

Game
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1. 3D Disco

Players: 1-12

How to play:

Move around to see colorful tiles being lit up by your dance moves

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2. Aqua Jet

Players: 1-6

How to play:

Spin the pipes and direct water to the pig



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Problem Solving **

Visual Perception ***



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Memory **
Problem Solving *
Visual Perception ***

3. Around The World

Players: 1-4

How to play:

- To gain a point, interact with the objects flying around based on what is shown in the middle.
- The question mark indicates the number of questions you need to answer, and the star indicates the score you have earned.
- The game is lost if the score is 0 after all levels are finished.
- The game is won if the score is 1 or above after all levels are finished.

Difficulties:

+ Easy:

- *The player must tap the object, which is the same as the one in the middle, to score.*

+ Medium:

- *The player must tap the object, whose silhouette is the same as the one in the middle, to score.*

+ Hard:

- *The player must tap the object, which comes from the country shown in the middle of the screen, to score.*

4. Autumn Leaves SP

Players: 1-4

How to play:

Use your hands to clear away all the leaves to progress to the next level.

Difficulties:

The number of leaves on the screen increases, with Easy having the lowest number, Hard having the highest.

+ Easy:

- *No timer*

+ Medium, Hard:

- *There is a timer in the center indicating the time limit you must complete the level.*
- *The level is lost if there are still leaves on the screen when time runs out, after which it is restarted.*



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Problem Solving *



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5. Ball Pit

Players: 1-12

How to play:

Dive into the ball pit, full of so many colorful balls

6. Balloons 2 SP

Players: 1-12

How to play:

Pop the balloons to get score, and avoid bombs



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7. Balloons Extended

Players: 1-6

How to play:

Pop the balloons of each color, as indicated on the Ferris wheel in the center, to reach the required number and win the level.

Difficulties:

The number of required balloons to pop increases, with Easy having the lowest number, Hard having the highest.

+ Easy:

- *No bombs.*

+ Medium, Hard:

- *Bombs appear.*
- *The level is lost when the bomb is hit, and the players need to start again at the start of that level.*
- *The number of bombs in Medium is lower than that in Hard.*



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8. Balloons Party

Players: 1-12

How to play:

Team up and pop the balloons to get a high score

9. Balloons SP

Players: 1-12

How to play:

Pop the balloons as they fly around the board, but beware of the sneaky dynamite that attacks when you least expect it! Don't forget to keep track of how many balloons you pop and which color gets the most action.



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10. Beach Balls

Players: 1-12

How to play:

Kick the balls to the other side to score

11. Behind The Curtains SP

Players: 1-12

How to play:

Flip the curtain to find out what's behind it



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12. Behind The Curtains Kids SP

Players: 1-12

How to play:

Flip the curtain to find out what's behind it

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13. Bingo

Players: 1-4

How to play:

Interact with the bingo machine to release balls. If a ball's number matches a cell on your sheet, mark it. A player achieves a bingo when cells in a row, column, diagonal, or four corners are correctly marked on their board. The player with the highest number of bingos wins, based on the level of difficulty.

Difficulties:

The number of cells on a player's board increases, with Easy having the lowest number, Hard having the highest.

+ Easy, Medium:

- *Getting 2 bingos wins the game.*

+ Hard:

- *Getting 3 bingos wins the game.*



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Memory *



14. Break It

Players: 1-12

How to play:

Aim the ball to break the bricks, and prevent it from hitting the lines at the edges

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15. Bridge It

Players: Up to 12

How to play:

Help Picky to build the bridges by collecting bridge pieces flying around the screen.



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Perception **



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16. Bubblies SP

Players: 1-12

How to play:

Pop the bubbles before they get away

17. Car SP

Players: 1-12

How to play:

Move around to reveal the car image



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18. Champions

Players: 1-12

How to play:

Kick the ball into the opponent's net to score

19. Chasing Sheep SP

Players: 1-12

How to play:

Help the shepherds get their sheep back to the right pen while avoiding dangerous obstacles and wild boars



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20. Cheese Heist

Players: 1-12

How to play:

Catch the sneaky rats as they attempt to eat the cheese. Use dynamites to catch more, but beware of traps!

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21. Chicken Journey

Players: 1-4

How to play:

Interact with the nest having a chicken to make it fly and get all eggs. Getting the colorful egg adds one life. The chicken bounces back in another direction if it hits the spider or the tomato



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22. Chicken Scatter SP

Players: 1-12

How to play:

Move around to make the chickens scatter

23. Cloud Herder SP

Players: 1-12

How to play:

Move around to make the clouds scatter



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24. Color Balls SP

Players: 1-12

How to play:

Move around to make the colorful balls scatter

25. Color Book SP

Players: 1-12

How to play:

Move around to reveal the frog image



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26. Coo Coo Nuts

Players: 1-2

How to play:

Defeat the Coo Coo Nuts before time runs out. Get time bonuses to extend the time

27. Desert Battle

Players: 1-12

How to play:

Kick the ball to attack the opponent.
Use special balls to defeat more of the opponent's soldiers.



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28. Disco

Players: 1-12

How to play:

Move around to see colorful tiles being lit up by your dance moves

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29. Dolphins

Players: 1-4

How to play:

Feed the required number of dolphins to win, while avoiding scuba divers



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30. Earth Mover

Players: 1-12

How to play:

Kick the Earth to make it move

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31. Easy Math

Players: 1-6

How to play:

Interact with math problems, whose result matches the moving number at the corner.

Difficulties:

The number of problems to sort increases, with Easy having the lowest number, Hard having the highest.

+ Easy:

- No timer.

+ Medium, Hard:

- There is a timer.
- A wrong choice deducts time from the timer.
- A level is lost if all problems are not sorted into their correct places before time runs out.
- A level is won if all problems are sorted into their correct places before time runs out.



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32. Fast Feet

Players: 1-2

How to play:

Stomp on the glowing points faster than the opponent to win

33. Forest Tale

Players: 1-12

How to play:

Interact with hives to make fireflies emerge and attach to the main one, earning 1 point for each firefly from the hives. 1 point is deducted when a beetle hits a firefly in the chain. Utilize the glowing fruit to eliminate all beetles on the screen. The game is won when the required score, displayed in the middle, is achieved.

Difficulties:

The number of fireflies required to win and the number of beetles increase, with Easy having the lowest number, Hard having the highest.



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34. Frogz The Lily Pad

Players: 1-12

How to play:

Interact when the lily pads light up. If the frog is on the lily pad, we will have to wait until it moves or another lily pad light up

35. GEMS SP

Players: 1-12

How to play:

Sort the gems by color and shape



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Visual Perception **

36. Geometry

Players: 1-12

How to play:

Interact to find out the names of the shapes.

37. Go Nuts

Players: 1-12

How to play:

Nicky needs your help to take back his family's nuts, choose the correct nut amounts show up on screen to match his demands.



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38. Gold Bay

Players: Up to 12

How to play:

Blast your cannon and hit the bombs onto the opponent's ship to score

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39. Hippos

Players: 1-4

How to play:

Aim at the balls with the same color as that on your hippo, and interact with it to launch the ball. A player wins by having the highest score when the timer is over



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40. Hop A Letter

Players: 1-12

How to play:

Find the correct letters in ascending order to complete the level.

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41. Hopscotch

Players: 1-12

How to play:

Hop on numbers in ascending order to finish the level.



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Visual Perception **

Problem Solving **

42. Hungry Octopus Ocean

Players: 1-6

How to play:

Interact with the sea creature that matches the one requested by the octopus or a glowing goldfish to replenish its life bar. The game is lost when the octopus' life bar reaches zero. The game is won upon interacting with the required number of creatures.

Difficulties:

The number of sea creatures to catch increases, with Easy having the lowest number, Hard having the highest.

+ Easy:

- *There is no trash.*
- *The life bar is only reduced when the players interact with wrong creatures or trash.*

+ Medium, Hard:

- *There is trash floating around.*
- *The life bar is reduced when the players interact with wrong creatures or trash, or when they do not interact with the game.*
- *The speed, at which the life bar is reduced automatically if the players do not interact with the game, is higher in Hard than in Medium.*

43. Into Space

Players: 1-12

How to play:

Joining the out-of-this-world adventure by choosing the correct planets spinning around the Sun.



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44. Jello Evolution

Players: 1-12

How to play:

Help bring back the candy by knocking the same color monsters together

45. Jigsaw Puzzle

Players: 1-4

How to play:

Interact by choosing the jigsaw piece matching the one highlighted until the puzzle is finished.



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46. Mahjong King

Players: 1-6

How to play:

Match all identical tiles to win a level.

47. Memory Train

Players: 1-4

How to play:

Observe the loading and unloading of cargoes onto the train and remember the number of cargoes for each color. When the train arrives at a player's station, that person should only interact with the 'Deliver' button if the required number of cargoes is the same as or less than the number on the train. Otherwise, 1 point will be deducted. If the required number of cargoes is higher than the number on the train, the player must wait until the train departs in order to receive 1 point.

Difficulties:

The moving speed of the train, the loading and unloading speeds, and the maximum number of answers increase from Easy to Hard.

+ Easy:

- *Only 1 wagon containing only 1 cargo color.*

+ Medium, Hard:

- *2 wagons containing 2 different cargo colors.*

Modes:

+ Competitive: The players reaching the maximum number of correct answers first win.

+ Solo, Collaborative: Together, players have to reach the maximum number of correct answers to win, with Solo having only 1 player, Collaborative allowing 1 or more players to join.



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48. On Track City Express

Players: 1-6

How to play:

Obstacles will appear on the train track. Interact to clear them and help the train move forward. The level is lost when the train hits an obstacle.

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49. Paper Boat

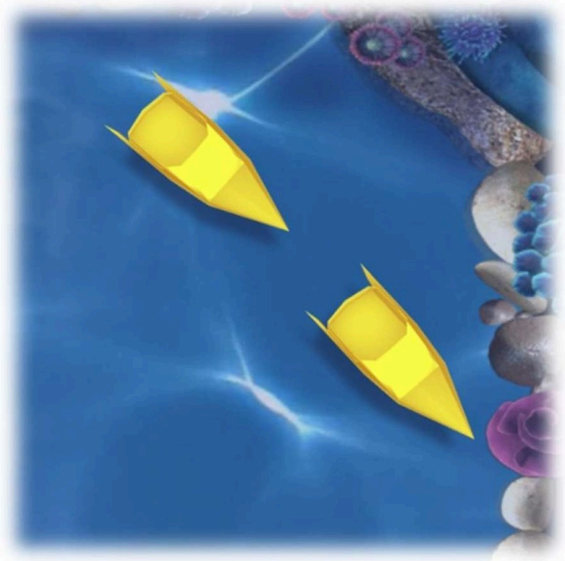
Players: 1-6

How to play:

Push the boats to the other side.

A player gets 1 point when there is a boat hitting the other edge.

When time runs out, the players with the highest score win.



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50. Pirates

Players: 1-12

How to play:

Stomp the pirates to score. Get health barrels to get one life back, ice to freeze everything. One life is lost when a pirate gets away, or a toxic barrel is destroyed

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51. Popcorn

Players: 1-12

How to play:

Pop as much popcorn as you can



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52. Poppy Flowers

Players: 1-12

How to play:

Move around to make the poppy flowers scatter

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53. Poster Puzzle SP

Players: 1-4

How to play:

Interact with the puzzle piece matching the one highlighted in the puzzle. A player wins by having the highest score when the puzzle is finished



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54. Rockball

Players: 1-12

How to play:

Push the ball to the goal or the touchdown zone to score



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55. Rockball Prehistory

Players: 1-6

How to play:

Hit the balls at the opponent's touchdown zone to get 1 point, or the goal for 3 points. When 2 minutes are over, the player with the highest score wins (when 2 players have the same score, no one wins, thus a tie).

Difficulties:

The sizes of goals and balls decrease, with Easy having the biggest goals and balls, Hard having the smallest. The speeds of balls increase, with Easy having the slowest balls, Hard having the fastest.

+ Easy:

- *There is no goalkeeper.*

+ Medium, Hard:

- *Goalkeepers appear for both teams.*
- *There will be balls appearing from the first one at a specific time, with Medium having an extra ball, Hard having 2.*
- *In Medium, the sizes and speeds of goalkeepers are less than those in Hard.*

56. Rush Hour

Players: 1-6

How to play:

Observe the cars starting from a specific point, the buildings, and their corresponding colors. Interact with intersections to guide cars towards buildings of the same color (an intersection cannot be tapped if a car is already present). Players have a limited number of attempts to guide a vehicle to the wrong building. A level is lost when this limit is reached, resulting in a restart of the level. A level is won when the required number of cars successfully reaches the correct buildings.

Difficulties:

- The number of colors and the required number of correct choices increase, with Easy having the lowest number, and Hard having the highest.
- The limit of wrong choices decreases, with Easy having the highest number, and Hard having the lowest.



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57. Series

Players: 1-12

How to play:

Interact with all numbers in ascending order before time runs out to win a level. A level is lost when a number, which does not follow the order, is interacted with.

58. Shut The Box

Players: 1-4

How to play:

Interact with the dice to roll them and observe their sum.

Select number tiles such that their sum equals the sum of the dice, and gain points based on the numbers on the chosen tiles.

When there are no more usable number tiles, notice panel "No options!" appears, and the board is reset.

Difficulties:

The number of tiles and the required score increase, with Easy having the lowest number, and Hard having the highest. Easy mode has 1 die, while Medium and Hard have 2 dice.

Modes:

+ Solo:

- *The player tries to get the highest score before time runs out.*

+ Group Collaborative:

- *There is only 1 set of dice for all players.*
- *Players win after reaching the required score.*

+ Group Competitive:

- *There is 1 set of dice for each player.*
- *Players win after reaching the required score.*



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59. Sightseeing

Players: 1-6

How to play:

Move around to flip tiles and reveal the pictures of landmarks. Interact with the Next button after a picture is revealed to move on to the next one.

Difficulties:

The number of tiles increases, with Easy having the lowest number, and Hard having the highest.

+ Easy:

- Tiles will stay flipped after players interact with them.

+ Medium, Hard:

- Tiles will flip back after players interact with them.

60. Simon Says

Players: 1-12

How to play:

Observe the order of objects that are highlighted in each level, and then interact with them in the same order



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61. Sketch Up

Players: 1-3

How to play:

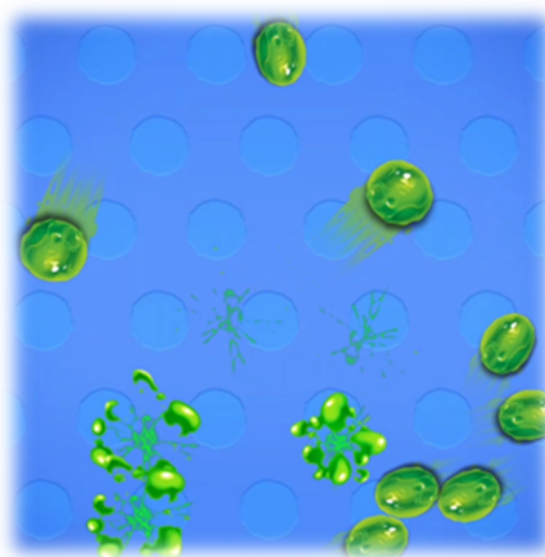
Sketch the line to reveal the objects with funny animation

62. Slime Balls SP

Players: 1-12

How to play:

Pop as many slime balls as you can



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63. Smash The Melon 2

Players: 1-12

How to play:

Harvest watermelons before they turn into bombs, avoid bombs, and get clocks to extend time

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64. Snow Melt

Players: 1-12

How to play:

Move around to clear the snow



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Visual Perception **



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Visual Perception **

65. Soccer

Players: 1-6

How to play:

Push the ball into the opponent's net. The player, who scores 3 goals first, wins.

66. Solar System

Players: 1-12

How to play:

Interact with planets to learn their names, appearances and positions



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67. Spot It

Players: 1-4

How to play:

Choose the item that matches one of the objects displayed in the center area.

Difficulties:

The number of objects in the center area increases, with Easy having the lowest number, and Hard having the highest.

68. Stars

Players: 1-12

How to play:

Enjoy the sound of the stars created by your moves



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69. Time To Eat SP

Players: 1-12

How to play:

Move foods to the correct label:
Breakfast, Dinner, Dessert, Snacks

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70. Underwater

Players: 1-6

How to play:

Choose a team represented by a sea creature. Interact with the creatures of your team to get 1 point. When the time is up, the team with a higher score wins.



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71. Where Do You Live SP

Players: 1-6

How to play:

Move animals to the correct label: Farm, Forest, Mountains, Water

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72. Winter League

Players: 1-12

How to play:

Push the ball into the opponent's net to score



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