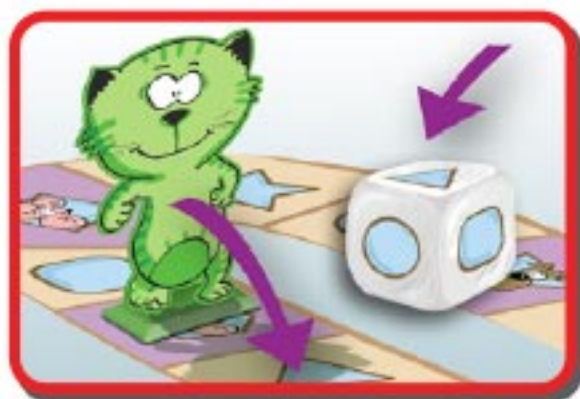
The game board is flipped and then each player tries to place all of his tiles on the designated spot on the board, filling it out.



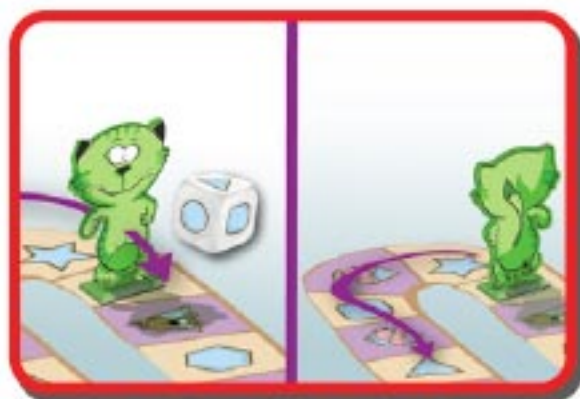
Pay attention! the tiles are double sided you might need to switch sides to fill out the board! Be fast so you don't waste time! whoever places all of his tiles first wins the game.



What happens when a cat meets a dog? What happens when an elephant meets a mouse? Every player in the game receives an elephant and a cat with which he embarks on a double adventure until the finish line. Beware of the traps! The dogs will push back the cats and the mice will push the elephants. Play wisely either elephant or cat to be the first to reach the end of this tricky track!



Each player chooses an elephant and cat (in the same color), rolls the die and advances either with the cat or the elephant to the next position with the same shape as shown on the die.



The elephant is frightened of mice, but loves dogs. If it lands on a mouse, it will run away, and jump backwards to the previous position containing the same shape. The cat fears dogs, but loves mice, so it acts in the opposite way.



Whoever reaches the end of the track with both his animals first, wins the game.

The Little Firefighters

Three Firemen Against the Flames!



A fire has started and we must hurry to save the frightened house! The firefighters are on their way, in a race to get to the house before the fire does. Help them reach the house before the fire and celebrate victory together. In this game of cooperation the players play together against the fire. The victory is shared and the fun multiplied!



Place all of the tiles face down on the table.
Place the three firefighters and the fire on their places at the start of the tracks.



Each player, in his turn, chooses a tile and moves on the track according to the tile he revealed.



The game ends in a shared victory when the firefighters succeed to put out the fire. If it reaches the house before the firefighters, the game ends and all the firefighters lose together!



Have fun playing with elephants and mice by creating a tower. Beware! The higher the tower, the higher the risk of it toppling over! The first player who places all of his mice wins the game. A steady hand, good strategy and luck will help you win!



Place an elephant on the center of the table. This elephant serves as the base for the tower of mice and elephants. Each player takes between 8 to 12 mice (according to the number of players).



Each player, in his turn, throws the die and places mice or an elephant accordingly. If any of the mice fall - you have to take them! The first player who succeeds in placing all his mice on the tower wins the game!

Another Version: Playing Together

- Place an elephant on the center of the table and place 30 mice next to it.
- Now all players try to build the highest tower from all their mice overcoming the clumsy elephants.

ZOOLOGIC

An animal gridlock of cats, dogs, mice and their favourite foods lies before you. Can you arrange them while keeping each animal away from its rival and away from its favorite food? If that was too easy, hungry ants, angry bulls and fierce dogs are also introduced as the puzzle difficulty gradually progresses in this captivating and amusing logic puzzle.



Choose a challenge from the challenge booklet and place the tiles as indicated.



Try to place the game pieces indicated on the left side of the puzzle on the board according to the challenge rules.



When you have placed tiles on all the empty spaces on the puzzle, you have solved it! Each puzzle has only 1 solution. Check your solution using the answers in the rules booklet.



GREEK SALAD

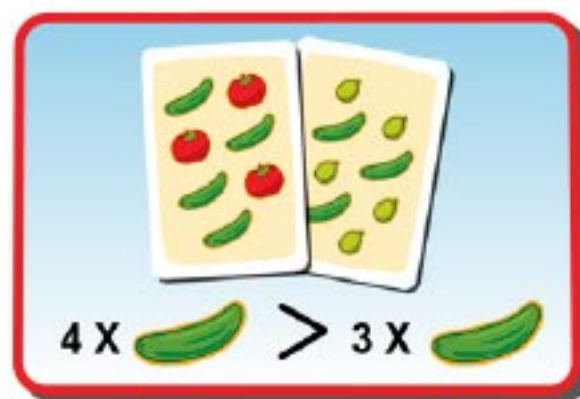
A SIMPLE RECIPE, A GREAT GAME!



Help the chefs prepare a Greek salad! Obey their orders, add vegetables and spices, mix the ingredients, and the salad is done! Each player must try to get rid of all the cards in his hand, in order to win the game!



Each player receives 6 cards. One card is placed face up and the rest of the cards are placed in a draw pile in the center of the table.



Each player in his turn, places a card that has more vegetables, at least of one kind, than the card on the top of the open pile.



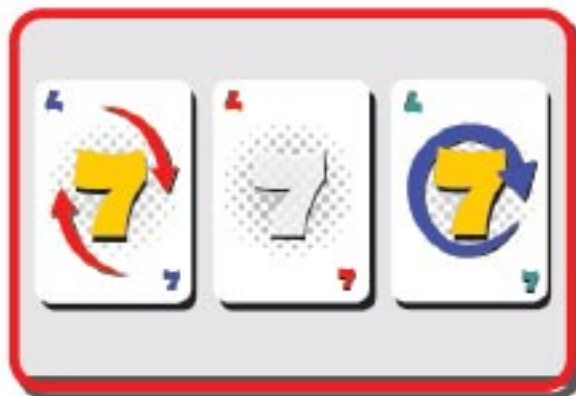
Beware of the spice cards that mix everything up! There are also special chef cards that can demand certain vegetables or refuse to accept them.
The winner is the first player to get rid of all his cards.



A fast-paced card game where players compete to be the first to get rid of their cards. Use the special seven to get you out of a jam, but beware because they leave you vulnerable to a BOOM card! With an entertaining mixture of strategy, concentration and luck, 7 Boom will excite and delight card players of all ages.



Each player receives 7 cards.
A card is placed face up on the center of the table.



You can place a card with a higher value than the one on top of the pile, or you can place a special card:
1. "Costume" 7 card; 2. "Change direction" 7 card.
3. "Reset" 7 card; 4. "Transparent" 7 card.
If a player doesn't have a suitable card he must draw one from the card deck.



Beware of the "7 Boom" card. You can place it only after a special card, and then the next player is forced to complete the cards in his hands to 7. Whoever gets rid of all his cards first-wins!



BINSPIN

RECYCLING THE FUN WAY



Sort the Garbage to the recycle bins, play smart to get rid of your cards and win the game! Beware of street cats, recycling trucks and your opponents who will have you throw their junk for them! Join the green revolution, in a fun game of interaction for the whole family.



Shuffle the cards. Each player receives 7 cards. The rest serve as the deck. The first player places a card on the table, face up, in a certain color (there are 4 colors).



The next player can perform one of several moves:

1. Start a new pile of cards in a different color (there can be up to 4 different colored piles).
2. Place all the cards he has in a certain color that matches the color of a pile on the table.
3. Place a special card.

At the end of each turn the players take a card from the draw pile.



The first player to get rid of all his cards wins the game.



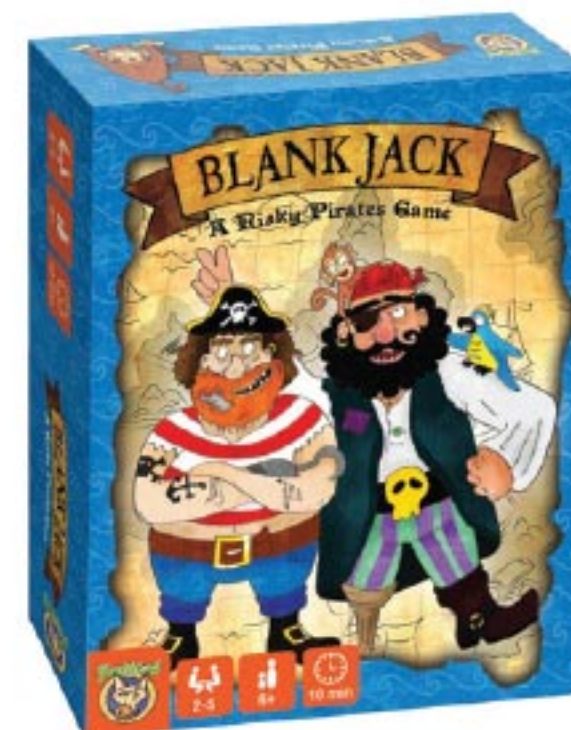
BLANK JACK

A Risky Pirates Game



In this pirates card game the less cards you have, the better! Place cards on the pile and try to reach exactly 11. If you do - Harrah! if you don't and the pile amounts to less or more, then it's a completely different story.

Sail on a cool card adventure with Blank and Jack and try to be the best pirate by collecting the least cards!



Every player in his turn tries to place a card on the pile so that it amounts to exactly 11. If he succeeds then the next player must take the cards in the pile. If he doesn't, he tries to place a card so that the pile will amount to less than 11.



If he can't, and the pile amounts to more than 11, he must take all the cards himself.



Pay attention to the special Blank and Jack cards - they tip the game over. The player with the least cards at the end of the game - wins!

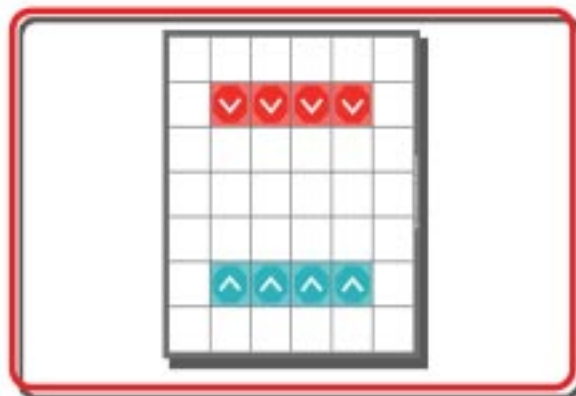
OCTI

DIRECT YOUR MIND >

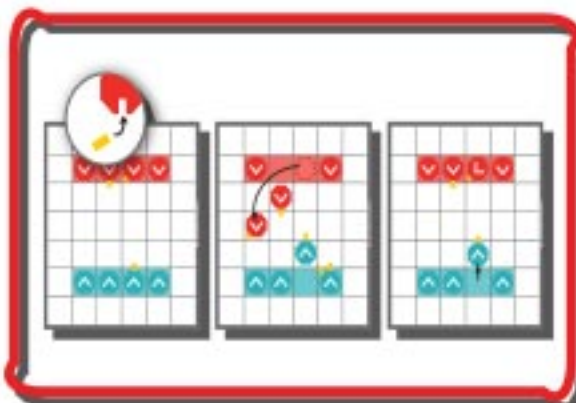
Octi may look simple, but pure strategy is necessary for victory. Players compete over who will be the first to place a game piece in their opponent's home base.

It's all about making choices, between gaining power and progressing.

A new thinking game, simple to understand and still clever.

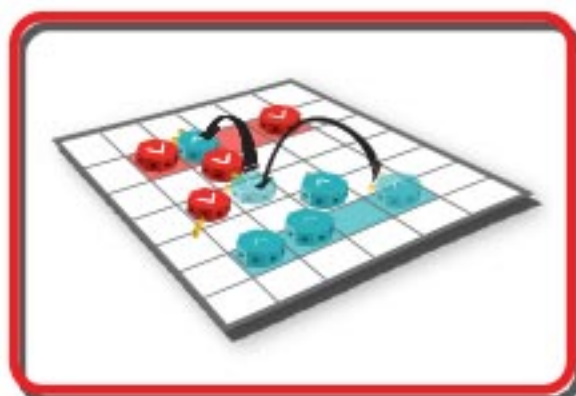


Each player chooses a colour and places his game pieces in their opening position.



Each player, in his turn decides:

1. Add a peg to one of his pieces.
2. Move one of his pieces according to the direction of a peg in it.
3. Jump over another game piece.



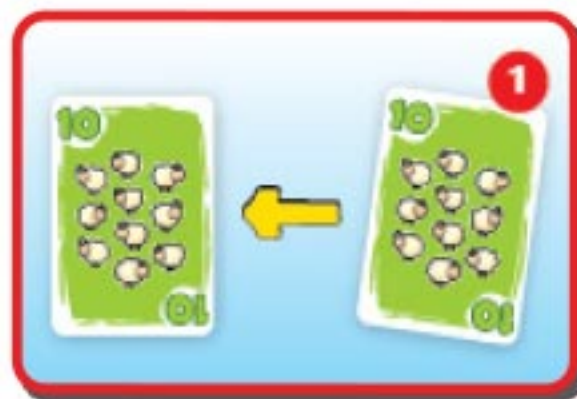
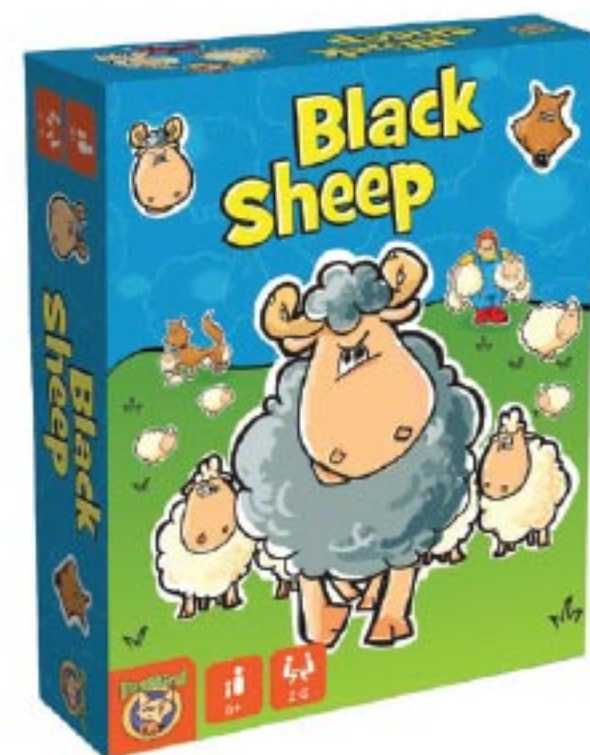
The first player to land on one of the opponents Octi squares is the winner.



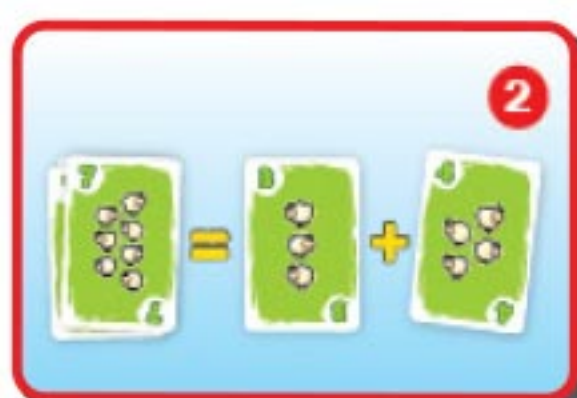
Black Sheep



Who will be the first player to return all the sheep to the pen? A smart card game based on math. Each player receives 7 cards and tries to be the first to get rid of them. You can either lay a card that is equal in value to the previous card in the pile, or lay two cards that form a valid mathematic equation with the previous card. Use simple adding or subtracting correctly and a little luck to win the game!



Each player receives 7 cards.
A card from the draw pile is flipped to form the discard pile.



In each turn, players can lay cards in one out of three ways:
1. A card that is equal in value to the previous card in the pile.
2. Place two cards that form a valid mathematic equation with the previous card.
3. Place a special card.



The winner is the player with the lowest number of points while adding all the numbers left in his hands. Play wisely and beware of the black sheep cards! They are worth 30 points each! However, if you can collect all 3 black sheep you win the game in a flash!



A fast game of observation & memory containing 5 different games. Prove you're fast, perceptive and with a great memory! Be the first to spot identical symbols between the cards. Whoever succeeds-wins! Play in a pair, group or by yourself. Are you up for the challenge?



Memory Triple: 2-5 players

Place 9 cards face down in a 3X3 grid.

The players take turns flipping over 2 cards and try to find a symbol that appears in both cards. If they succeed they win the cards and replace them. If not, the turn passes to the next player.

The winner is the player who collects the most cards.



Basic Triple: 2-5 players.

The cards are dealt equally between the players.

Each player reveals the top card of his deck and places it in front of him. Whoever spots an identical symbol between the cards takes them.

If an identical symbol can't be found all players reveal another card and continue in the same way. The game ends when the players run out of cards. The winner is the player who has won the most cards.



Perfect 10



A challenging card game that helps players practice adding and subtracting. The entire game revolves around the number 10. Whoever reaches it exactly, scores! Whoever misses it by a few points might lose! Players must make decisions with every turn. Use your cards wisely, lay traps for the other players and make your way towards a perfect victory!



Each player receives 3 cards.
A card is placed face-up on the table and the rest of the cards are put aside.



Each player chooses one of his cards, places it on the pile, declares the value of the pile and then takes a card from the draw pile. The round ends when the value of the pile reaches 10 or more: Got exactly 10? You win all the cards in the pile. Got more than 10? The player before you wins all the cards in the pile. The value of the pile is calculated with simple adding and subtraction. The value of the pile is affected by special cards.



The winner of the game is the player who collects the most cards.

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