



Smart Games Jump'IN

(Smart Games \$21.99)



A brainteaser game with rabbits that need to jump into the five rabbit holes without getting caught by the fox. But it's tricky. Rabbits can only move by jumping over a mushroom or fox. And the fox can slide forward and back to block the way. Played solo, this is a good travel game or one for a waiting room. It comes with 60 increasingly challenging images in a booklet that has solutions in back if you get stuck. The game board has a snap on lid that holds all the pieces in one place. 7 & up.

Ages: Early school, Tweens

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