

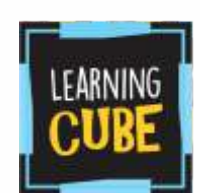
INSPIRED
LEARNING.



HAVING
FUN
TOGETHER



LEARNING CUBE[®]
MONTESSORI



INSPIRED LEARNING.



made in Greece

eneration of
Board Games!



HAVING
FUN
TOGETHER



**Making Knowledge
Fun!**



The inspiration behind our educational games

K-TOYZ is a modern game lab conceived by the vision of two people to create quality interactions with children. **Konstantinos Tzagkarakis** and **Katerina Kyriakoudi**, parents themselves, they imagined games that would convey the knowledge and values that they wanted to pass on to their own child.

Their objective was innovative games with timeless content made in Greece, which would make the difference in a market flooded for years by imported games of questionable quality and content.

They kick off in November 2017 to introduce the first **Learning Tubes** to the Greek market. In a room of 33 m2, they start designing and assembling their games by hand. They are completely on their own, they know that their work needs to be methodical and targeted. Driven by their passion and vision, they soon get the first results. In less than one year, they manage to sell more than 15.000 Learning Tubes distributed through a network of more than 400 points of sale in Greece and Cyprus.

K-TOYZ company today



K-TOYZ is a family company which designs, prints out, produces, and assembles by hand every single game.

K-TOYZ games are made from 100% recyclable materials, printed with non-toxic inks and supporting Greek manufacturers and printing companies.



Production and storage of games in our new building of 750 m² in the city of Thessaloniki.



Orders are executed within 24 hours with next-day delivery.



Ships daily all over Greece, including islands. Transportation to EU countries directly from Thessaloniki.





TOYZ

8 years now...

Game industry customers, wholesalers, bookstores, toy distributors and toy stores have embraced and supported the games made by K-TOYZ.

8 years now...

Thousands of customers trust K-TOYZ games and share endless hours of creative activities with their children, supporting in their turn the Greek games made with so much love.



- Today **K-TOYZ** has a local distribution network of **more than 2200** stores in Greece & Cyprus.
- Today **K-TOYZ** exports its own games in Belgium, Luxemburg, Romania, Bulgaria and Malta.
- Today **K-TOYZ** leverages its expertise and production capabilities to create custom private-label games for other companies, which are exported worldwide.



HAVING
FUN
TOGETHER

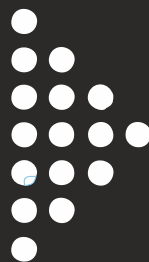
#LearningTube



Konstantinos Tzagkarakis
Owner - Export Sales Director



Our values

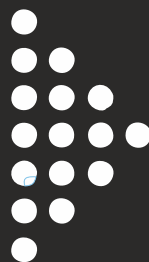


Strategic commitment to creating modern and high-quality games, environmental friendly.

Building and maintaining relationships of trust and mutual respect with all our partners.

Producing games 100% Greek.

Objectives



Continuous extension of our product catalogue with new innovative game concepts.

Increasing market shares, sales growth and exports growth.



PRIVATE LABEL & CUSTOM BOARD GAMES



In recent years, K-TOYZ has expanded its operations to include the creation of private label educational toys and custom board games upon request. Working closely with creators, organizations, and companies, we design and produce high-quality, engaging games using premium materials to ensure durability and safety. Our expertise extends to developing specialized educational games, including options ideal for the tourist market, showcasing cultural themes and local heritage. From concept to production, we deliver innovative, tailored solutions that inspire learning, foster creativity, and meet the unique needs of our partners and their audiences.

Timeline

2017

Epiclide Trading LTD takes on the distribution of K-TOYZ games in Cyprus.

Already the network of selling points includes more than 500 stores nationwide

2019

K-TOYZ is present in expos **Olympia London Toy Fair** and **Spielwarenmesse 2020**.

In the same year, the company exports its games to Belgium with exclusive collaboration with the company **CREANEN LTD** for the BENELUX market.

K-TOYZ starts its activities introducing the first 4 **Learning Tubes**.

2018

K-TOYZ introduces its games for the first time to international markets during the **70th Spielwarenmesse** in Nuremberg.

In the same year, Learning Tubes win the first place in **European Packaging Awards**.

2020

2021

K-TOYZ moves to its new building in Lagyna, Thessaloniki, with a warehouse of 750 m2 and capacity of more than 400 EU pallets in storage.

The games are now designed, created, stored and distributed from a modern and highly creative lab.

In the same year, K-TOYZ launches two new educational and self-correction game series which are included in its portfolio. This is **Learning Cube 2xGames** and **Learning Cube in the footsteps of great teachers of Ancient Greece**.

2023

K-TOYZ is attending the International Toy Fair **Spielwarenmesse 2024** in Nuremberg.

New european markets included in the export network of **K-TOYZ**:

- **Romania** with exclusive distribution from **EDU CLASS Srl**
- **Malta** with taylor made products for **Model Toys LTD**.

The new **Baby Montessori** Line presented in the family of Learning Cubes.

K-TOYZ presents **Learning Cubes** the new co-branded educational gamenseries made from 100% recyclable materials.

The first TV campaign is launched on **Nikelodeon** and **Nikelodeon Plus TV** channels.

In exclusive collaboration with **Save a Greek Stray**, an animal welfare organisation, K-TOYZ presents the first concept puzzle series supporting the work of the organisation and promoting animal welfare.

2022

K-TOYZ introduces the institution of "**Best Toys Ambassadors**" and becomes the first game company in the world that educates people with **Down syndrome** with their games and actively includes them in presenting them to stores in its network!

In the same year, the company exports all educational games of Learning Tube and Learning Cube series in **Bulgaria** with collaboration with the **ORANGE LTD** bookstore chain.

On December 2023 the Learning Cube game "**In the foot steps Archimedes**" joined the list of 8 finalists for "**Best Educational Toy of the year**" of **TOY AWARD** in Spielwarrenmesse 2024.

2024



Katerina Kyriakoudi
Marketing Director

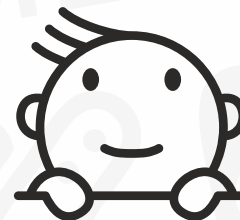
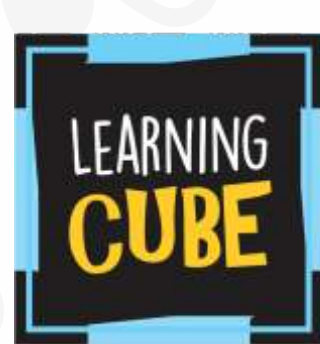




The Brands



HAVING
FUN
TOGETHER



LEARNING CUBE[®]
MONTESSORI

I'm your puzzle
hero!





Learning Tube series

The Learning Tube educational game series has been designed to convey knowledge through creative play.

The topics, the content and the whole philosophy of play is based on the principle that a game should not be boring but rather engage everyone in the group and provide apart from fun, meaningful learning.

Learning Tube games unite younger and older players who are challenged to test their knowledge in some of the most interesting and funny topics that have ever been chosen.

They are easily transported, they fit everywhere and so the game can start anywhere. They cover a variety of topics focusing on geography, different cultures around the world, and art.

Today, the series features 9 games in total.

Intended audience

The Learning Tube series is aimed at people who love board games and enjoy spending time creatively with their beloved exchanging valuable knowledge.

- > Parents seeking to spend quality time with their children
- > Children seeking to broaden their knowledge
- > Groups of friends seeking alternative ways to have fun and show what they know on every go
- > People seeking smart, original, special games to spend their time





Description

Flags of the World is a Learning Tube game including a collection of 63 cards of countries around the world and their respective flags. The game is aiming to help players memorize the different flags and thus become a valuable aid in building World flag knowledge through fun games which require speed, perception and good memory.

Older players will also discover useful and interesting facts about each country.

Content

- 63 cards with countries-flags
- **1 Cube containing the QR code to access the online platform.**
Keep on playing online on your smartphone & tablet, in a database constantly updated with new cards / questions
- Manual

Tube dimensions : 18x8.5cm

Pcs/carton : 15

Carton dimensions : 40x30x20cm

Carton weight : 5.9Kg

Item code : LT-008

Ages : 3+ **Players:** 2+

Barcode: 5214001024070





Capitals of the World

Description

Capitals of the World is a Learning Tube game including a collection of 63 capital cities of the world and their pins on the map of their respective country.

The game is aiming to help players learn the capital cities and their respective countries through fun games which require speed, perception, and good memory. Older players can also pick up demographics and other useful information about each capital city.

Content

- > 63 cards with capitals and their countries
- > **1 Cube containing the QR code to access the online platform. Keep on playing online on your smartphone & tablet, in a database constantly updated with new cards / questions**
- > Manual

Tube dimensions : 18x8.5cm

Pcs/carton : 15

Carton dimensions : 40x30x20cm

Carton weight : 5.9Kg

Item code : LT-009

Ages : 5+ **Players:** 2+

Barcode: 5214001024087





Inventors of the World

Description

Inventors of the World is a Learning Tube game including a collection of 63 internationally recognized and acknowledged scientists and personalities whose inventions changed the evolution of human history.

The game is aiming to help players learn the most important inventions of the world with relevant photos that help memorizing their inventors through fun games which require speed, perception, and good memory.

Older players can also pick up information about their origins and age.

Content

- 63 cards with inventors and their inventions
- **1 Cube containing the QR code to access the online platform. Keep on playing online on your smartphone & tablet, in a database constantly updated with new cards / questions**
- Manual

Tube dimensions : 18x8.5cm

Pcs/carton : 15

Carton dimensions : 40x30x20cm

Carton weight : 5.9Kg

Item code : LT-010

Ages : 5+ **Players:** 2+

Barcode: 5214001024094





Monuments of the World

Description

Monuments of the World is a Learning Tube game including a collection of 63 monuments of countries around the world.

The game is aiming to help players learn about some of the most important and aweinspiring monuments of the world, which constitute landmarks for their countries attracting millions of visitors every year.

Older players can also pick up information about the monuments history.

Content

- 63 cards with monuments and their countries
- **1 Cube containing the QR code to access the online platform. Keep on playing online on your smartphone & tablet, in a database constantly updated with new cards / questions**
- Manual

Tube dimensions : 18x8.5cm

Pcs/carton : 15

Carton dimensions : 40x30x20cm

Carton weight : 5.9Kg

Item code : LT-011

Ages : 3+ **Players:** 2+

Barcode: 5214001024100





Tastes of the World

Description

What are the national dishes around the world? What does the world eat?

Tastes of the World is a Learning Tube game highlighting multi-culturalism through food cultures around the world. The game includes 63 national or popular dishes and recipes of the world. It is a taste journey from East to West!

The game is aiming to help players learn about the eating habits, tastes and cuisine from different countries around the world through fun games that require speed, perception, and good memory.

Older players will also discover details about the history, the ingredients, the preparation and serving of the dishes.

Content

- 63 cards with national dishes of different countries
- **1 Cube containing the QR code to access the online platform. Keep on playing online on your smartphone & tablet, in a database constantly updated with new cards / questions**
- Manual

Tube dimensions : 18x8.5cm

Pcs/carton : 15

Carton dimensions : 40x30x20cm

Carton weight : 5.9Kg

Item code : LT-012

Ages : 5+ **Players:** 2+

Barcode: 5214001024117





Traffic Signs of the World

Description

If you were sitting today a test on traffic signs, would you pass it?

Traffic Signs of the World is designed to promote driver education.

This is a Learning Tube game including 63 traffic signs from all over the world and their meanings which ensure a safe driving behaviour on the world's road networks.

The game is aiming to teach the basic traffic signs and rules to children and let them learn early enough the traffic rules and safe driving practices, which will make them conscientious drivers in the future.

Older players will have the opportunity to show or freshen up their knowledge!

Content

- 63 cards with traffic signs
- **1 Cube containing the QR code to access the online platform. Keep on playing online on your smartphone & tablet, in a database constantly updated with new cards / questions**
- Manual

Tube dimensions : 18x8.5cm

Pcs/carton : 15

Carton dimensions : 40x30x20cm

Carton weight : 5.9Kg

Item code : LT-013

Ages : 7+ **Players:** 2+

Barcode: 5214001024124





Description

Artists of the World is a Learning Tube game including 63 world-renowned artists and artworks!

The game is aiming to help the players learn about these artworks which inspire and captivate the audience until today. From Antiquity to Renaissance and recent art history, a learning journey starts with Learning Tube cards, and games that require speed, perception, and good memory.

Older players will also discover details about artists' lives, origins, history, and museums throughout the world hosting their works.

Content

- 63 cards with Artists and their Artworks
- **1 Cube containing the QR code to access the online platform. Keep on playing online on your smartphone & tablet, in a database constantly updated with new cards / questions**
- Manual

Tube dimensions : 18x8.5cm

Pcs/carton : 15

Carton dimensions : 40x30x20cm

Carton weight : 5.9Kg

Item code : LT-016

Ages : 7+ **Players:** 2+

Barcode: 5214001024148





Nations of the World – Mini Edition

Nations of the World is a Learning Tube game including 49 illustrations of child characters bearing traditional costumes around the world.

The game is aiming to let children learn through games about different peoples of the world and introduce the concepts of diversity and uniqueness of people as well as raise awareness about their country of origin, language, clothing, racial characteristics and other cultural similarities and differences.

Content

- > 49 cards with illustrations of couples with traditional costumes
- > Manual

Tube dimensions : 10x8.5cm

PCS/carton : 30

Carton dimensions : 40x30x20cm

Carton weight : 7.5Kg

Item code : LT-020

Ages : 3+ Players: 2+

Barcode: 5214001024155





Currencies of the World

Mini Edition



Currencies of the World – Mini Edition

Currencies of the World is a Learning Tube game including 49 illustrations of official currencies from different countries.

Younger and older players are invited to identify currencies through different games, guess their country of origin, learn what their international symbol is, what their history is and much more useful information. The game can be played in combination with other Learning Tube games such as :“Flags of the World”, “Nations of the World” and other...

Content

- > 49 cards with different currencies
- > Manual

Tube dimensions : 10x8.5cm

PCS/carton : 30

Carton dimensions : 40x30x20cm

Carton weight : 7.5Kg

Item code : LT-021

Ages : 3+ **Players:** 2+

Barcode: 5214001024216





New Limited Edition

40 centimeters of Knowledge!

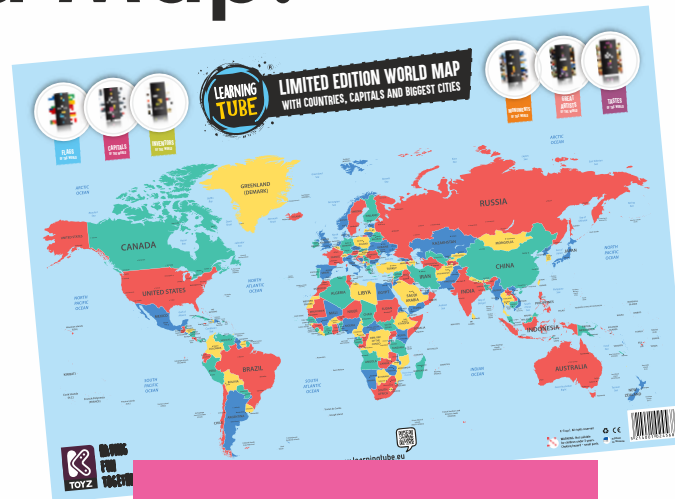
+ Half meter

World Map!



Contents:

- 126 Cards featuring Flags and Capitals from around the world
- 2 Dices with QR Codes providing access to an online platform for extended gameplay on smartphones and tablets. The platform features continuously updated cards and questions.
- A 50cm World Map showcasing countries, capitals, and major cities
- Instruction Manual



MEGA TUBE FLAGS & CAPITALS

Item Code: LT -027

Ages: 5+

Barcode: 5214001024544

MEGA TUBE FLAGS & MONUMENTS

Item Code: LT -028

Ages: 5+

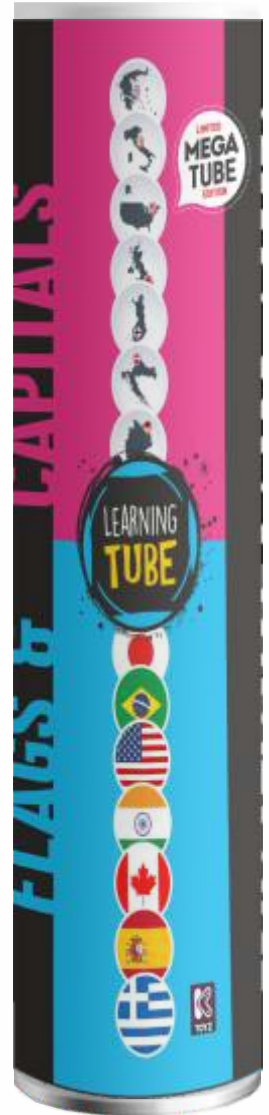
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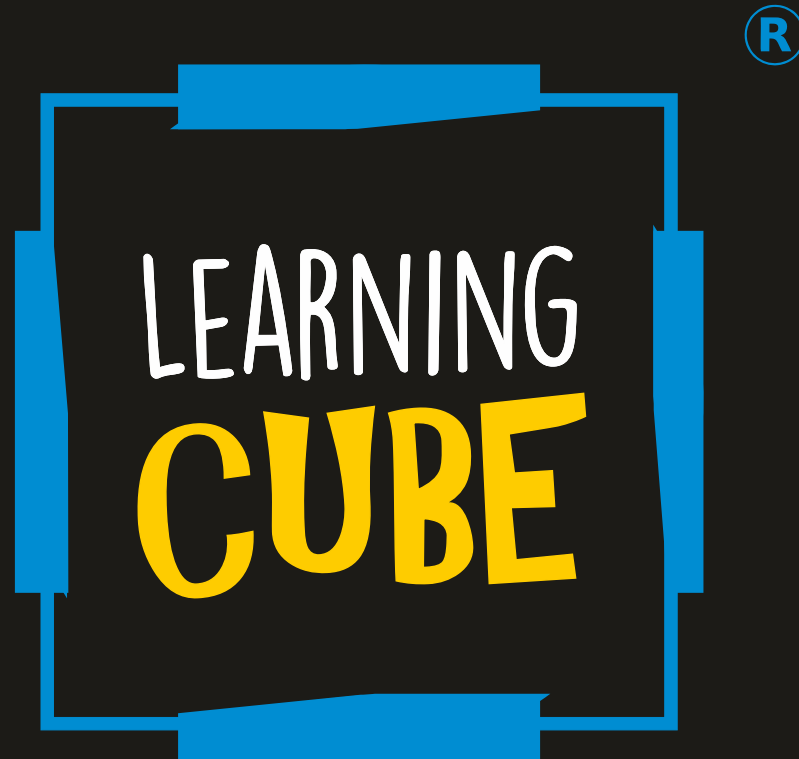
Tube Dimentions: 40x8.5cm

Pieces / Carton: 15

Carton Dimentions: 40x30x40cm

Carton weight: 14.7 K g





INSPIRED LEARNING.



Learning Cube Series

Learning Cube game series is a valuable educational tool for younger and older players to acquire knowledge through fun activities.

It comes in a modern cube package made from 100% recyclable materials.

MIX & MATCH PLAYING. This series features games of different type. All games of them are complementary, and they can all be played together. In this way the content is expanded, the competition is enhanced and the game lasts longer.

All games of the series:

- > enhance verbal / linguistic intelligence
- > enhance interpersonal intelligence
- > enhance logical intelligence
- > are designed under supervision of expert educators
- > offer an original game play which helps players memorise historical facts at a glance!
- > are designed and printed in Greece
- > are made from recyclable materials



Greek Mythology

An original card game featuring important figures of Greek mythology.

Learning Cube Greek mythology is a photorealistic game with no sketches but with actual photographs of statues and other historical depictions so that we learn them exactly as ancient Greeks captured them in their real various works.

This game includes 64 cards where the characters themselves narrate in first person facts about their lives and works giving 5 different elements as well as a bonus fact to help players identify them!

The goal in this game is for a player or a team to recognise the most characters possible and win the respective cards.



Item code : LC-016

Ages : 8+ **Players:** 2+

Barcode: 5214001024414

Cube dimensions : 12.5x12.5cm

PCS/carton : 18

Carton dimensions : 40x30x40cm

Carton weight : 4.9Kg



Ancient Greeks



An original card game featuring figures from Ancient Greece.

A photorealistic game without sketches but with actual photographs of statues and other historical depictions so that we learn these personalities as they really were.

This game includes 64 cards where the characters themselves narrate in first person facts about their lives and works giving 5 different elements as well as a bonus fact to help players identify them!

The goal in this game is for a player or a team to recognise the most characters possible and win the respective cards.

Item code : LC-017

Ages : 8+ Players: 2+

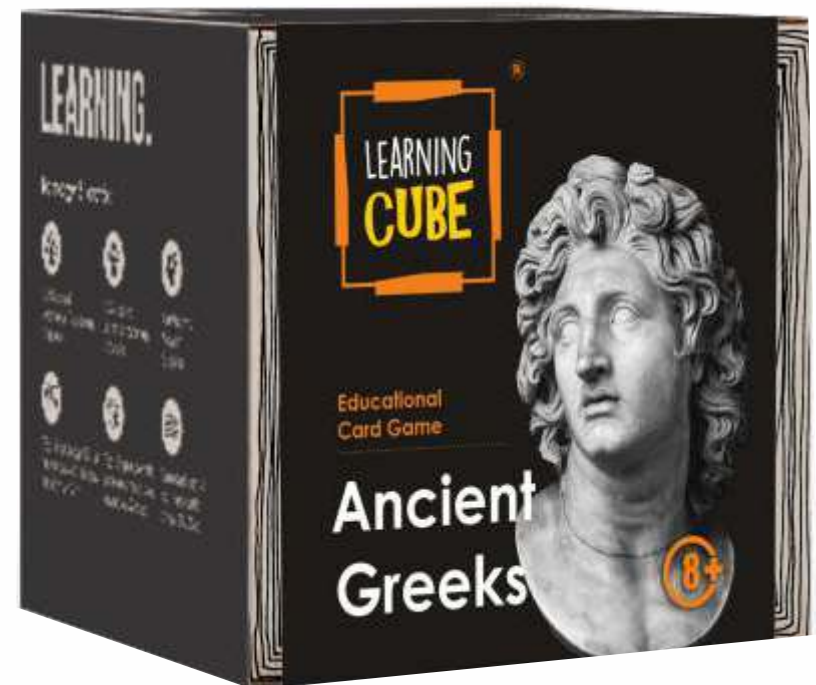
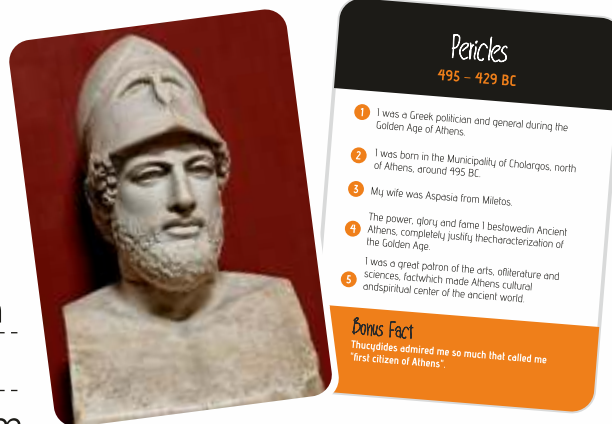
Barcode: 5214001024421

Cube dimensions : 12.5x12.5cm

PCS/carton : 18

Carton dimensions : 40x30x40cm

Carton weight : 4.9Kg



Ancient Egypt (History and Mythology)

An original card game featuring the greatest heroes of Egyptian history and mythology, including Egyptian Pantheon and Pharaohs.

A photorealistic game without sketches but with actual photographs of the heroes in order to learn them as they really were.

The game includes 64 cards where the heroes themselves narrate in first person facts about their lives and works giving 5 different elements as well as a bonus fact to help players identify them!

The goal in this game is for a player or a team to recognise the most heroes possible and with the respective cards.



Item code : LC-015

Ages : 8+ Players: 2+

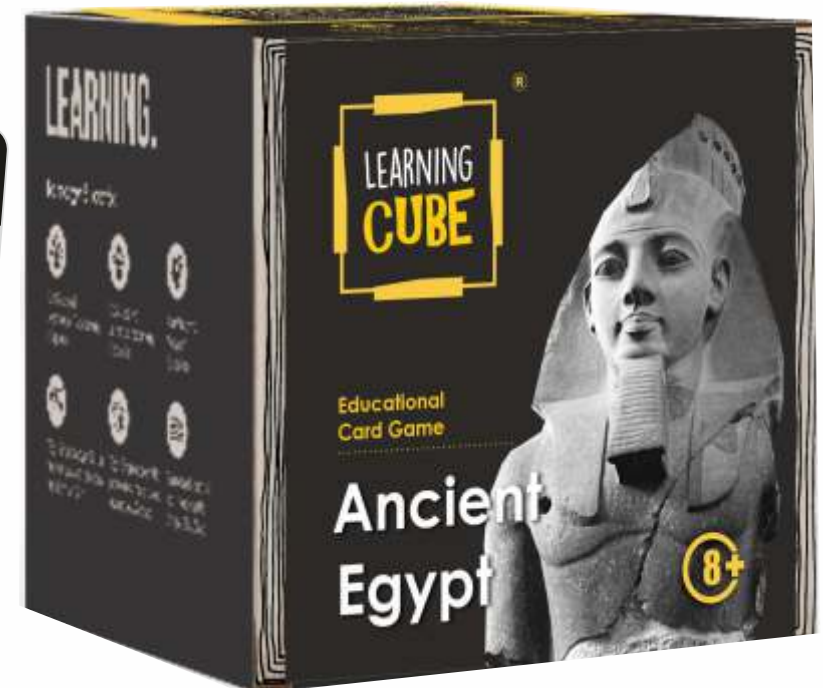
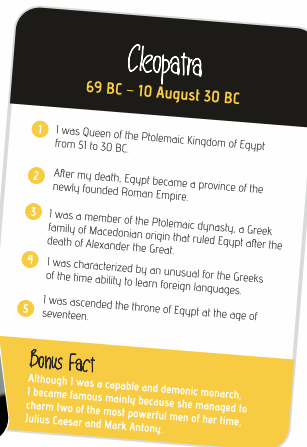
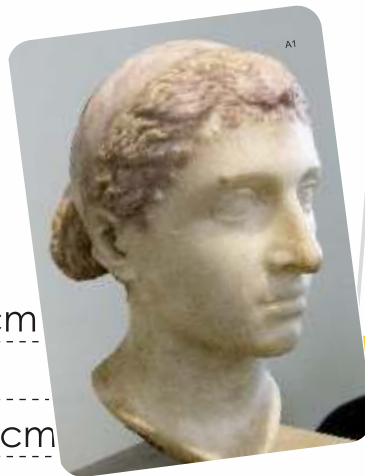
Barcode: 5214001024407

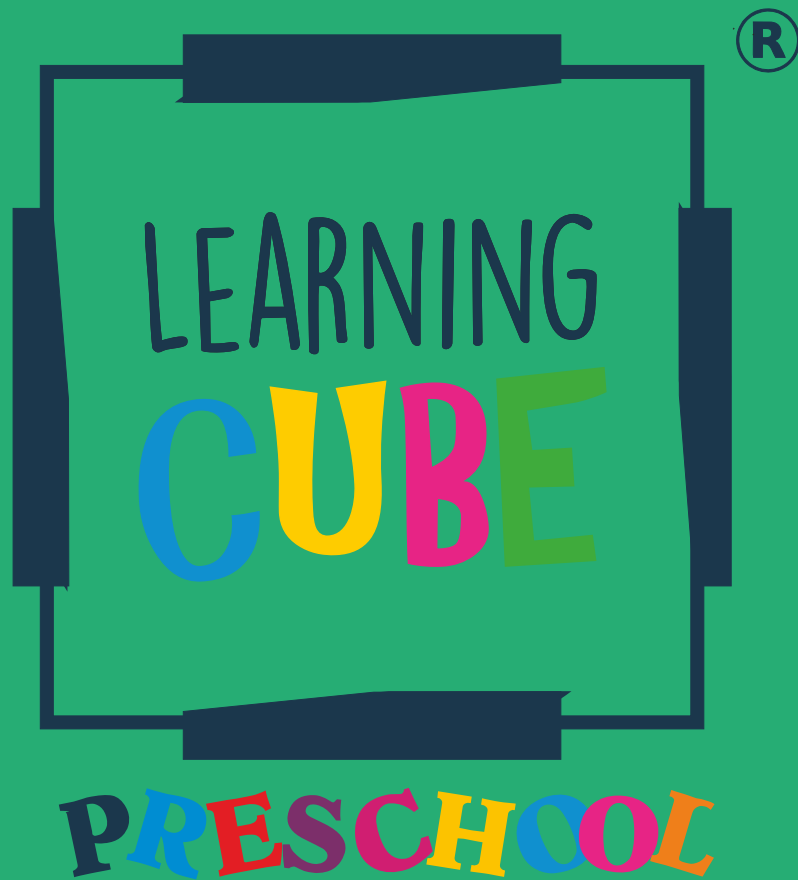
Cube dimensions : 12.5x12.5cm

PCS/carton : 18

Carton dimensions : 40x30x40cm

Carton weight : 4.9Kg





Learning Time

An original card game which teaches the clock time in both analog and digital format through 6 different fun games.

Children will learn the right combinations and the correct wording and indication of the time.

Play will keep children busy and learning for quite some time and will simplify the concept of clock time in their minds!



 This game has been edited by an education expert!

3+

Ideal for ages
3+

1+

For one or
more players

6

6 different
learning games

Item code : LC-019

Ages : 3+ Players: 2+

Barcode: 5214001024445

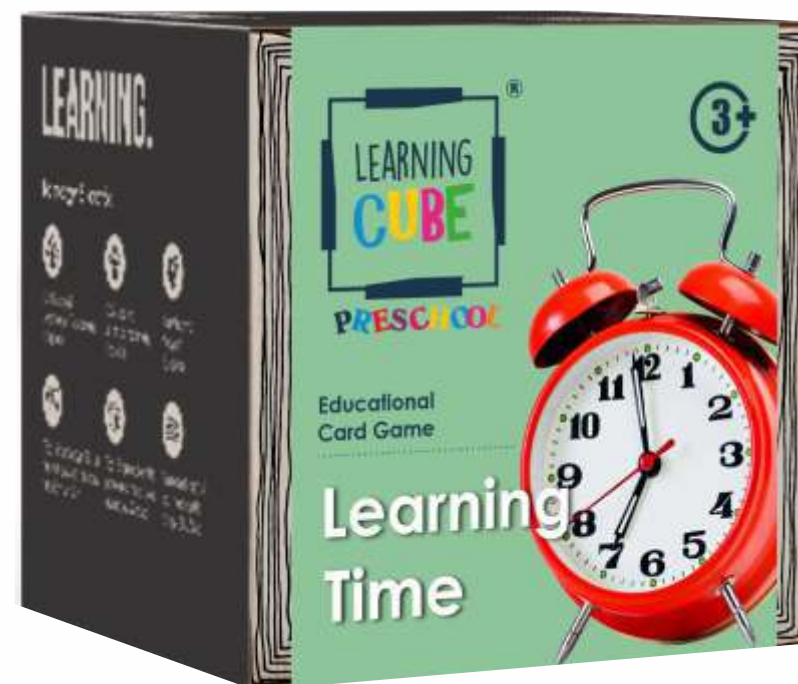


Cube dimensions : 12.5x12.5cm

PCS/carton : 18

Carton dimensions : 40x30x40cm

Carton weight : 4.9Kg



The Ark of the Animals

A photorealistic card game with animals photographed in their natural environment so that children learn them as they really are.

Through 7 different games, children learn the alphabet, the spelling of words, where the animals live, whether they lay eggs or give live birth, what their species is and other useful information about the animal kingdom. Playing will keep children busy and learning.

✓ This game has been edited by an education expert!

3+

Ideal for ages
3+

1+

For one or
more players

7

7 different
learning games

Item code : LC-018

Ages : 3+ Players: 2+

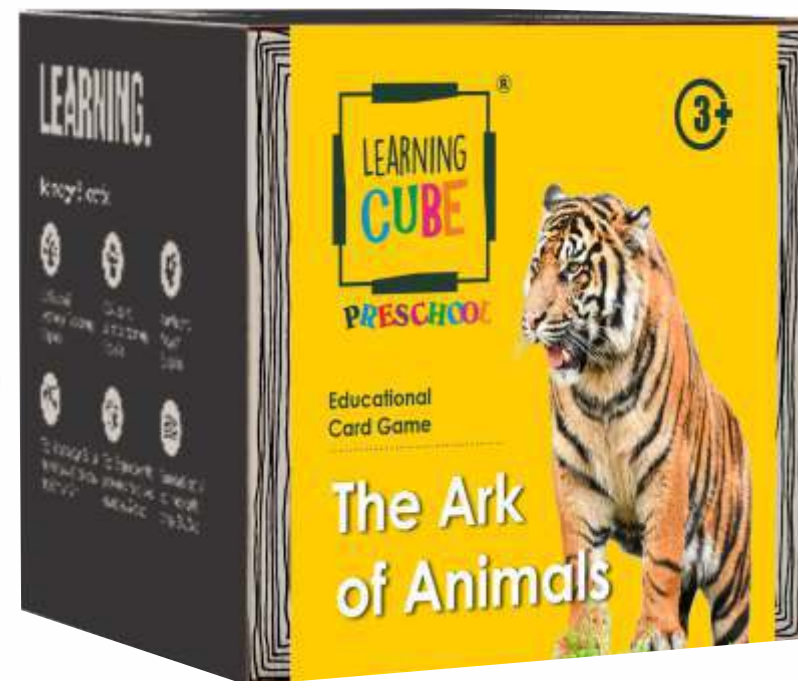
Barcode: 5214001024438

Cube dimensions : 12.5x12.5cm

PCS/carton : 18

Carton dimensions : 40x30x40cm

Carton weight : 4.9Kg



Happy Little Dinosaurs

A classic game that will keep children busy and learning for some time, while they will be looking for the differences or matching pictures with the happiest little dinosaurs!

Game 1 – Spot the difference

With the special marker - eraser, the child must circle 5 well-hidden differences between two otherwise similar pictures.

Game 2 - Memo

A classic memory game inviting children to find and match identical pictures.



Recommended for ages 3+

Item code : LC-011

Ages : 3+ Players: 1+

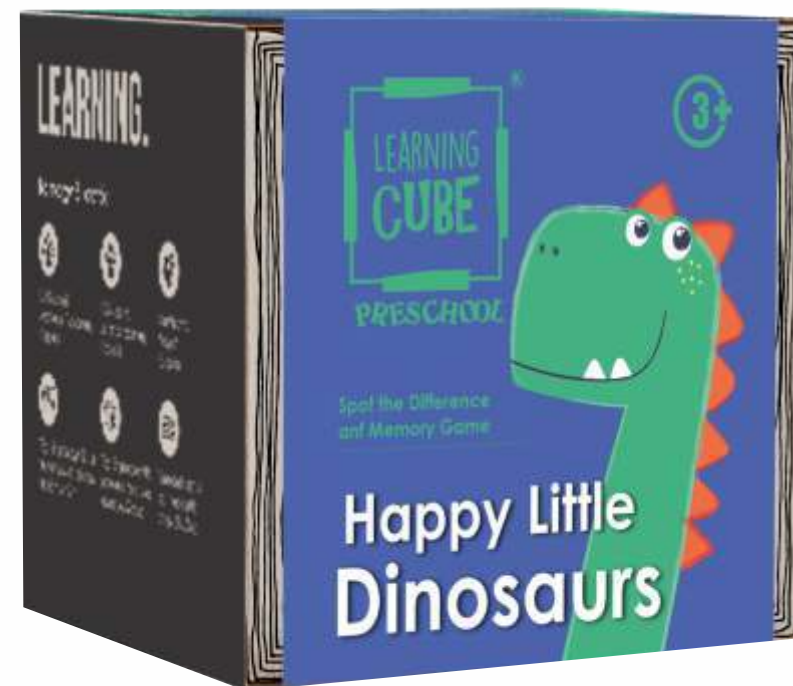
Barcode: 5214001024353

Cube dimensions : 12.5x12.5cm

PCS/carton : 18

Carton dimensions : 40x30x40cm

Carton weight : 4.9Kg



Clever Little Monsters



A classic game that will keep children busy and learning for some time, while they will be looking for the differences or matching pictures with the cleverest little monsters!

Game 1 – Spot the difference

With the special marker - eraser, the child must circle 5 well-hidden differences between two otherwise similar pictures.

Game 2 - Memo

A classic memory game inviting children to find and match identical pictures.



Recommended for ages 3+

Item code : LC-012

Ages : 3+ Players: 1+

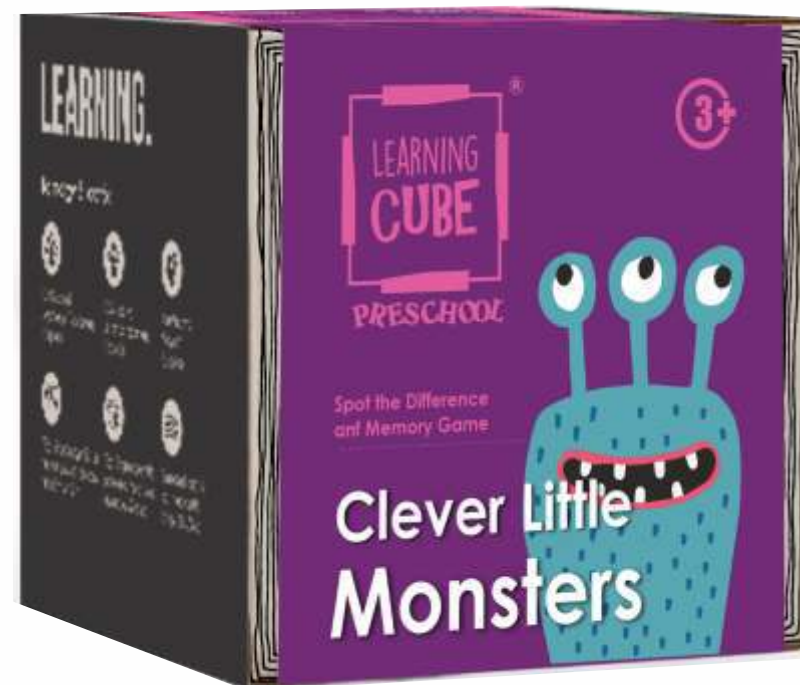
Barcode: 5214001024360

Cube dimensions : 12.5x12.5cm

PCS/carton : 18

Carton dimensions : 40x30x40cm

Carton weight : 4.9Kg



Crazy Astronauts



A classic game that will keep children busy and learning for some time, while they will be looking for the differences or matching pictures with the craziest little astronauts!

Game 1 – Spot the difference

With the special marker - eraser, the child must circle 5 well-hidden differences between two otherwise similar pictures.

Game 2 - Memo

A classic memory game inviting children to find and match identical pictures.



Recommended for ages 3+



Item code : LC-025

Ages : 3+ Players: 1+

Barcode: 5214001024575

Cube dimensions : 12.5x12.5cm

PCS/carton : 18

Carton dimensions : 40x30x40cm

Carton weight : 4.9Kg



Sweet Little Unicorns



A classic game that will keep children busy and learning for some time, while they will be looking for the differences or matching pictures with the sweetest little unicorns!

Game 1 – Spot the difference

With the special marker - eraser, the child must circle 5 well-hidden differences between two otherwise similar pictures.

Game 2 - Memo

A classic memory game inviting children to find and match identical pictures.



Recommended for ages 3+

Item code : LC-026

Ages : 3+ Players: 1+

Barcode: 5214001024582


Cube dimensions : 12.5x12.5cm

PCS/carton : 18

Carton dimensions : 40x30x40cm

Carton weight : 4.9Kg



A stylized illustration of a philosopher's head in profile, facing right. The head is black with white lines for hair and a beard. A thought bubble above the head contains a complex orange maze. The philosopher is wearing an orange robe. The background is light green with orange wavy lines at the top and bottom.

A famous ancient craftsman makes up the funniest riddles!

This is the new original series of Learning Cube educational games, inspired by the work of great teachers of ancient times!

A brand-new concept becomes a valuable tool of knowledge, perception and logical thinking for preschoolers and primary school students.



The games come in modern cube packaging made from recyclable materials and printed with non-toxic inks!



They offer an original game play that helps players solve mathematical riddles quickly and correct themselves, with no need for constant supervision by the caretaker.



An ancient teacher becomes the inspiration for modern games.

This is the first game series which meets the need for creative entertainment of children through games that require perception, memory, observation and logical thinking, with no need for constant supervision or participation by the caretaker!



The games are 100% Greek, made in a toy lab in Thessaloniki



They are **Mix & Match** games, which means they can all be played together, thus expanding the levels of knowledge and difficulty for the players!



They have been designed based on advice by education experts!



In the footsteps of Archimedes

Numerical reasoning games with 250 activities!



This game includes a collection of 64 cards with more than 250 numerical exercises of scaling difficulty. This is a tool for children to learn and familiarise themselves with numbers and mathematics through fun games that require concentration and logical thinking!

The special marker-eraser gives the opportunity to children to self-correct!

Item code : LC-013

Ages : 3+ Players: 2+

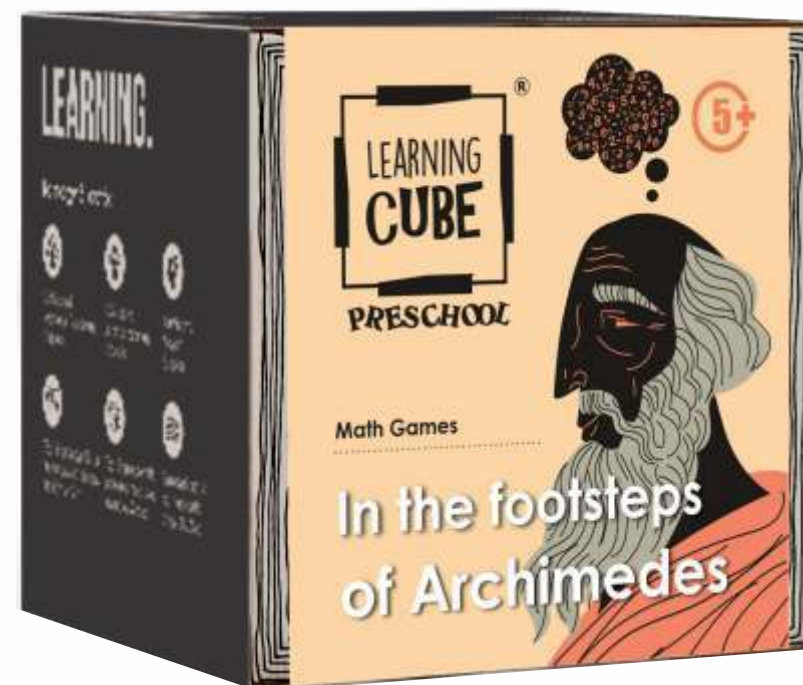
Barcode: 5214001024377

Cube dimensions : 12.5x12.5cm

PCS/carton : 18

Carton dimensions : 40x30x40cm

Carton weight : 4.9Kg



In the footsteps of Daedalus

Logical reasoning games with 150 activities!

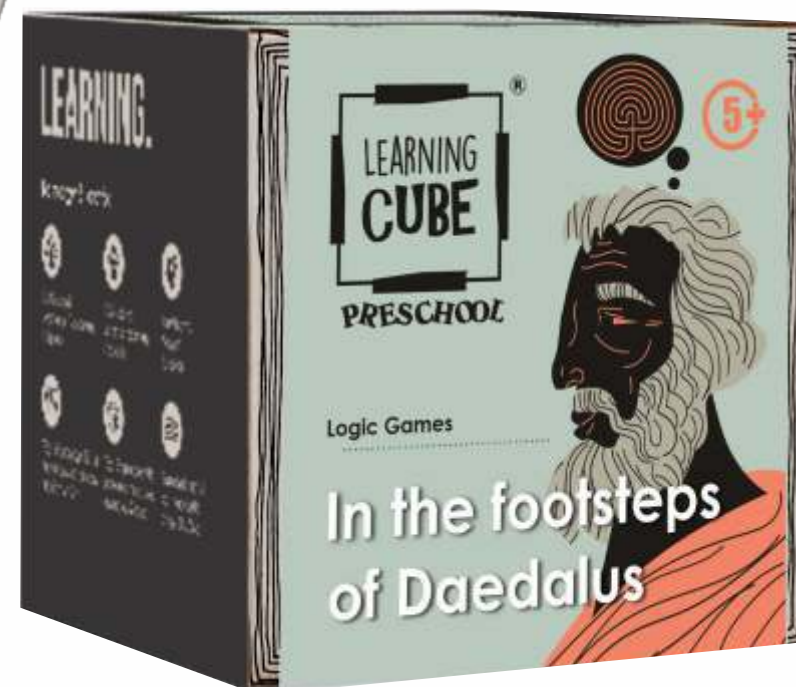


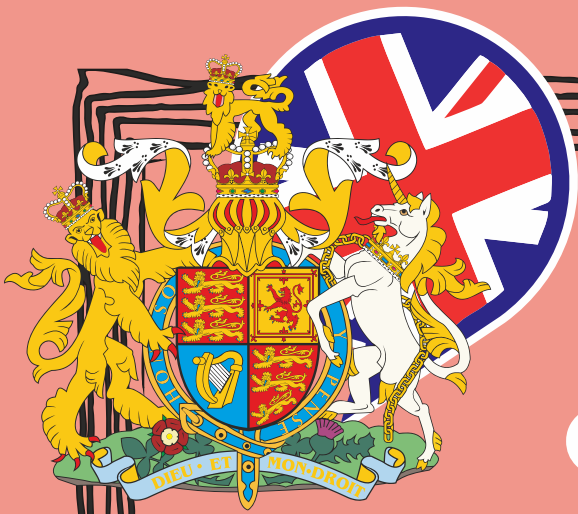
This game includes a collection of 64 cards with more than 150 logical exercises of scaling difficulty. This is a tool for children to learn and familiarise themselves with knowledge and logical activities through fun games that require concentration and creative thinking!

The special marker-eraser gives the opportunity to children to self-correct!

Item code : LC-013
Ages : 3+ Players: 2+
Barcode: 5214001024384

Cube dimensions : 12.5x12.5cm
PCS/carton : 18
Carton dimensions : 40x30x40cm
Carton weight : 4.9Kg





In the foot steps of of Shakespeare!

To learn,
or not
to learn...



English Language Learning Game

A unique card game that helps children of primary school age familiarize themselves with the English language and learn the alphabet, words, shapes, sizes, and basic concepts in English.



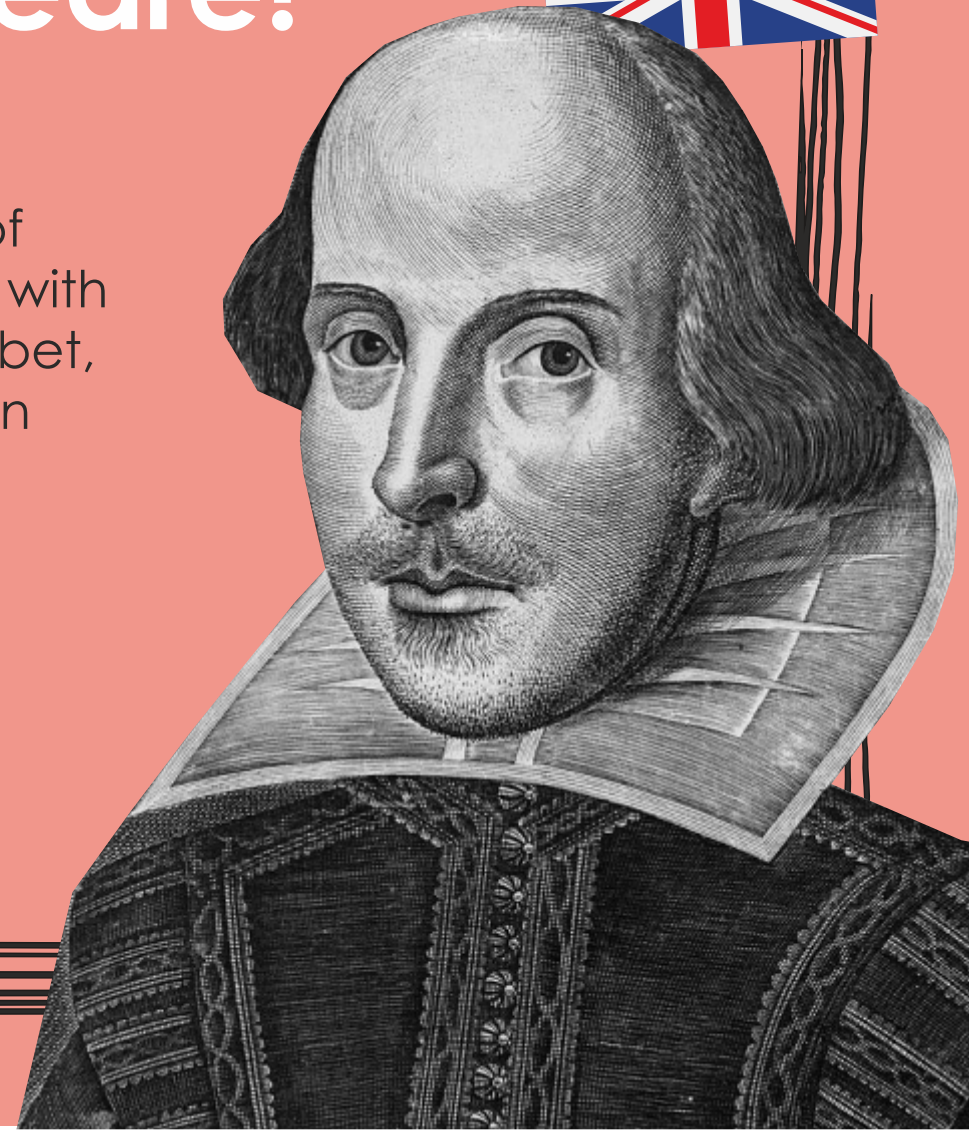
With
a special
marker-eraser



With 150
educational
activities and
games!



For single
or multiple
players



In the foot steps of Shakespeare

English Language Learning Game!

A new game is added to the family of Learning Cubes, filled with activities and games that help familiarize children with the English language. It is ideal for preschool-aged children. The goal is to understand and produce spoken English, and progressively, written speech. Through the game, children are exposed to letters, words, and expressions in English and are tasked with solving fun riddles.

They also have the opportunity for self-correction. Children may write down, erase and re-write their answers as many times as they need using the special marker-eraser.

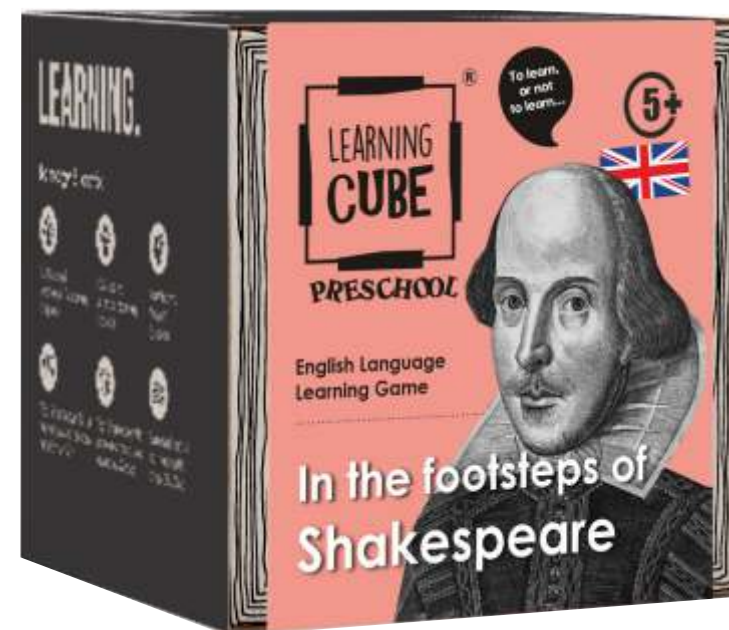


Κωδικός Είδους: LC-024

Ηλικία: 3+ Παικτές: 1+

Barcode: 5214001024513

Π.Α.Τ.: 15.99€



Cube dimensions : 12.5x12.5cm

PCS/carton : 18

Carton dimensions : 40x30x40cm

Carton weight : 4.9Kg



LEARNING CUBE[®]
MONTESSORI

Introducing the **New Baby Premium Series**

High-Contrast Cards

for Infants 0-12 Months!



LEARNING CUBE[®]
MONTESSORI

For ages
0-6
Months

For ages
6-12
Months

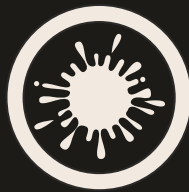
Presenting the First Comprehensive Series of Visual Stimulation Card Games for Infants!



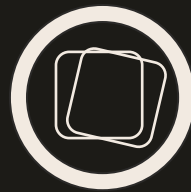
Discover Two Innovative Games with **High-Contrast Cards** *for Sensory Development of Infants!*

The cards activate the infant's optic nerve, enhancing exploration, perception, and memory skills through visual stimulation.

Premium Quality Cards:



printed with
eco-friendly,
odorless ink



with rounded
corners for
safety



made from
high-quality
paper



LEARNING CUBE[®]
MONTESSORI

For ages
0-6
Months



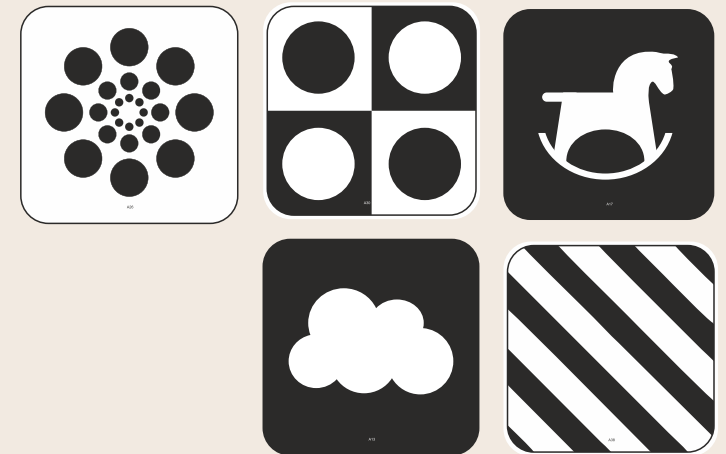
Infant Visual Stimulation Game (0m+)

High-contrast cards

Description (0m+)

This game includes 48 black-and-white Montessori contrast cards designed to enhance visual perception and cognitive development in infants. Using these cards promotes brain connections, object identification, memorization, fine motor skills, visual memory, and confidence.

- 48 black-and-white cards (11x11cm)
- Code: LC-043
- Barcode: 5214001024773





LEARNING CUBE[®]
MONTESSORI

For ages
6-12
Months



Infant Visual Stimulation Game (6m+)

High-contrast tricolor cards

Description (6m+)

This game features 48 high-contrast tricolor (white, black, red) Montessori cards, ideal for babies 6 months and older, when red has already been added to the baby's visual palette. The introduction of red stimulates further visual development, enhancing observation, memorization, fine motor skills, and visual memory.

- 48 tricolour cards (11x11cm)
- Code: LC-044
- Barcode: 5214001024780



1.

Proudly Made in Greece:

The new Learning Cube Montessori series is designed and produced at the K-TOYZ lab.

2.

Top-Quality Standards:

Printed with odorless soy ink, ensuring the highest safety standards for infants.

3.

Fills a Market Gap:

Black-and-white Montessori cards are popular and sought after by young parents but are typically found in book form. Our cards provide a unique alternative.





Metalic Floor
Stand - Black

Dimentions

> 60x35x148cm



Metalic Floor
Stand - White

Dimentions

> 60x25x116cm



Premium Store
Sign

Dimentions

>30cm



Table Paper
Stand - 6 cases

Dimentions

>39.5x27x18cm
> Paper full color print
with mat lamination

I'm your puzzle
hero!



SGS

Save a Greek Stray



The society changes. The game changes!

The first Project Puzzles for a good cause!

A new puzzle series aiming to become a fun and playful way to act for a good cause. The series is designed and assembled in Greece by K-TOYZ and enters the Greek market with the exclusive release of 4 puzzles in collaboration with the animal shelter “**Save a Greek Stray**”.

Four stray dogs, Dias, Emily, Axel and Aisha had a difficult life full of suffering. Fortunately, somewhere along the way, they were rescued by the animal shelter and today they become the heroes of these puzzles, participating in their own way in the effort to educate and raise public awareness about the rescue of stray animals.

With the purchase of these puzzles, the consumer becomes part of this effort and contributes to the shelter's action as a portion of the sales of the puzzles are donated to the shelter.



The series transforms a traditional game like puzzle into an entertainment activity which raises funds to support a charitable cause!



The series is aimed at people, citizens and parents who have social consciousness and wish to pass it on to their children!

***No MOQ required. The puzzles are available to any language and can be introduced in collaboration with local Animal Organisations.**

Zeus | puzzle of 120 pcs



34cm

48cm

A few words about the hero of this puzzle

Dias is a large and imposing dog. He was found stray and very sick. He suffered from leishmaniasis, a very dangerous disease for dogs. He was starved and hairless. When he was rescued and came to the shelter, no one believed that he would make it. However, he healed, grew hair, got stronger quickly, and today is the leader of the shelter.

Item code : LT-006

Ages : 3+ **Players:** 2+

Barcode: 5214001024001

Cube dimensions : 38.5x29.5x6cm

PCS/carton : 5

Carton dimensions : 40x30x30cm

Carton weight : 3Kg

I'm your puzzle hero!



SGS
Save a Greek Stray

"Hello, I am Zeus, the hero of this puzzle! I am the leader of the shelter! I am a large and imposing dog! They found me wandering around very sick, but life taught me to never give up!"



Emily | puzzle of 120 pcs



34cm

48cm

A few words about the heroine of this puzzle

Emily was found wandering around when she was just 3 months old, along with her mom and brother. Her mom had given birth on the street and there was no one to take care of the puppies. They were all three exhausted, hungry, and thirsty for days. Emily's entire family was rescued and today they all live a carefree life together at the shelter. She is a very playful dog who loves bathing and playing with water.

Item code : LT-006

Ages : 3+ **Players:** 2+

Barcode: 5214001024001

Cube dimensions : 38.5x29.5x6cm

PCS/carton : 5

Carton dimensions : 40x30x30cm

Carton weight : 3Kg

I'm your puzzle hero!



SGS
Save a Greek Stray

"Hello, I am Emily,
the heroine of this puzzle! I am
the playful dog of the group!
They found me wandering around
with my mom and brother.
We survived many sufferings
and today we are the joy
of the shelter!"



Axel | puzzle of **120** pcs



34cm

48cm

A few words about the hero of this puzzle

Axel was found wandering on a country road at risk of being run over by passing cars. He was bony and it was obvious that he had not eaten for days. Besides the weakness, he had problems in both his eyes. After his rescue, he got stronger, he underwent an operation on both eyes and his vision was restored. He is the calm force of the shelter, always sensible and serious.

Item code : LT-006

Ages : 3+ **Players:** 2+

Barcode: 5214001024001

Cube dimensions : 38.5x29.5x6cm

PCS/carton : 5

Carton dimensions : 40x30x30cm

Carton weight : 3Kg

I'm your puzzle hero!



SGS

Save a Greek Stray

"Hello, I am Axel,
the hero of this puzzle!
I am the most serious dog in the
shelter! They found me
wandering around, I was bony
and almost blind. As soon as
I got stronger, I got an operation
and today I cannot have
enough of walking around
exploring!"



Aisha | puzzle of **120** pcs



34cm

48cm

A few words about the heroine of this puzzle

Aisha was found wandering on a country road with her new-born puppy. She had given birth on a street, and nobody was taking care of her and her puppy. She was rescued and brought to the shelter where she had the appropriate care.

She is a beautiful, sociable, and friendly dog and has become the heart and soul of the group in the shelter. Her fur is rich and shiny, and she is constantly bragging about it! Despite her excellent character, she has not yet been adopted.

Item code : LT-006

Ages : 3+ **Players:** 2+

Barcode: 5214001024001

Cube dimensions : 38.5x29.5x6cm

PCS/carton : 5

Carton dimensions : 40x30x30cm

Carton weight : 3Kg

I'm your puzzle hero!



SGS
Save a Greek Stray

"Hello, I am Aisha,
the heroine of this puzzle!
I gave birth on the street
and found myself wandering
around with my puppy..
I am the heart and soul
of the shelter and always
ready to play!"



*Let's live in a society where no living being will
suffer helpless on the streets.*



HAVING
FUN
TOGETHER

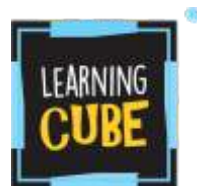


TOYZ

to be continued...



HAVING
FUN
TOGETHER



LEARNING CUBE[®]
MONTESSORI



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