

Playing by Nature is our world and our way of thinking about game-playing.

Playing as a natural and spontaneous instinct of all puppies.

Playing as the first activity supporting the learning process, in a child-friendly, simple and fun way.

Playing by nature as made of sustainable wood, which has always been our greatest passion. Responsible playing towards environment and people, keeping in mind that we are part of Nature too.

## Playing by Nature is...

Milaniwood® is a brand of sustainable wooden toys with nature-inspired designs. They are manufactured in Italy by T.a.m.i.I., a company that has been producing high-quality wood components for nearly 100 years. We want to take children and adults alike into a world of toys and colors inspired by the natural environment, and do this responsibly.


## Enhancement and growth

Each Milaniwood toy is designed to entertain and stimulate cross-cutting skills while accompanying children's growth from their earliest years.

Manipulating wooden shapes is an activity that alone stimulates sensory skills. Stacking, stringing, balancing, rotating, and stapling are activities that exercise eye-hand coordination and fine motor skills.

We strongly believe that play is the best way to learn by nature.

## All-around sustainability

We tell the world about Nature through our games and we intend to preserve it fully. We put the safety and well-being of our employees at the center. As we are committed to taking care of people and the environment in an authentic way.


The mark of
esponsible forest responsible forestry
FSC" $\mathbf{C 0 2 1 0 2 8}$

- Games production is still handled entirely in Italy at the new facility in Valgreghentino, Lecco
- Milaniwood toys use FSC $^{\text {m- }}$ certified wood, for a more sustainable and controlled forest management.
- Production machinery is powered by clean energy generated by a photovoltaic system and a thermal power plant that uses waste sawdust.

Packaging has been entirely redesigned to contain only recyclable cardboard and cotton.

## Wood

Wood is the essence of our work and creativity. It is a living material and working with it means getting to know its different essences, interpreting its grains, tones and textures.
It suggests ways of playing close to children and their needs, with safe and recyclable materials. Care and respect for this material and the environment that creates it are the values that have inspired us for generations.



## Made in Italy

Nearly 100 years of experience live every day in the production of Milaniwood toys. To ensure safe games with attention to detail, every stage of the production cycle takes place before our eyes: from conception, to design and prototyping, to play testing, to production and assembly. Still today our team works near Lake Como, where nature is at home.

## Passion for wood for over 95 years...



Vincenzo Milani begins the first woodturning business for the textile industry

The second generation of the Milani family renames the company to T.a.m.i.l., expanding production to new sectors

Third generation joins the company, with new production technologies and a new headquarters

Milaniwood is born as an in-house brand dedicated to the production of $100 \%$ made in Italy design wooden toys

The fourth generation joins the company and Milaniwood expands and improves the range of toys with the use of FSC $^{\text {TM }}$-certified wood. International collaborations begin to distribute the brand

New energy-efficient production facility opens in 2020. Inspired by Playing by Nature, Milaniwood brand revamps range and pack, creating toys for today's and tomorrow's families

motor
development
cognitive
development
27-34
play and
furnish

葢酸 information+ video

AGE: 1+
PLAYERS: $1+$
PIECES: 3 animals, 3 eggs (2pcs each), instructions

SKILLS: fine motor skills, cognitive planning


## Eggy

So many animals are born from an egg!
Find out if it's a snake or a parrot hidden under the shell. Or perhaps when it hatches, it'll be a cuddly penguin.
Similar-looking eggs can hide totally different animals inside, because amphibians, reptiles and many other birds also start their lives in a shell. A game that lets children discover the variety of nature from an early age.


## Little house

So many details are hidden in the Milaniwood house for you to discover! The characters, going about their daily lives, are surrounded by fun little animals, flowers and other objects, all in a pleasant array of colours. You can touch the sky by building a vertical house, or mix it up in your own c reation, perhaps with one or two floors...or draw inspiration from your own home. If you want to personalise it more, draw your own design on the back of the blocks.

-
nformation

AGE: 2+
PLAYERS: $1+$

PIECES:
11 illustrated
wooden bricks, instructions

SKILLS: handling, building, composition, imagination
design Benedetta Moro MCMW-011


AGE: $1+$
PLAYERS:


## Shape Caterpillar

A game for the senses that develops tactile, visual and sound skills as children explore the hard and soft sections.
This cuddly, jointed caterpillar has five natural wooden pieces of different shapes and textures tucked into a soft cloth.

information

AGE: 2+
PLAYERS: $1+$

PIECES: 12 wooden balancing animals, instructions

SKILLS: hand-eye coordination, balance, memory

## Upside-down animals

Construction and memory.
Ocean, wild and farm animals have become acrobats able to support themselves on the tips of their ears, on their sides, upside down or the right way up. And when they're tired they lie down to become a memory game.
design
Benedetta Moro
MCMW-006 MCMW-005 MCMW-004

information

+ video

AGE: 3+
PLAYERS: 2
PIECES: 7 wooden bottles in 3 colours, 2 wooden fishing rods, 2 rings 2 fish and 2 fishing lines (thread) instructions

SKILLS: hand-eye coordination


## BBQparty

The fastest skewer around!
Trying to be faster than the others, players place ingredients on the skewer in the order dictated by the dice. The winner is the player with the most points after 5 rounds! There are 3 levels of difficult.




information

+ video

AGE: $3+$
PLAYERS: 2

PIECES:
16 ingredients, 2 skewers and 3 dice with ingredients, all

SKILLS: dexterity, memory, hand-eye coordination
 PIECES: 10 maple wood pins 10 maple wood pin that stands 7 cm , and 2 green wooden bowling balls with 2 holding stand, instructions

SKILLS: hand-eve coordination, aim

MBWLX-001


## Green mini bowling

This is a maple wood pocket version of one of the world's most famous games.
Designed with minimalist lines, thanks to the two ball holders, it can be placed anywhere, adding a lively touch to an office or the home.


## Spinning top challenge

Can you do all the mini barrel challenges as your spinning top spins? Fun tests of balance, aim and skill to the rhythm of a spinning top. Three levels cater for different ages and abilities.

1) Spin the top as shown on the spinning top cards
2) Spin the spinning top. Before it stops, attempt the challenges on the mini barrel cards
3) A mix of the other two levels, using both sets of cards

## $\square$ 4 4 <br>  <br> formatio <br> AGE: $4+$

PLAYERS: 1-4

PIECES: 2 spinning, tops and 24 mini, barrels in 2 colours, (all wood) instruction

SKILLS: hand- eye coordination, tripod grasp

## $\square \square^{\square} \square$ Pr  <br> information <br> AGE: $3+$

PLAYERS: $1+$
PIECES: 1 wooden cone, 1 wooden cone stand, 7 wooden spheres in 3 colours,

SKILLS: handling balancing, hand eye coordination


## Splash!

An ice-cream balancing act. A game of balance and ice-cream to play alone or with friends.
The winner is the player who stacks the most flavours without them falling. 3 ways of playing with increasing difficulty 1) ICE-CREAM MAKER: stack them with the cones in the holder 2) BALANCING MODE: stack them while holding the cone 3) PARTY GAME: stack them while holding the cone and then return the cone to the holder.


## Woody builder

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This fun game of hand-eye coordination can be played alone or with friends. Players take turns to roll the weights die (black), and put on the weights indicated before placing the bar on the wooden athlete. Then, the personal trainer die is rolled (green for beginners, red for more advanced players). Lifting up the weights with two fingers together, players try to complete the challenge indicated. The winner is the player who correctly completes the most tasks without the weights falling.
 $\square$ $5 x^{2}+2$ $\square$ ロ~4
information + video
AGE: $5+$ PLAYERS: $1+$
PIECES: 1 wooden athlete, 1 wooden bar and 6 discs of varying sizes, 3 wooden dice, instructions
SKILLS: balance motor coordination concentration

## design

 Bice Dantona and Bernardo Corbenin


AGE. $5+$
PLAYERS: 2
PIECES: 21 wooden blocks, 1 die, 2 coloured little figures,

SKILLS: balance, hand-eye concentration


## Crazy palace

An innovative variant of Jenga in which the winner is the player who places the little figure on the highest point of the building. Taking turns, players roll the die and then place one of their bricks on one already played, following the indications on the die: large = flat, medium = on its side, small = vertically. Turn after turn, the building grows in unexpected ways. The loser is the player who causes even a single piece to fall. The winner is the player whose little figure is highest!


## Turtle challenge

Unbelievably agile turtles take on amazing challenges! The wooden turtle challenge is a 2 in 1 game! Have fun playing bowls with the wooden turtles or balancing them on top of each other without making them fall. Who will get a turtle closest to the Giant Rock? Whose tower will be the tallest?

AGE: 3+
PLAYERS: 1-2
PIECES:
$\begin{aligned} & \text { 8 wooden turtles } \\ & \text { in two colours, } \\ & \text { 1 wooden rock, } \\ & \text { instructions }\end{aligned}$
information

+ video
SKILLS: handling, hand-eye balancing, aim


SKILLS: concentration, coordination Bernardo Corbeliin MAFC0-001


## Makemaki

It is both a game of design and a test of skill and speed, with two Sushi Chefs competing.
Each one has 24 coloured wooden ingredients to make mouthwatering Maki. One card from the recipe pack is turned over and each Sushi Chef starts preparing the required Maki, using only the chopsticks. The winner is the Sushi Chef who completes the recipe first!
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information

+ video

AGE: 6+
PLAYERS: 2
PIECES:
48 coloured wooden ingredients, 2 green felt placemats, 2 pairs of chopsticks 33 cards with the

SKILLS: concentration fine motor skills, cognitive planning

## design

 Bice Dantona and MKMKO-003

Jump! Archery

rasp, aim hand-ey
Jump! Basketball
BASKETBALL has been turned into a wooden board game, using the principles of tiddlywinks.
Using the edge of the larger disc, lightly push down on the edge of the smaller disc so it "jumps" forward. Starting from the endline on the court, the player whose go it is shoots the ball the 3 m line scores three points, from inside two. When the disc goes off the court, the other player's turn starts. The winner is the player who shoots the most baskets during the game!


SKILLS: dexterity fine motor skills, concentration, aim

## Duel of discs

The winner is the player who shoots all their discs into their opponent's side!
A thrilling test of dexterity and speed for young and old alike. Both players get ready to shoot and then try to fire their coloured disc through one of the spaces of the same colour. The first player to clear his or her side is the winner. Inspired by Passe-trappe, the board is $61 \times 31 \mathrm{~cm}$, while its lightness and the bag made it easy to take and set up anywhere.


Give me five


An innovative and colourful take on dominoes. The pieces are shuffled by hand, before the two players each take 14 pieces. The first player plays a piece. The second player then has to join a piece to this, but only if it is possible to join two hands of the same colour. A player who places a piece that completes a square, wins that square and places a marker in it. If the hands of that square are all the same colour, 2 points are scored. If they are different, 1 point. The winner is the player who scores the most points by completing squares.

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serat

information+
video

AGE: 5+
PLAYERS: 2-4

PIECES: 8 two-colour crosses, 18 markers (9 parallelepipeds and 9 cylinders) all in wood, instruction

SKILLS: handling, concentration, cognitive planning


##   <br> information <br> + video <br> AGE: 4+

PLAYERS: 2-4 PIECES: 34 wooden discs in 6 colours, cotton bag,
instructions instructions

SKILLS: grasping stacking,

[^0]to win markers:
A) matching colours

| $\bullet \bullet \bullet$ | $\bullet \bullet$ | $\bullet$ |
| :--- | :--- | :--- |
| $\bullet \bullet$ | $\bullet \bullet$ | $\bullet \bullet$ |

B) colour combinations

C) complementary colours

$$
0 \leftrightarrows 0|0 \leftrightarrows 0| 0 \div 0
$$

## The colour tower

## A fun game that teaches the theory of colours.

It has three levels of difficulty. Players draw pieces without looking to create the highest tower to win. OPTION A) Players "steal" the pieces from the playing surface or the top of an opponent's tower if the colour matches the piece drawn (e.g. red "steals" red). OPTION B) Players "steal" pieces if they make a secondary colour (e.g. orange "steals" yellow and red). OPTION C) Players "steal" complementary colours (e.g. yellow "steals" purple).





information+ video

AGE: 4+
PLAYERS: 2
PIECES: 12 green
dice, 4 orange dice, dice, 4 orange dice

## Snakes

A fun dice game to make little snakes!
The heads, tails and body sections of these lovely little snakes have ended up on two sets of dice. Taking turns, players throw their dice and then try to join them to make a snake. A snake can have many forms, but it is only complete once it has a head and tail. The person who completes a snake by adding the head or tail scores a point. The winner is the player with the most points.

SKILLS: fine motor skills, impulse control, takin turns


SKILLS: logic, touch, association classification
sequences

## Ariadne's thread

A fun game of touch and association using lots of colourful wooden buttons. Each button is unique, but can be "attached" when associated with others of the same shape, size or colour. Each player draws 5 buttons without looking. Players take turns to try and attach a button, before drawing another one, trying to feel for one that matches the missing sizes and shapes. If a player cannot play a button, one has to be placed in the bag. The winner is the player who gets out of the maze with the most buttons! Young players can start by playing Towers.


## Connecting cubes

This is an updated version of Connect 4 played only with wooden cubes, with two options.
Pocket size. OPTION A) Play upwards in 3 directions. Place 4 cubes in your colour horizontally, vertically or diagonally to win! OPTION B) Play across a flat surfaces in 4 directions. Place 5 cubes in your colour horizontally, vertically or diagonally to win!


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information +
video

AGE: $5+$
PLAYERS: 2
PIECES: 42 wooden cubes ( 21 green and 21blue), instructions

SKILLS: logic, ncentration, cognitive.planning
design Sergio Milani


##   <br> information <br> AGE: 6+

PLAYERS: 1
PIECES: 36 markers in 6 colours, 1 board, instructions with 60 puzzle patterns and solutions, 3 leve of difficulty

SKILLS: logic, concentration, cognitive planning

Milaniwood and Il Leccio MSDK0-001

game patterns and solution examples:


## Colorful sudokino



A game of strategy using Ts.
In turns, players move their boats by $90^{\circ}$ or $180^{\circ}$ and along the axis of the boat. The goal is to make a $T$, which means getting one boat perpendicular to the middle of an opponent's boat. The player who manages this, takes the other boat. The first player to take all the boats, wins.
A simplified game for children, with harder levels for adults Having chosen the puzzle and after setting up the board with the "target" side of the markers facing up, the goal is to play the markers of the right colour in the various spaces so that each colour only appears once in each column (vertical), each row (horizontal) and each of the 6 blocks. There are 60 patterns

## T-boats challenge


2. permitted moves

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$$


3. "T"


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nformation
video

AGE: $8+$ PLAYERS: 2

PIECES: board with an 81-point grid, 8 boat markers in 2 colours (all wood), instructions

## SKILLS: strategy,

 SKILLS: strategy,cognitive planning to play, with 3 levels of difficulty (see the examples).

to score:


3 of the same colour


2 same colours + 1 joker


Rainbow
1 colour
SKILLS: impulse
control, fine motor skills, taking turns

A wooden board game using colours and luck.
Age makes no difference! Players roll 3 dice in a turn. If they get a winning combination, they move their counter forward on the scoreboard. Roll 5 winning combinations to reach the rainbow first and win!

Domino tulips
Nature-inspired dominoes that can be turned into tulips to make a decorative piece.
The tiles are used to play dominoes. At the end of the game, place them on the sticks to turn them into flowers. These sticks then go into the base piece, before the buds are added to create a decorative bunch of tulips.

SKILLS: logic, fine motor skills, concentration
design Fabio Guaricc

 PLAYERS: 2-4 PIECES: 1 wooden ring, 41 wooden
sticks in 5 colours, sticks in 5 colours,
instructions

SKILLS: concentration, fine motor skills MSETX-079
available on demand


## Maxi shanghai sun



Inspired by the red hues of a setting sun.
A traditional game has been turned into a decorative item.
The 40 cm long sticks are made of hornbeam that is then coloured. By using the ring provided, they become a symbolic bunch of flowers. Fun and design combine.
available on demand


## Mini wood racer

Captivating. Spirited. Elegant.
The mini wood racers are ideal for lovers of design and sports cars. They are a collection of zippy mini wood racing cars with eye-catching details. The mini racers are unique because the bodywork, axes and wheels are made of wood. The tyres are made of rubber to provide grip. Just a gentle push with one finger will get them going. Mini wood racers are available in 5 bright colours: red, green, blue, black and white.

## selected for ADI Design Index 2016






REUSED MATERIAL (LOOSE PARTS) THIS IS NOT A TOY PIECES: 2 KGS of re-used wooden shapes

## SKILLS

 mmagination, basic sensory perceptionsdesign Product Department

MSETX-080/2


## Animal factory

Wooden blocks for making, gluing and colouring imaginative animals.
The instructions provide many solutions for creating flat animals using the 3 different shapes. Using glue and colours, adorable animals can even become 3D.


+ video

AGE: $3+$
PLAYERS: $1+$
PIECES: 51 wooden blocks, 3 shapes, instructions

KILLS: handling
compositio imagination
design Bice Dantona and Bernardo Corbelini
MLFAO-001



## TAMIL

T.A.M.I.L. S.N.C DI MILANI MARCO, DANIELE e C. Via Aldo Moro, 16 - 23857 VALGREGHENTINO (Lecco) - Italy. Tel. +39 0341634888 info@milaniwood.com www.milaniwood.com
C.C.I.A.A. R.E.A. di Lecco No 157506 P.IVA - C.F. e n.ro Reg. imprese di Lecco IT 00590460168
(O) @milaniwood



[^0]:    classification

