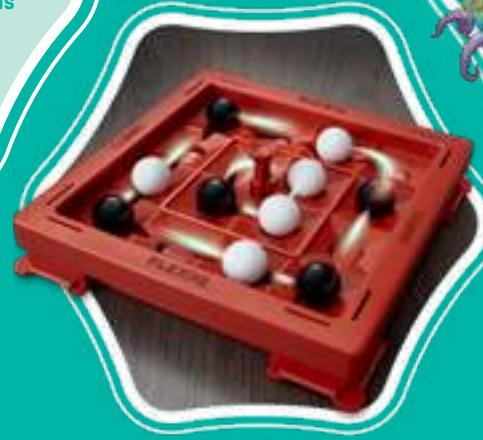


GAMES COLLECTION 2025



- 1 focus & refocus
- 2 making connections
- 3 changing perspective
- 4 considering multiple options
- 5 working memory
- 6 problem solving



FLEXIQ
PLAY • ADAPT • GROW

A NEW & UNIQUE BRAND ON A MEANINGFUL MISSION!



The first games brand
that boosts the **adaptability** of children
to turn them into **tomorrow's game changers!**



When playing a FlexIQ game, children and adults build and strengthen their...
COGNITIVE FLEXIBILITY

This is the ability to let people spontaneously restructure their knowledge, so they can adapt and react efficiently to changing situational demands. Developing their **FlexIQ-skills** will empower children and adults to reach their full potential in an everchanging world! To prepare them for their next move. Their next choice! Their future!

A BRAND MISSION FOCUSED ON SKILL DEVELOPMENT!



- 1 focus & refocus
- 2 making connections
- 3 changing perspective
- 4 considering multiple options
- 5 working memory
- 6 problem solving

ALL FLEXiQ GAMES BOOST THESE 6 CORE FLEXiQ-SKILLS!

+ Several game specific skills:
PERCEPTION SPEED
REACTION SPEED
FORWARD THINKING
STRATEGIC SWITCHING
RISK TAKING
VISUAL SEARCH & SELECTION
ADAPTIVE PLANNING
MEMORY



SKILL
DEVELOPMENT
CAN BE
FUN
TOO!



ORIGINAL GAMES 'ADAPTED' TO TODAY'S PLAYERS!

CONSISTENT & RELEVANT PRODUCT FEATURES



A UNIQUE & PLAYFUL CARD SHAPE



EYE-CATCHING & CLEARLY BRANDED PACKAGING 'ADAPTED' TO TODAY'S CONSUMERS!



A UNIQUE COLLECTION OF GAMES PERSONIFYING 'ADAPTABILITY' IN AN ATTRACTIVE & IMPACTFUL LINE LOOK!

REACTION
SPEED
CARD
GAMES



TACTICAL
CARD
GAMES



REACTION
SPEED
DICE
GAMES



MEMORY
'FLEX'
GAMES



FAST
STRATEGY
GAMES



TACTICAL
BOARD-
GAMES



REACTION SPEED CARD GAMES

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SWITCH IT!



Contents:
60 double-sided cards,
Game Rules



This game also boosts your
**PERCEPTION SPEED
REACTION SPEED**



Item n°: FXG 001 UK
Inner/Master: 6/48
EAN code: 5430003112113

BE THE FIRST TO SPOT THE COLOUR OR THE OBJECT!

1 PLAY

Flip a card, scan the messy room and be the first to spot the colour OR the object that appears the most.

During the day, use the sunlight to find the right colour. At night, without light, you can only see shapes. Now find the right object! How fast can you switch your focus?



It's the colour **BLUE!**



It's the **BALL!**

Switch it! is a fun, fast and easy card game for the whole family.

2 ADAPT

Every new card that gets flipped, changes the conditions to find the correct solution.

WATCH OUT!

These 3 objects "switch" things around even more! When they appear, they change the influence of the day and night cards.



ALWAYS
DAY!



ALWAYS
NIGHT!



SWITCH
DAY & NIGHT!

3 WIN

Collect the most cards to win the game!

PATTERN PARTY!



Contents:

24 Pattern cards (with 4 levels of difficulty), 56 playing cards (with 4 images per card), Game Rules



This game also boosts your
**PERCEPTION SPEED
REACTION SPEED**



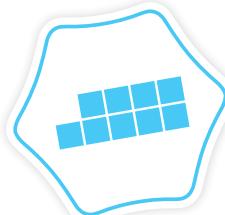
Item n°: FXG 002 UK
Inner/Master: 6/48
EAN code: 5430003112137

BE THE FIRST TO CREATE THE PATTERN BY MATCHING THE CARDS!

1 PLAY

Try to match the playing cards to the exposed pattern on the Pattern card.
Beware! To correctly match the cards, the adjacent images must be identical in shape OR colour OR both!

The first player to yell "Party!" after properly matching all the cards and the pattern, wins the Pattern card.



SAME SHAPE

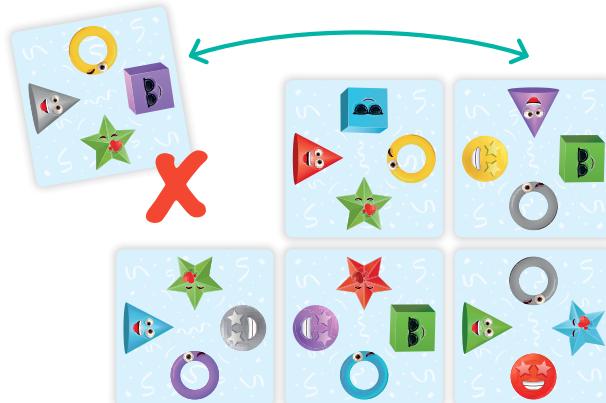
SAME COLOUR

SAME SHAPE
+ COLOUR

Pattern Party is a fun, fast and tricky card game for the whole family.

2 ADAPT

Every pattern card that gets flipped, will challenge you to match different cards to find a correct solution.



STAY OPEN-MINDED!

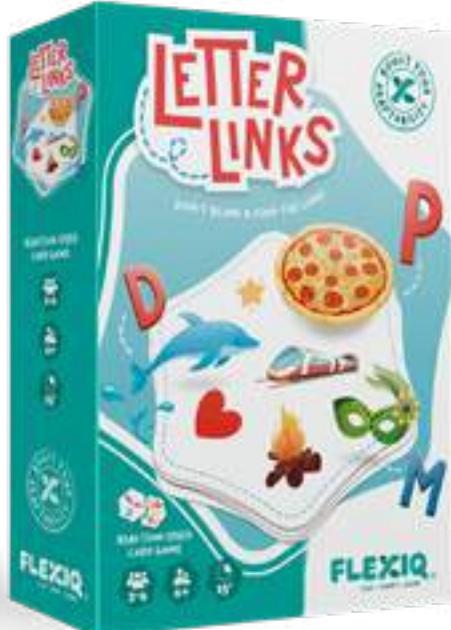
Maybe you will need to rearrange certain already placed cards to correctly match all the cards.

3 WIN

Collect the most Pattern cards to win the game!

REACTION
SPEED
CARD
GAME

LETTER LINKS



Contents:
60 double-sided cards,
Game Rules



This game also boosts your
**PERCEPTION SPEED
REACTION SPEED**

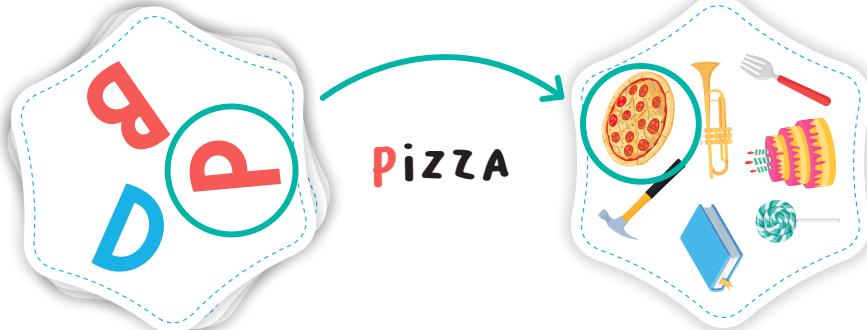


Item n°: FXG 003 UK
Inner/Master: 6/48
EAN code: 5430003112021

BE THE FIRST TO LINK THE LETTERS TO THE IMAGES!

1 PLAY

Flip the top card open & try to be the first player to spot which letters match the first letter of one or more of the images to win the card! Don't blink ... and be the first to see the link!

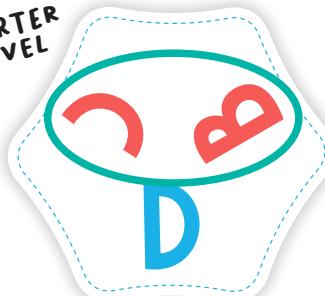


Letter Links is a fun, fast and stimulating card game for the whole family.

2 ADAPT

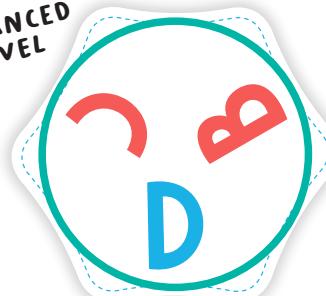
Every new card that get flipped, shows a new & unique combination of letters and images. And 2 distinct levels of play will challenge you to change your focus to find the correct links!

2 LETTERS
STARTER LEVEL



Find 1 link between the 7 images
and 1 of the 2 red letters!

3 LETTERS
ADVANCED LEVEL



Find 2 links between the 7 images
and any 2 of the 3 letters.

3 WIN

Collect the most cards to win the game!



MONSTER MASH



Contents:

48 Uni-Colour Monster cards, 12 Multi-Colour Monster cards, 1 'mashable' monster, Game Rules



This game also boosts your
**PERCEPTION SPEED
REACTION SPEED**



Item n°: FXG 101 UK
Inner/Master: 6/48
EAN code: 5430003112175

BANISH ALL THE MONSTERS FROM YOUR LAND!

1 PLAY

As Guardian of the Realm, your mission is to get rid of all the monster cards from your hand whilst your rivals try to do the same!

Try to spot a correct combination of 3x the same monster, 3x the same monster colour or 3x the same background colour.

Be the first to "mash" the flexible monster and banish the monsters to an opponent's land.



MASH THE MONSTER!

Monster Mash is a fun, fast and 'smashing' card game for the whole family.

2 ADAPT

The monsters will appear in a mix of colours and shapes that will scramble the senses of the most experienced Guardian.

Every new card that gets flipped, changes the conditions to spot a correct combination.



WATCH OUT!

The Multi-Colour Monsters are all 4 colours at once and will switch things up even more!

3 WIN

Be the first to get rid of all the Monster cards from your hand!
Save your land and win the game!

HANDS UP!



Contents:

60 game cards (18 Diamond cards, 18 Fingerprint cards, 18 Thief cards, 3 Lights Off cards, 3 Security Camera cards), 1 Power ON/OFF card, 1 Diamond, Game Rules



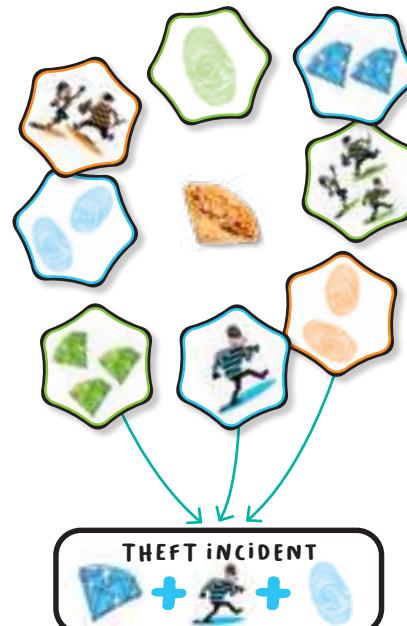
This game also boosts your
**PERCEPTION SPEED
REACTION SPEED**



Item n°: FXG 102 UK
Inner/Master: 6/48
EAN code: 5430003112199

BE THE FIRST TO SPOT 'THEFT INCIDENTS' AND CATCH THE THIEVES!

1 PLAY



Thieves have secretly entered the museum and are trying to steal all the precious diamonds.

Your mission, as a security guard, is to spot all "theft incidents" and catch the thieves without triggering a false alarm!

Be the first to spot a combination of a Thief card, a Fingerprint card and a Diamond card that all 3 contain the same or a different number of elements. Be the fastest player to grab the diamond in the middle, indicate the theft incident and collect cards!

2 THRILLING LEVELS OF PLAY

POWER OFF Level

The thieves cut the electricity! There is no light so you can ignore the colour of the cards!

POWER ON Level

All lights are ON and the security cameras are working. Special cards are ON. Maximum fun is ON!

Hands Up! is a fun, fast and tricky card game for the whole family. Can you 'steal' the victory?

2 ADAPT

Every time new cards are flipped open, the conditions to find a correct combination of cards will change.

STAY FOCUSED!! In the Power ON-level, special cards switch things up even more!

**BEWARE!
SPECIAL
CARDS**

LIGHTS OFF CARDS

These cards turn the lights off, so you can again ignore the colours of the cards to spot a theft incident.



SECURITY CAMERA CARDS

Catch a thief in the act! Be the first to grab the diamond, spot any thief card of the same colour and get both cards as a bonus.



3 WIN

To win, collect the most cards and become the best security guard!

REACTION
SPEED
CARD & DICE
GAME

MAKE A MOOOVE!



Contents:

40 fruit cards (with 6 different fruits), 4 dice
(1 numbers die, 1 animals die & 2 fruit dice), Game Rules



This game also boosts your
**PERCEPTION SPEED
REACTION SPEED**



Item n°: FXG 103 UK
Inner/Master: 6/48
EAN code: 5430003112212

BE THE FIRST TO FIND THE FRUIT OR MAKE A 'MOOO'-VE!

① PLAY

Help the animals sort through the pile of fruit.

Roll the dice and flip a card open. First check the numbers die. Find the fruit that appears that number of times on the card & yell its name (Option 1).

3-DICE LEVEL

Watch out! If this fruit appears on top of the fruit die, don't yell the fruit name! Instead make the sound of the animal on the animal die (Option 2). The first player to yell the correct answer, wins the card.

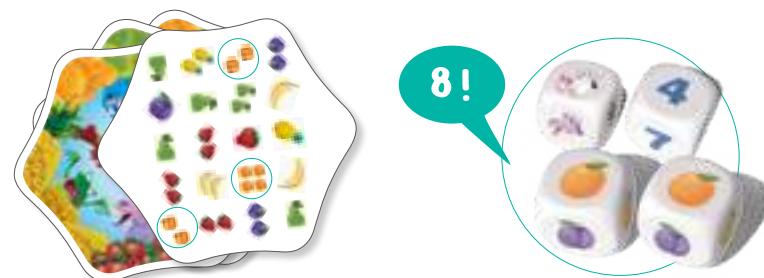


Make a Mooove! is a fun, fast and "coool" card game for the whole family.

② ADAPT

To find the correct solution, you will need to consider multiple options, make the right connections and change your perspective when needed!

4-DICE LEVEL



Use all 4 dice for maximum adaptability! In this level, if the 2 fruit dice show the same fruit, yell how many times this fruit appears on the card!

③ WIN

Collect the most cards to win the game!

SQUISH IT!

2-6
6+
10'



Contents:

72 playing cards, 12 shark cards,
6 marine animal tiles, 1 shark, Game Rules



This game also boosts your
**PERCEPTION SPEED
REACTION SPEED**

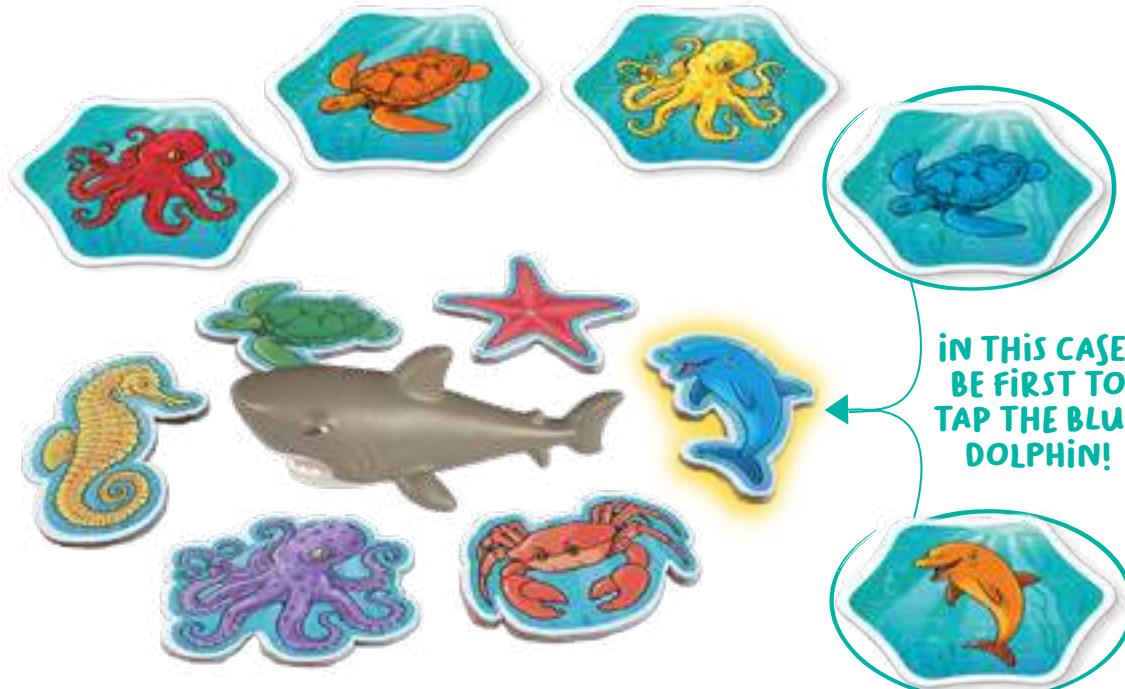


Item n°: FXG 104 UK
Inner/Master: 6/48
EAN code: 5430003112533

BEWARE OF THE SHARK!

1 PLAY

Try to spot a valid combination between 1 of the 6 marine animals and its correct colour. When you do, be the first to tap the relevant animal token in the middle of the table and collect cards.



Squish It! is a fun, fast and 'smashing' card game for the whole family.

2 ADAPT



Every new card changes
the possible combinations!
Sometimes even 2 matches are
possible after flipping just 1 card!

BEWARE OF THE SHARK!

When a shark card appears, be fast
to 'squish' the shark in the middle of
the table to avoid losing won cards.



3 WIN

Collect the most cards to win the game!

TAKAMACHI



Contents:

12 dice, 1 timer (10 seconds),

Game Rules



This game also boosts your
**PERCEPTION SPEED
REACTION SPEED**



Item n°: FXG 201 UK

Inner/Master: 6/48

EAN code: 5430003112236

SEE IT FIRST! YELL IT FIRST!

1 PLAY

Divide the 12 dice equally between the players. Roll them all simultaneously and try to be the first to spot the shape or the colour that appears the most. Call out your answer & flip the sand timer!



The other players now have 10 seconds to see if they can find a shape or colour that appears more. The winner of a round can take one of their dice out of the game. And so on... until a player gets rid of all their dice.

2 ADAPT

STAY
FOCUSED!

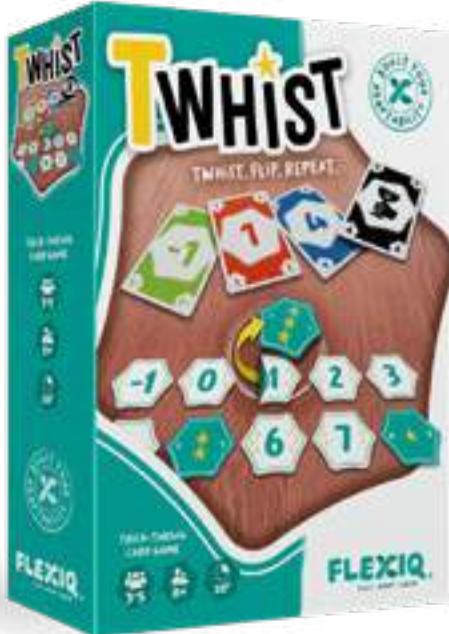
If you spot
2 identical shapes in the same colour,
just call out
'TAKAMACHI'
and you win the round immediately!



3 WIN

Be the first to get rid of your dice to win the game!

TWHIST



Contents:

52 playing cards (32 number cards +20 Twhist cards),
50 hexagonal FLIP (scoring) cards, Game Rules



This game also boosts your
ADAPTIVE PLANNING
RISK TAKING



Item n°: FXG 301 UK
Inner/Master: 6/48
EAN code: 5430003112502

TWHIST. FLIP. REPEAT.

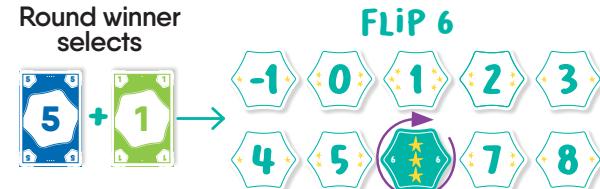
1 PLAY

Twhist is the new innovative trick-taking game, full of twists, which will challenge your tactical skills and your adaptability to the max.

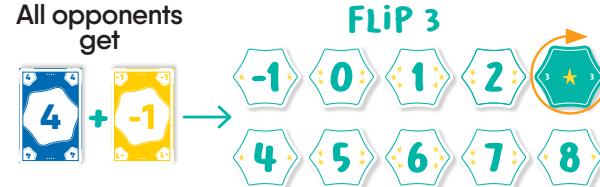
Use your hand wisely to win tricks and collect active stars on your FLIP-cards. To win a trick, play the highest number card of the leading suit. The trick winner then selects 1 or 2 number cards and hereby determines which FLIP-cards must be flipped by them and by all their opponents.



Round winner selects



All opponents get



2 ADAPT

FLIP OR FLIP BACK!

BEWARE! Depending on the selected number cards, you may have to flip your active stars back to their number side. And maybe later back to the stars side, and so on!

TWHIST CARDS

Every player also has 4 Twhist-cards. Use these at the right time to outsmart your opponents!
One card to win a trick, one to steal a trick,
one to start the next trick and one to pass a trick.



3 WIN

Collect the most active stars on your FLIP-cards to win the game.



MEMORY
'FLEX'
GAME

ABRACADA-BROOM



Contents:

3 magic cauldrons, 3 coloured spoons, 2 dice (1 colour die, 1 action die), 6 broom 'brush' tiles, 6 broom 'tip' tiles, 18 ingredient/broom tiles, 63 ingredient/broom tokens, 3 snake tokens, Game Rules.



This game also boosts your
MEMORY
RISK TAKING



Item n°: FXG 401 UK
Inner/Master: 0/6
EAN code: 5430003112373

Mix THE POTiON, Fix THE BROOM!

1 PLAY

The witches & wizards are trying to fly to the annual Magic Convention, but their brooms have mysteriously disappeared!



Use your memory to find and collect the ingredients you need to brew magic potions to make your broom reappear piece by piece. A good potion will contain **exactly 3 ingredients**.



2 ADAPT

Be ready to adapt as things will magically change!

1 MAGIC DICE COMBINATIONS

STAY FOCUSED! Depending on the outcome of the dice, you may have to swap 2 spoons or 2 cauldrons.



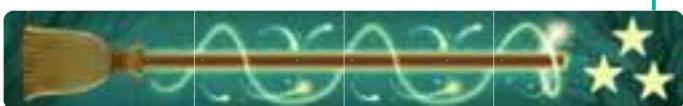
2 'ALERTO EXPLOSO!'

When a potion contains too many ingredients, it will explode, unless you speak the magic spell to prevent the explosion. If you are right, you will get additional ingredients. If you are wrong, you will lose your next turn.



3 'ALERTO SERPENTO!'

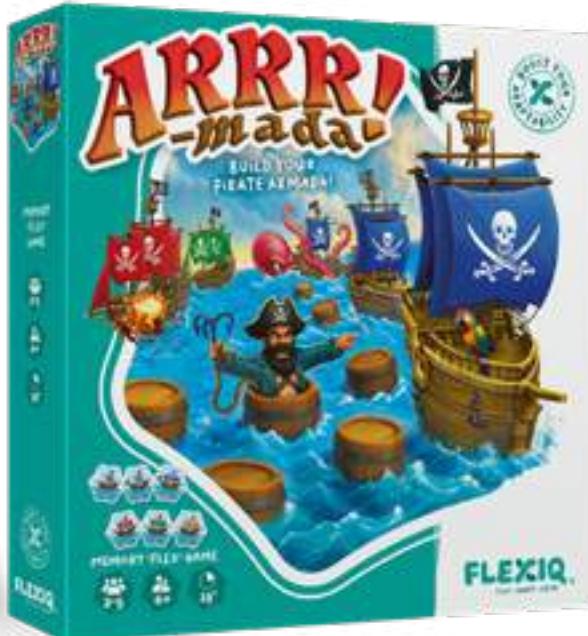
Beware! In the Master level, snakes could mess up the potion and force you to adapt and find exactly 4 ingredients!



3 WIN

The first player to reveal a complete broom, wins the game and flies off to the Magic Convention!

ARRR-MADA!



Contents:

1 pirate ship pawn, 23 track tiles (20 ship tiles, 3 double-sided compass/grappling hook tiles), 18 barrels, 1 rum bottle, 1 game board, Game Rules



This game also boosts your
**MEMORY
ADAPTIVE PLANNING**



Item n°: FXG 402 UK
Inner/Master: 0/6
EAN code: 5430003112397

BUILD YOUR PIRATE ARMADA!

1 PLAY

ARRR... !! Ahoy Pirates! Set sail to build your own pirate armada!

Cleverly navigate the everchanging seas, use your memory to open the right barrels and capture or steal the ships you need to build your armada of 3 similar ships.

To capture a ship, you must find the colour of its sails or its number of sails on the bottom of the barrels.



If you can, try to use the compass to move to any ship you want or the grappling hook to try to steal a ship from another pirate. But beware of the parrot and be careful with the rum!



2 ADAPT

**BEWARE OF
BLACKBEARD!**



If you flip Blackbeard, you can attack 1 specific ship of another player's armada who must protect this ship by finding its correct colour or number of sails on a barrel. And stay focused, as each time you win a ship or flip Blackbeard, you must swap the position of 2 barrels!

3 WIN

The first pirate to build an armada of 3 ships with the same colour of sails or the same number of sails, wins the game. ARRR!



2 ADVENTUROUS GAME LEVELS!

Once you master the '12 Barrels' Rules, feel free to add some of the 6 'Bonus Barrels', which include a spyglass, 2 bombs, a whirlpool, a mermaid and even the Kraken! More barrels, more risks!





FAST
STRATEGY
GAME

TRIXO



Contents:

36 tiles (14 "X" tiles, 14 "O" tiles, 5 Trixo tiles, 3 arrow tiles), Carrying bag, Game Rules



This game also boosts your
**FORWARD THINKING
STRATEGIC SWITCHING**



Item n°: FXG 501 UK
Inner/Master: 0/6
EAN code: 5430003112243

THINK BEYOND THE GRID TO COLLECT THE MOST TILES!

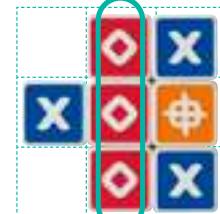
1 PLAY

TRIXO is a fun, fast and multi-dimensional strategy game for 2 to 4 players with very simple rules. Easy to learn, but hard to master!

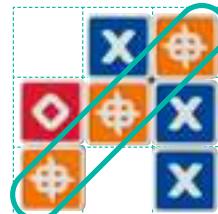
In turn, add a tile to the imaginary 3x3 grid. Try to create a winning streak by aligning any 3 identical symbols in a horizontal, vertical or diagonal line and collect all the tiles in the streak!



HORIZONTAL



VERTICAL



DIAGONAL

SPECIAL TRIXO TILES



There are only 5 Trixo tiles!

So, you can also use these tactically to block your opponent(s) from creating a winning streak.



2 ADAPT

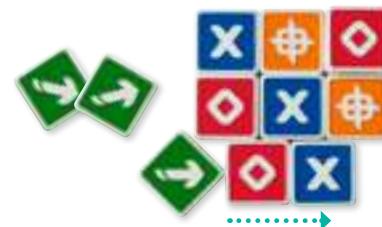
THINK IN 3D!

Tiles may also be stacked up to 3 levels high! This way, TRIXO will boost your adaptability on multiple levels... literally!



MOVE AN ENTIRE LINE OF TILES!

There are also 3 arrow tiles in the game. If available, you can use this tile once to slide an entire row or column in any direction. A potential grid and game changer!



3 WIN

Collect the most tiles to win the game!

FAST
STRATEGY
GAME

ORBITO



Contents:

1 shifting "4x4"-game board with Orbito-button,
8 white marbles, 8 black marbles, Game Rules



This game also boosts your
**FORWARD THINKING
STRATEGIC SWITCHING**



Item n°: FXG 502 UK
Inner/Master: 0/6
EAN code: 5430003112267

GO WITH THE FLOW & GET 4-IN-A-ROW!

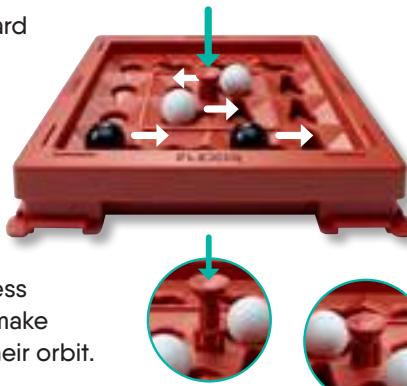
1 PLAY

Orbito is a fun, fast and 'flowing' 2-player strategy game with very simple rules. Easy to learn, but hard to master!

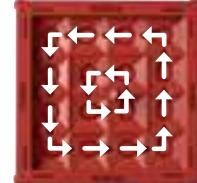
In turn, add a marble to the board and try to get 4 marbles of your colour in a horizontal, vertical or diagonal row!

PATENTED SHIFTING GAME BOARD!

To finish your turn, you must press the 'Orbito'-button, which will make all marbles shift 1 position on their orbit.



2 ORBITS



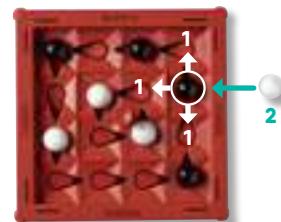
Both the inner and outer orbits rotate counter-clockwise.

PATENT PENDING
288492

2 ADAPT

DON'T ALWAYS GO WITH THE FLOW!

All marble positions on the shifting board change on each turn! Consequently, even with predefined 'orbits', Orbito will challenge the adaptability and 'forward thinking' skills of even the most experienced players.



MOVE YOUR OPPONENT'S MARBLES TOO!

To start your turn, you can even choose to move one of your opponent's marbles to an adjacent, free space before adding your own marble. This unusual game element allows you to totally disrupt your opponent's strategy!

BEWARE, IT WORKS BOTH WAYS!

3 WIN

To win the game, align 4 marbles of your colour horizontally, vertically or diagonally!



HORIZONTAL

VERTICAL

DIAGONAL

FAST
STRATEGY
GAME

ORBITO XXL



Contents:

1 shifting "4x4"-game board with Orbito-button,
8 white marbles, 8 black marbles



This game also boosts your
**FORWARD THINKING
STRATEGIC SWITCHING**



Item n°: FXG 502 XXL

Inner/Master: 0/6

EAN code: 5430003112403

GO WITH THE FLOW & GO XXL!

XXL SIZE



FAST
STRATEGY
GAME

STRATEGETi



Contents:

1 double-sided game board, 16 playing pieces (2 sets with 2 lions, 2 elephants, 2 zebras and 2 gazelles), Game Rules



This game also boosts your
**FORWARD THINKING
STRATEGIC SWITCHiNG**



Item n°: FXG 503 UK

Inner/Master: 0/6

EAN code: 5430003112557

RULE THE SERENGETi!

1 PLAY

Strategeti is a fun, fast and “wild” 2-player strategy game with simple rules. Easy to learn, but hard to master!

Try to rule the Serengeti by cleverly placing and moving your animals on the 4x4 game board!

Elephants push other animals back, maybe even into the croc infested river or into the ravine. Lions eat gazelles and zebras. Gazelles can jump over other animals, even several times in one turn! Zebras, finally, can run freely in any direction. Make them work together and you will maximize your chances to win!



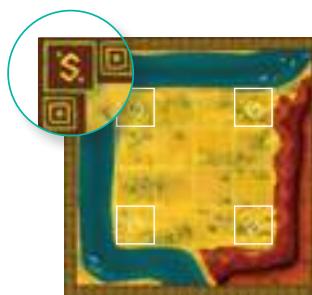
2 ADAPT

ONLY THE 'FLEXiQ' SURVIVE!

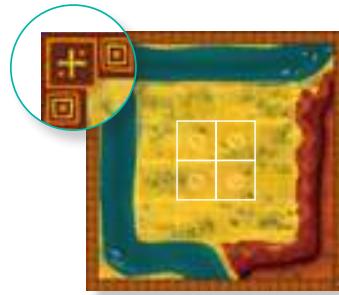
Every animal moves differently and has its own strengths and weaknesses! So anticipate your opponent's moves and adapt your own strategy when needed, especially as 1 move can change everything!

2 GAME BOARDS, 2 STRATEGiES!

The double sided game board has different entry points and will challenge you to completely change your strategy between the 2 game levels.



STANDARD - LEVEL



ADVANCED - LEVEL

3 WIN

To rule the Serengeti and win the game, position 4 of your animals in a horizontal, vertical or diagonal line, eliminate 5 of your opponent's animals or block them from moving.



RAPTOR RACE



Contents:

1 game board (2-sided), 5 raptors in 5 different colours, 4 'footprint' dice, 1 'arrows' die, 20 'Top 3' target cards, Game Rules



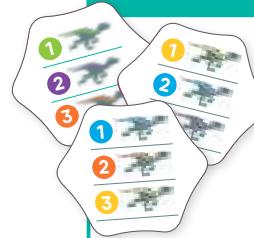
This game also boosts your
ADAPTIVE PLANNING
RISK TAKING



Item n°: FXG 601 UK
Inner/Master: 0/6
EAN code: 5430003112366

MAKE YOUR TOP 3 WIN!

① PLAY

2 'WILD'
GAME LEVELS

Sprint across the desert or race through the jungle full of obstacles!



② ADAPT

① T-REX FOOTPRINT

Let the T-Rex help you tactically to scare certain raptors and force them one step back!



② BOOSTERS

Use the boosters on the track cleverly to make other raptors advance faster.



③ ADAPT TO THE JUNGLE!

Use the arrows die wisely to help the raptors move diagonally at the right time to avoid hitting the obstacles (trees or rocks).

③ WIN

YOU DON'T HAVE TO BE FIRST TO WIN!

To win, score most points with your Top 3 when the first raptor crosses the finish line. If your 3 raptors make it to the Top 3, even in the wrong order, you will get bonus points!

TACTICAL
BOARD
GAME

RAPTOR RACE XXL



Contents:

1 game board (2-sided), 5 raptors in 5 different colours,
5 movement dice (4 'footprint' dice, 1 'arrows' die),
20 unique 'Top 3' target cards



This game also boosts your
**ADAPTIVE PLANNING
RISK TAKING**



Item n°: FXG 601 XXL

Inner/Master: 0/1

EAN code: 5430003112472



MAKE YOUR **XXL** TOP 3 WIN!





FLEXIQ
PLAY • ADAPT • GROW®

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