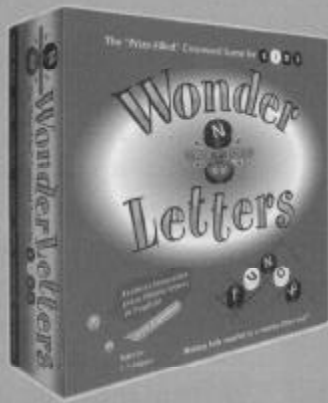


In **WonderLetters**, an educational game from WonderChess, LLC, players create interlocking words with jumbo-sized letters. Prizes attributed to each letter are customizable to best meet individual tastes and values. They can be treats ranging from the motivational stickers included in the game to jelly beans or even jumping jacks. WonderLetters aims to offer the immediate rewards kids desire while developing their literacy skills in English or Spanish.

CIRCLE READER SERVICE NO. 9



In **Antarctica: Global Warming**, by Savita Games, players must combine forces, assemble fleets, and breach the storms to reach the ultimate destination. Each player's first goal is to conquer all land and island segments. Once two continents and all of Antarctica are claimed, the game ends and the winner is crowned.

CIRCLE READER SERVICE NO. 10

**Last Word**, from Lo Games, is a paced game of the clock. A set card reading tables" and a



card "C" would prompt a player to yell out "cucum" and from there, the timer starts. All players then need to blurt out answers: "cucumber," "corn," "cab-" The player with the last word in before the timer off advances.

CIRCLE READER SERVICE NO. 13

In Pressman's **24 DVD Board Game**, the mission is simple. As one of CTU's leading agents, players will network with Jack Bauer to diffuse terrorist threats in 24 hours. As a terrorist act sets the game in motion, players get a briefing from CTU and find a number of clues that hint at the terrorist's future objective. Each player decides which clues to follow, leading them on separate paths to different locations around the game board.



CIRCLE READER SERVICE NO. 14