

Hoptaugh



uring the time that I was a professional trumpet player in the San Francisco theaters I created and patented three different two-player strategy games. I took these games to work with me and my musician friends and I frequently played them during "breaks" in the musical performances. These games were enjoyed very much by my colleagues and they encouraged me to contact the major toy companies to do the manufacturing. After several failed attempts at this, I made the decision to do the manufacturing and market my own inventions. Thus, Shoptaugh Games Inc. was born.

Our company has grown steadily as more games and a construction toy have been added to the collection.

These products have received many awards from various institutions as well as numerous personal testimonials. Our mission is to make toys and games that are fun, challenging, thought provoking and of the best possible quality. We sincerely believe that all of the toys and games in this catalog reach this high

Philip Shoptaugh, Toy and Game Designer



standard of excellence.



The Moving Maze Strategy Camel

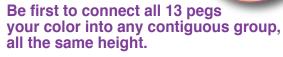


Be first to move all five of your pieces through the maze and into your goal.

- Move pieces in any open direction, any number of spaces. Shift a shuttle of your color to open new paths or to block your opponent.
- · Playing time: 15 minutes.
- Detailed instructions included.
- Parents' Choice 2015 Silver Award Winner.
- 2016 Top Game of the Year Award, Creative Child Magazine.
- For 2 players.
 Ages 8 & up.
- Package size: 10.75" H x 12" W x 2.25" D.
- UPC# 4895046280556 (#8055)







- Start with tall and short pegs on opposite ends of the game board. On your turn you may move any peg of your color into any adjoining space OR, jump any number of pegs, diagonally or laterally as many pegs are in the line, landing in the first open space.
- The patented game board features a unique mix of shalllow and deep holes, that magnifies the challenge to get your pegs "on the level".
- · Playing time: 15 minutes.
- · Detailed instructions included.
- For 2 players.Ages 8 & up.
- Package size: 10.75" H x 12" W x 2.25" D.
- UPC# 4895046280600 (#8060)





The Unique Track Switching Game!

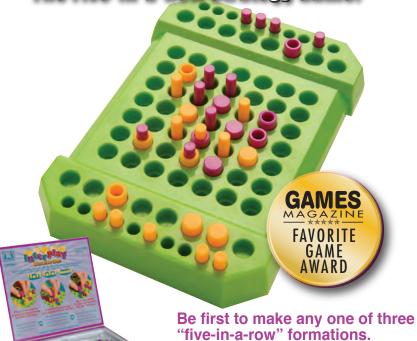


Be first to make a continuous track connecting any two opposite sides of the game board.

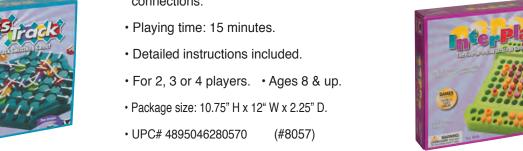
 Start your own track, or connect with any opponent's track. Move and/or rotate your pieces to make further connections.



The Five-in-a-Row Strategy Game!



- Players may share the same locations on the game board, one with a peg and the other with a hollow cylinder. Use solid cylinders to block the opponent.
- Playing time: 15 minutes.
- Detailed instructions included.
- For 2 players. Ages 8 & up.
- Package size: 10.75" H x 12" W x 2.25" D.
- UPC# 4895046280563 (#8056)





Executives: Climb your way to success with this tilting, turning test of skill and determination!



- Move the ball up through the mountain from start to finish without falling into a hole.
- Lift and/or rotate handle to guide the ball with single-handed action.
- Ball returns automatically through the handle for easy retrieval.
- For 1 or more players. Ages 8 & up.
- Package size: 14.5" H x 11.5" W x 3.5" D.
- UPC# 4895046280587 (#8058)







- Move the ball up through the mountain from start to finish without falling into a hole.
- Lift and/or rotate handle to guide the ball with single-handed action.
- Ball returns automatically through the handle for easy retrieval.
- For 1 or more players. Ages 8 & up.
- Package size: 14.5" H x 11.5" W x 3.5" D.
- UPC# 4895046280594 (#8059)



- Be first to checkmate your opponent's king. Checkmate occurs when you have attacked your opponent's king and he is unable to make a move which prevents a capture of his king on the next move.
- · UPC# 4895046280617
- For two players, ages 8 & up. (#8061)



- Be first to make three in a row of the same color on any rank, file or diagonal, Players either place new pieces on the board, change color of existing pieces by inverting them, or reposition them without inversion.
- · UPC# 4895046280648
- For two players, ages 8 & up. (#8064)



InterPlay

- · Be first to make any one of three different symmetrical five-in-a-row formations with your color to win! Playing time: 30 minutes.
- · UPC# 4895046280631
- For two players, ages 8 & up. (#8063)

Mindbuilders on the Movel

SHOPTAUGH TRAVEL GAMES

Only the finest quality materials used throughout. including our signature travel cases. Several Shoptaugh "exclusive"



 All games feature durable travel cases, with lids that nest under the game during play.



Dominoes

- Score points by matching your tiles with tiles already played on the board. The player who scores the most points is the winner. Playing time: 30 minutes.
- UPC# 4895046280709
- For two players, ages 8 & up. (#8070)



Shuttles"

- Be first to move all five of your pieces through the maze and into your goal. Players may create barriers, change the maze, or open new pathways. Playing time: 30 minutes.
- LIPC# 4895046280655

Ideal for auto and air

travel, backpacking

game creations, plus all of the

popular classics. Collect all 10!

and vacations.

For two players, ages 8 & up. (#8065)



Tanagrams

- Produce a given silhouette using seven pieces of the same color. Form animals, people, geometric shapes and everyday objects. Play alone or with a friend. Playing time: optional.
- UPC# 4895046280686
- For one or two players, ages 8 & up. (#8068)



- Turn over as many pieces as possible so that your color is predominant at the end of the game. The dominant color wins the game. Plaving time: 30 minutes.
- UPC# 4895046280679
- For two players, ages 8 & up. (#8067)



Cribbage

- · Make 61 or 121 points depending on the desired length of the game. The game is palved with a deck of 52 playing cards and the Cribbage board is used to keep score. Playing time: 30 minutes.
- LIPC# 4895046280662
- For two players, ages 8 & up. (#8066)



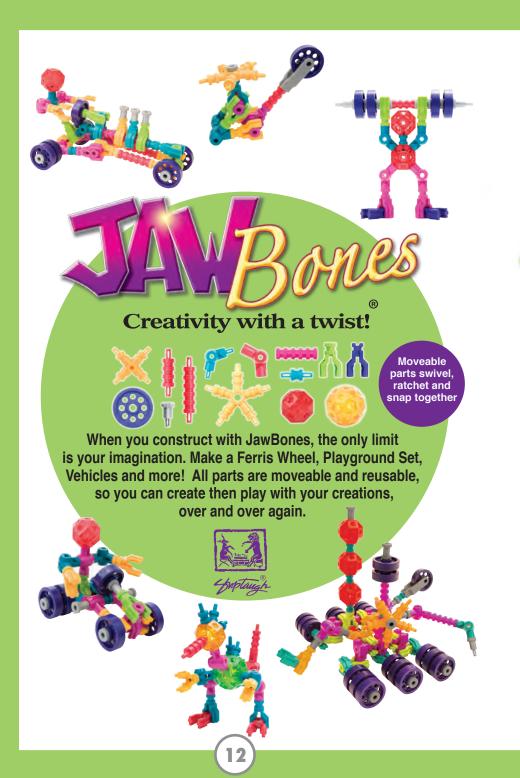
Pentominoes

- · Solve one of the many two or three dimensional puzzles. The player may also wish to build entirely new patterns or structures using the 12 different shapes as a construction set. Playing time: optional.
- LIPC# 4895046280693
- For one player, ages 8 & up. (#8069)



Checkers

- Be first to capture and/or immobilize as many of your opponent's pieces as possible, until they are unable to move. Playing time: 30 minutes.
- LIPC# 4895046280624
- For two players, ages 8 & up. (#8062)





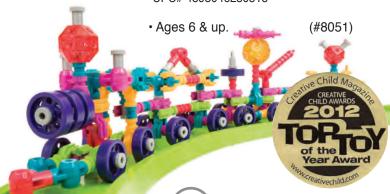
CONSTRUCTION TOY



Build a complete railway system, including a locomotive & 3 train cars.



- Make full circle or freestyle curving track layouts. Circle layout fits on a 30" x 30" table.
- 160 construction pieces plus 8 curved track sections.
- Complete illustrated instructions and storage case.
- Package size: 13.5" H x 16.5" W x 3" D.
- UPC# 4895046280518





All sets feature 150 pieces in sturdy boxes with opening cover and storage tray.



- Build the Mars Rover, using all 150 pieces! Or, build four vehicle models at the same time: Locomotive, Dune Buggy, Helicopter and Hot Rod.
- · Parents' Choice Award Winner.
- Sturdy case with opening cover and storage tray. Illustrated instructions inside cover.
- Package size:
 13" H x 13.75" W x 2.25" D
- UPC# 4895046280525
- Ages 6 & up. (#8052)



Playground Designer

- Build three models at the same time: Swing, Merry-Go-Round and Seesaw.
- Models go up & down, spin or swing.
- Sturdy case with opening cover and storage tray. Illustrated instructions inside cover.
- Package size:
 13" H x 13.75" W x 2.25" D
- UPC# 4895046280532
- Ages 6 & up. (#8053)



Ferris Wheel Designer

- Build the Ferris Wheel, using all 150 pieces!
- Spins around to give the five swingers a ride.
- Sturdy case with opening cover and storage tray. Illustrated instructions inside cover.
- Package size:
 13" H x 13.75" W x 2.25" D
- UPC# 4895046280549
- Ages 6 & up. (#8054)

Abordance in the state of the s

14





All Jar Sets feature clear & durable storage jars, with twist-on lids, plus colorful instruction booklets.



35 Piece Travel Set

- Includes 20 page idea booklet, storage jar. Builds 10 models.
- Package size: 5" H x 4" W x 2.25" D
- UPC# 4895046270014
- Ages 6 & up. (#7001)

60 Piece Set

- Includes 20 page idea booklet, storage jar. Builds 12 models.
- Package size: 6.25" H x 5.25" W x 3.75" D
- UPC# 4895046270021
- Ages 6 & up. (#7002)



100 Piece Set

- Includes 20 page idea booklet, storage jar. Builds 14 models.
- Package size: 7" H x 3.5" W x 3.5" D
- UPC# 4895046280044
- Ages 6 & up. (#8004)



215 Piece Set

- Includes 24 page idea booklet, storage jar. Builds 14 models.
- Package size: 8.5" H x 5" W x 5" D
- UPC# 4895046280051
- Ages 6 & up. (#8005)

500 Piece Set

- Includes four 20 page idea booklets, storage jar with handled lid. Builds many models.
- · Jar size: 8.25" H x 6" Diameter
- · UPC# 4895046280013
- Ages 6 & up. (#8001)





- Ages 6 & up.
- · Choose from 9 popular model styles in this collectible series:
- Hot Rod (#6021) UPC# 4895046260213
- Bi-Plane (#6022) UPC# 4895046260220
- Dune Buggy (#6023)
 UPC# 4895046260237
- Raptor (#6024) UPC# 4895046260244
- Helicopter (#6025) UPC# 4895046260251
- Skateboarder (#6026) UPC# 4895046260268
- Locomotive (#6027) UPC# 4895046260275
- Backhoe (#6028) UPC# 4895046260282
- Steam Roller (#6029) UPC# 4895046260299







"Our mission is to make toys and games that are fun, challenging, thought provoking and of the best possible quality. These products have received many awards from various institutions as well as numerous personal testimonials."

- Philip Shoptaugh



SILVER HONORS



2016 GAME OF THE YEAR



PARENTS' CHOICE "RECOMMENDED"



2012 TOP TOY OF THE YEAR AWARD



DR. TOY BEST PICKS WINNER



CANADIAN TOY TESTING COUNCIL



NATIONAL PARENTING PUBLICATION AWARDS

Visit us at:

www.jawbones.com

www.shoptaugh.com

USA Contact: Philip Shoptaugh, Shoptaugh Games, Inc. 55 Stark Knoll Place, Oakland, CA USA 94618 Fax: 510-654-4890 Tel: 510-654-4119 E-Mail: philip@shoptaugh.com Internet: www.jawbones.com

© 2017 Philip Shoptaugh. All rights reserved.

SUBJECT Prinip Snoptaugn. All rights reserved.

JAWBONES® is a registered trademark of Shoptaugh Games, Inc. U.S. Patent 7,980,912; GB 2426213;

Hong Kong Pat. HK 1097790. CALYPSO™, CLUSTER™, CROSSTRACK™, GYROMAZE™, INTERPLAY™

and SHUTTLES™ are trademarks of Shoptaugh Games, Inc. CLUSTER™ U.S. Patent No. 3,834,708,

CROSSTRACK™ U.S. Patent No. 3,695,615. INTERPLAY™ U.S. Patent No. 4,239,230. SHUTTLES™

U.S. Patent Nos. 3,731,934 and 4,541,635. U.S., China and other foreign design patents pending on the CLUSTER™ game board.