

game night.....

Think-ets: Tiny Trinkets for Imaginative Play

- Think-a-lot Toys
303-449-2737
www.think-a-lot.com
- ages 8 and up, 1 or more players
- SRP \$9.99



Think-ets is probably the best impulse-sale game I've ever seen. It's only a little larger than a tea bag! Hang this one by your cash register, and a simple employee suggestion will easily increase your sales.

Think-ets trinkets are tiny objects (ours had a dragon, milk bottle, stone, ear of corn, wooden snowman, yellow silk rose, book, wooden bead, wrench, amulet, shell, thimble, ring, dustpan, and the cutest tiny wooden block) all in a red mesh drawstring bag. Even the rules fold up nicely and fit in the bag.

"This is an appropriate game for many ages. I liked that there were many variations, and that you had to think."

Jon, age 15



Many game variations are suggested. You're only limited by your imagination.

"What's Missing?" Lay out five or more trinkets. One person takes away one or more objects while the other players close their eyes. Then they take turns answering "What's missing?"

"What Is It?" Everyone studies the items, then all but one person close their eyes. That one person places an item in the others' hands, leaving them to guess what it is.

"This would be a great game to play while on a long ride. I like how there are so many ways to play."

Alyssa, age 15

Take a chance on your creativity by playing "What's Your Story?" Either lay out several trinkets or take turns taking an object out of the bag. The first person begins a story with the trinket she chose and the others add to the story using the trinkets they chose. "Once upon a time, there was a fierce *dragon*"... "that swallowed a *wrench*..."

Other games suggested in the rules sheet include "What's Moved?" "A-Z," "What Are They?" and "What's New?" One variation we made up was to lay out 10 or so trinkets, let the group study them, then cover them up. Each person had to write down as many trinkets as they could remember seeing, which is harder than you think. After seeing all 15, you sometimes think you saw something you didn't!

Pros: I love a game where you can make up your own rules! This one inspires creative thinking and is simple, portable and cheap.

Cons: It has small parts, so keep it away from the very young. Pieces could be easily lost.

Average rating: 8/10

