wooden toys and gifts

milaniwood

Milani srl creates and commercializes - under the brand milaniwood.com ${ }^{\circledR}$ - wooden toys, games and objects, invented by a team of young designers and completely made in Italy by the manufacturing company.
milaniwood.com ${ }^{\bullet}$ distinguishes itself on the market because it combines know-how, technology and its professional competence of tradition with design. Enjoyable, beautiful, educational, creative, safe and consistent with traceability and correct for
est management values according to the Forest Steward-

and games are distributed worldwide through


1924 - Vincenzo Milani founded a small turnery specialized in the realization of technical accessories for the textile industry and various other applications.

1974 - His sons transformed the company into TAMIL (turnery for small wooden articles) extending production to fashion accessory, model ship, toy, fancy goods for the home and office, decoration, knob and handle sectors. The company structured itself on a technological and dimensional level keeping the value of human relations unaltered.

1994 -The third generation constantly invests in technology, training and management offering its years of experience to the service of excellent Italian and foreign brands.

2002 - The brand name milaniwood.com ${ }^{\ominus}$ was born to propose products designed and manufactured entirely in Italy to a general public which is sensitive to quality and the environment. The company has FSC ${ }^{\oplus}$ certification (Forest Stewardship Council ${ }^{\ominus}$ ) and follows responsible production policies.

Today - milaniwood.com ${ }^{\ominus}$ has developed its own lines of toys, games and wooden objects, which it distributes throughout the world through selected sales points, its own e-commerce platform and by participating in domestic and international fairs.

## lobe-trotter dominoes

 games in 1 to tour the world Globe-trotter dominoes is an nnovative variant of the traditiona game, with its own two versions, that takes the players on a tour of the world through the monuments depicted on the tiles.In the linear version, players have to join matching tiles - i.e. the tiles where the white line joins up. The winner is the first person who plays all their tiles or who has the least tiles left when the rip finishes (ie when no player has a tile that can be played.)
in the memory version the winner is he mer who has the best memory he player who has the best memory same colour!

forest race
f skill and focus
o the finishing line!
The player whose go it is places two rees about 25 cm apart on the floor and the three discs in a triangular shape, with the vertex facing him or her On the first throw, the closest disc is thrown, such that it slides along the floor between the other two.
For the following throws, any disc
can be chosen. The aim is still to slide the disc between the other two,
but if it touches a tree or another disc or turns over, then it is the turn or turns over, then it is the turn the beginning again he beginning again
The winner is the player who manages o get past the finishing line between the trees first!


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## colourful sudokino

olourful sudokino
A simplified game for children with harder levels for adult Colourful sudoku has a simplified grid of six $6 \times 6$ blocks where the aim is to play colours, instead of numbers. There are 60 patterns to play, with 3 levels of difficulty, and the related solutions. Even children who haven't yet learnt to count can play because of the simplified puzzles, colours and grids; for adults, the tougher puzzle pattern are an entertaining challenge. are an entertaining challenge. setting up the board with the "target" setting up the board with the "target" oal is to play the markers of the goal is to play the markers of the right colour in the various spaces such that each colour only appears once in each column (vertical), each row (horizontal and each of the 6 blocks. Colourful sudoku is a game for the whole family, a coloured, contemporary design version of one of the best-loved logic games.

the dance of the gears Gears and spinning tops in one game! The dance of the gears is a fun game for playing around with how gears and spinning tops work.
The gears are rather like propellers mounted on small shafts with spacers. By positioning them in opposing directions, one can create numerous moving patterns.
By placing the rubber bands on the specially shaped shafts (or pins), coloured spinning tops are formed. really is taming through playing

Cthe dance
of the gears



chop the carrot Who will be able to chop the whole carrot, piece by piece, without it falling? Chop the Carrot is a compelling game of concentration and dexterity. Using the wooden toy knife, a player tries to knock out the bottom disc of the carrot without the rest of the carrot, or even simply a single other disc, falling. Disc by disc, try to knock out the bottom piece of the carrot until the top section is on the playing surface. The discs can be straightened out a maximum of three times and only using the knife. The winner is the player who removes the most discs and straightens out the carrot the fewest times!



urtle challenge
Unbelievably agile turtles
take on amazing challenges!
The wooden turtle challenge
is 2 games in 1! 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?





## ariadne's thread

Ariadne's thread
Escape the maze button by button.
Each player starts with 5 buttons. When it's your turn, place a button on the thread if you have one that is the same colour, shape or size as the last button and as one of the adjacent buttons, when you reach the buttonholes with arrows. If you manage to place a button, then you draw a new one from the bag; otherwise, you have to discard one. Extra buttons can be won during the game as prizes. The winner is the Extra buttons can be won during the game as prizes. The
Younger players can play Towers, a game that helps them learn colours and recognise shapes and sizes through touch.
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the

The Storytellers are ideal to
stimulate the imagination of





"The colour towers" is a game of markers for learning the colour theory the fun way. From 2 to 5 players with 3 levels of difficulty.
SIMPLE, for kids, CLASSIC and ADVANCED.

to win markers:

1. equal colou
$0-=0 \quad-=$
$0-=0$

-     -         - $-=-$

2. combination of colours


$0_{+\infty}^{++\infty}=\bullet$
3. complementary colours
$\bullet \bullet-\quad$
-- -..

88 6-99 88 2-5



## rainbow

Rainbow is a game of colours and luck in which two players take turns rolling dice
You score a point when you roll: 3 equal colours, 2 equal cols 3 Jokers colour The first to score five points and reach the finish line on the scorekeeper wins.
the scorekeeper wins.
A fun and intriguing game A fun and intriguing game
where kids and adults chalwhere kids and adults chal matched!
to score:
3 same colours $\bigcirc+1$ joker
(7) 78
$0 \theta 8$
1 colour
$884-99 \quad 2$
two
scoops
 most difficult to magnetize one ball and then another on
a straight up or upside down cone. From 6 to 100 Bigusto is a magnetic challenge
which amuses and develops skill and concentration at the same time.










Green noughts and crosses
is the "green" interpretation of the traditional "three-of-a-kind" game.
Taking turns, two players plant samplings on the board. The first to insert 3 trees of the same colour in horizontal, vertical or diagonal wins! If no one lines up three-of-a-kind, the match ends in a tie...and you start over! Perfect for kids and adults that love games and nature.
to make "three-of-a-kind":

green mini bow ing

Green Mini Bowling
It's a striking present!
International, to play at any International, to play at any
age, made in maple wood, age, made in maple wood, proposed in an essential and 10 ninepins 7 cm high maple 10 ninepins zcm high maple wooden ninepins and one green bowling ball. To carry
and position anywhere in the and position anywhere in the
home or the office. The right present for who The right present for
never wants to miss a never
strike!





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Coloured Building Blocks

For the youngest, available in packs of 30 and 51 pieces. Cylinders, rectangles,
triangles, yellow, red, green and blue: colours and shapes that kids learn to recognize immediately. Rounded edges which are easy to hold in the hand and place one on the
Ideal to give shape to houses, bridges, towers and all buildings just like kids see them.

design Product Department

## $\frac{1+18}{0}$


$m^{2}$ city
 in small spaces or directly over a table. cloth dim. $50 \times 50 \mathrm{~cm}$ 100 pcs in wood 1:2 scale

Not simply building bricks but actually blocks of a real city! An ideal city in which human constructions (buildings, roads, museums..) and nature live together in harmony. Each game is made of beechwood pieces, 6 replaceable felt green areas and a $100 \%$ cotton cloth. There is a mini version also with all scaled components. Kids learn respecting green areas and planning the presence of trees. Roads are elevated and trees can be put even on the buildings! During the game kids develop socialization, cooperation, story invention and creative exploration of the stage of the story, new at each game!



lected amongst those produced for different industrial sectors. The knob becomes a tree, the cylindrical block a building, the grids for model ships the train tracks: there are no rules, there s no right or wrong. Surprise is a e-usable material, not a toy. The use for educational and/or creative reasons must be carried out under adult supervision.

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milaniwood.com ${ }^{\circledR}$ products are consistent with the following values:

- Respect of the laws and the rights of the workers
- Responsible use of natural resources (FSC ${ }^{T m}$ Certification)
- Use of re-cyclable materials
- Safety (CE certification) and education
- Quality of wood
- Colours are non-toxic and without components of animal origin
- 100\% Made in Italy
- Design
milaniwood.com ${ }^{\star}$ undertakes to offer, both internally and externally, higher and higher standards of service, safety, quality of work and products, attention to the environment and to the sustainability of its own productive processes.


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Milani s.r.I. - Via Industriale, 12-23804 Monte Marenzo (LC) - Fraz. Levata - Italy tel +39 0341641510 - fax +39 0341634747 - info@milaniwood.com - www.milaniwood.com C.C.I.A.A. di Lecco : R.E.A. n. 296075
P.IVA-Cod.Fisc.-n.Reg.Imprese di Lecco IT02705280135 - capitale sociale euro10.000,00 i.v.

