

All Fun and Games

Of the 48 we played, we found these new favorites brought the family together for some screen-free quality time

1
MENTAL BLOX
 Learning Resources,
 \$30
 3 or more
 players, ages 5+

Two teams receive identical blocks, then try to recreate a design either by memory or by listening to a caller's instructions. Nab points by recreating the picture best.

2
SWISH JR.
 ThinkFun, \$13
 1 or more
 players,
 ages 5+

The popular game goes kid-friendly. Layer playing cards to make all shapes fit outlines (a.k.a. "swishes") provided. Great for travel, too.

3
**SHELBY'S
 SNACK SHACK**
 Educational
 Insights, \$22
 2 to 4 players,
 ages 4+

Shelby cutely promotes fine motor skills, counting, and turn-taking. Players spin for a chance to pick up buried bones; whoever gets the most wins.

4
DISRUPTUS
 Funnybone Toys, \$25
 1 or more
 players,
 ages 10+

Hatch the next great invention when you create, improve, or transform given objects or ideas (say, a bicycle). The many ways to play encourage creative thinking.

5
**WORD-
 AROUND**
 ThinkFun, \$13
 2 or more
 players, ages 10+

Players race to identify and call out words written around circular cards (harder than it looks!). A fast-paced vocab-builder with 300 terms to unravel.

6
EGGHEAD
 Marbles:
 The Brain Store, \$20
 2 or more
 players,
 ages 7+

Jokes fly ("Which came first?") in this categories-style memory and verbal-skills card game; last one with the timer is a rotten egg.

