

Play Kit: Travel Games Kit

"Are we there yet?" The war-cry of the back-seat captive must be almost as old as the automobile. Hear it less often with this pack of good old-fashioned travel entertainment - no batteries required!

Looking for books on puzzles and games? Check out 793.73 on the library shelf

This kit contains:

- 1 set of magnetic doodle boards (one large and one mini)
- 1 set of 'Big Nails' brain twister
- 1 set of magnetic tangram (7 'Tan' magnets, a 'solution cover' magnet, a 'solution card' and a metal container)
- 1 Rubik's cube
- 1 laminated travel games card
- 1 audiobook title –'The lion, the witch and the wardrobe' by C. S. Lewis
- 1 display card
- 1 Travel pattern backpack

Care Instructions:

Contains small pieces

Only suitable for children aged 6 and over

Wipe with a soft cloth

Disclaimer:

Hamilton City Library's Membership terms and conditions apply when you borrow this kit. These are available from the issue desk.

When you borrow this kit, you are responsible for:

- returning it by the due date, clean and in the same condition as when you borrowed it; and
- any loss, theft or damage that occurs to the kit while it is on loan to you (ask at the issue desk for a price list of the items included in this kit); and
- reading and following any instructions included with this kit; and
- using all the items in this kit in a safe and proper manner, and only for the purposes for which it is intended and/or as set out in the instructions.

To the fullest extent permitted by law, Hamilton City Libraries assumes no responsibility or liability for any injuries, damage to self, others or property as a result of any use or reliance on the kit you have borrowed. Nothing in this disclaimer is intended to limit your rights under the Consumer Guarantees Act 1993.

If you discover a fault with the kit or if it is damaged, please stop using the kit immediately and bring it back to the nearest Hamilton City Library.

Thank you

Enjoy Playing