The New Force in the Galaxy

The new LEGO® Star Wars sets are based on the new Star Wars movie Episode 1. So now you can use your own creative force and join the adventure of the galaxy. On the next two pages you can see all the new sets and after that you can see the great sets based on the Classic Star Wars movies.
Use the Force and build your own stories

With LEGO® Star Wars your imagination is in charge of the story. You can build and play the plot from the new movie Episode 1 and then make your own. Make up new adventures for Anakin Skywalker, Jar Jar and the Jedi Knights as they meet the dangerous Darth Maul.

7101 Lightsaber Duel™. Racing in on his Sith Speeder, Darth Maul confronts Jedi Master Qui-Gon Jinn. From 7 years and over.

7121 Naboo Swamp™. The battle droids on their STAPs have trapped Qui-Gon Jinn and Jar Jar Binks in the swamp. Will they make it? From 7 years.

7111 Droid Fighter™. Trade Federation droid fighters engage Naboo fighters in blazing dogfights. From 7 years and over.

7151 Sith Infiltrator™. Carries the sinister Sith Lord, Darth Maul. Open the rear hatch and out flies Darth Maul on his Sith Speeder. From 7 years and over.
7171 Mos Espa Pod Race™
Pod racing is the most popular and most dangerous sport on Tatooine. Anakin Skywalker is the only human to pilot a Podracer. From 8 years and over.

7131 Anakin’s Podracer™
It takes nerves of steel to pilot a podracer. Can Anakin Skywalker win the race of his life. From 7 years and over.

7161 Gungan™ Sub
Jar Jar Binks guides Qui-Gon Jinn and Obi-Wan Kenobi through the underwater world. From 7 years and over.

7141 Naboo Fighter™
Sets out in an attempt to destroy the Trade Federation’s droid control ship. From 7 years and over.
A whole galaxy to build and rebuild

Now you can build a galaxy! Classic vehicles and all the great characters from Star Wars are ready to go into action on your command. You can even customise Imperial and Rebel ships to make your very own Star Wars star fighters.
7140 SW X-Wing Fighter™. In his Red Five X-wing Luke Skywalker and R2-D2 lead the attack on the Empire. You can place the wings in any position and change the starfighter for special missions. From 7 years.

7128 SW Speeder Bikes™. Luke Skywalker is up against Imperial scout troopers, but fortunately he has his lightsaber. From 7 years.

7150 TIE Fighter™ and Y-Wing™. The Y-wing invades the Empire’s territory and Darth Vader mans his TIE fighter to stop the assault. You can change the fighters as the battle proceeds until you have a winner. From 8 years.

7130 SW Snow Speeder™. In snowspeeders, Luke Skywalker and the Rebel Alliance can attack the Empire’s AT-AT walkers from all angles. From 7 years.

7110 SW Land Speeder™. Obi-Wan Kenobi and Luke Skywalker speed across the desert planet of Tatooine to Obi-Wan’s house. From 7 years.
The insectoids continue to infiltrate earth as Planet Armeron becomes devoid of the Voltstone rock - the rock required for powering the 3 flying vessels, 6907, 6969 and 6977. Will they conquer Earth or are we strong enough to prevent the insectoids taking over our planet!?
**6969 Space Swarm**

The flagship of the fleet with 3 sounds and light for easy communication.

* To power the Voltstone rock, earthlings require 2 x 1.5v batteries.

**6907 Sonic Stinger**

Complete with insectoid unit which provides light and sound! Insector 2, the female member of the reconnaissance crew, controls this strong, powerful ship equipped for defending the Insectoid nation and for foraging the planet Armerton for the Voltstone rock. This rock is created when lightning strikes the planet and is used by the crew to fuel their fleet. From 7 years.

**6837 Mantis Scavenger**

The base can split into two, to form two vessels, one with wheels and the other containing the special insectoid unit which creates light and sound. From 8 years.
The Rock Raiders are a team of highly skilled engineers who arrive on an uninhabited planet to mine for energy crystals underground, but dangers lurk everywhere! Boiling hot lava, rapid rivers and the most dangerous of them all THE ROCK MONSTER! Comic Action Adventure Strip included in each set!

LEGO ROCK RAIDERS ON PC CD-ROM.
Enter a world of high adventure in the underground tunnels of an unexplored planet.
Out now on PC CD-ROM & Playstation.

4910 The Hover Scout.
From 6 years.

4940 The Granite Grinder.
Use this vehicle to drill for the energy crystal. From 7 years.

4970 The Chrome Crusher.
Using its light source you can make sure that you do not miss any of the stones hidden in the dark underground areas. From 8 years.
4990 The Rock Raiders HQ
where you analyse, dissect and remove the crystals. A complete factory with a light source to ensure full visibility. From 8 years.

4980 The Tunnel Transport.
With its powerful magnets, it can lift vehicles off the ground. It can even divide into several smaller units for special underground missions. From 8 years.

4930 The Rock Raiders.
From 6 years.

4920 The Rapid Rider.
From 6 years.

4950 The Loader-Dozer.
Can the Loader Dozer compete with the Rock Monster as it scoops the large rocks into the front of the machine. The rocks once broken reveal the energy source vital to the Rock Raiders. From 7 years.
6093 The Fortress Of The Full Moon.
A flying ninja soars above the fortress to keep a lookout for robbers who are after the shogun's most prized treasure. The fortress is full of secret trapdoors, moving walls, swinging axes and secret rooms. From 8 years.

Using fantastic flying wings or climbing ropes, sneaky ninjas silently drop into any samurai to steal the Shogun's treasure. But, beware, they must dodge swinging swords, rolling rocks, flinging catapults, falling axes and tricky trapdoors.

6033 Ninja Expedition.
From 6 years.

4805 5 Ninja Warriors.
From 6 years.
6089 The Bridge Of The Rising Sun.
From 8 years.

6088 Robber Baron's Stronghold.
From 7 years.

6083 The Samurai Tower.
From 7 years.

6088 Robber Baron's Stronghold.
This stronghold is where the Chief of the Robbers and his band of bandits hang out. The flying ninja uses his silent wings to swoop down on unsuspecting samurai castles. From 8 years.

6089 The Bridge of the Rising Sun.
Tons of traps will stop robbers from crossing this sturdy stone bridge. The grey ninja is ready to swoop down on the robbers from the tower, sneak through revolving walls, or open the secret trapdoor. From 8 years.

6013 Samurai Swordsman.
From 7 years.

6045 Ninja Outpost.
From 7 years.

LEGO SYSTEM
THE ADVENTURE

5928 Evil Eye's Bi-plane 6+
5988 The Temple of Anubis 8+
5978 The Secret of the Sphinx 8+
5918 Sam Grant's Scorpion 5+
5900 Sam Grant 5+
RE CONTINUES...

**ADVENTURERS**

5956 The Great Adventure 7+

5936 Senor Gomez's Expedition 7+
- Watch out for the axe trap!
- From 6 years.

5906 Masked Ruler 6+

5901 Max Villano 6+
- From 5 years

5956 The Great Adventure
- It can fly, drive or sail depending on how you put it together. This form of transport will come in very handy in the jungle as you battle against the masked ruler! From 7 years.

5978 The Secret of the Sphinx
- The treasure is safe in the bowels of the Sphinx. From 8 years.

LEGO SYSTEM
ATTENTION!
ATTENTION!

Meteors are travelling through space!! We must destroy them before they damage the Space Port Mission. Launch the Shuttle and get ready for action!!

6457 Space Port Astronaut. From 6 years.
6584 Canyon Challenge. Extremers can tackle even the most dangerous of challenges. The trapdoor of the tent is released when a car collides with it! From 8 years.

6585 Hang Glider. From 6 years.

6568 Dragster Raceway. Get ready for the race. Engage the helicopter into action to view the race from the skies. Includes a good set of tools for those essential repairs. From 8 years.

6580 Fireball. From 7 years.

6572 Beach Surfing Team. From 6 years.
6462 Res-Q Helicopter.
With working rotor blades, a stretcher that fits into the helicopter and adjustable search lights, this helicopter and Res-Q Team will be ready for any emergency. From 7 years.

6415 Res-Q Jet Ski.
From 5 years.

6415 Res-Q Control Centre.
The hub of the action! This is where it all happens! The Control Centre Team has the responsibility for co-ordinating major situations and ensuring that the Res-Q Team is ready to travel anywhere, at any time, to anyone in real trouble! From 8 years.

6473 Res-Q Hovercraft.
With rock and jack hammer, pneumatic cutter, night glasses and fire extinguisher the Res-Q Team are fully equipped to tackle any major situation. From 8 years.

6445 Res-Q Response 2.
From 7 years.

6451 Res-Q Boat 1.
Boat includes a small craft which can be launched and sent to more dangerous and craggy parts of the sea shore. From 7 years.

When you have built your Control Centre, why not rebuild it into an alternative emergency control centre!

Create your own models by using the bricks in different ways!
6332 Police Headquarters.
From 5 years.

6425 TVcopter.
From 5 years.

6327 Team Turbo.
From 5 years.

6426 The Pit Stop.
From 5 years.

6328 Police Helitran.
From 5 years.

6325 Cargo Express.
From 5 years.
6433 Police Harbour Patrol. From 5 years.

6435 Coast Guard Centre. From 5 years.

6434 Vehicle Repair Centre. From 5 years.

6429 Fire Patrol. From 5 years.
5600 LEGO Radio Control Car. Our new RC Car comes with instructions to change its design five times! Each time you change your car, you can control its speed and direction. You have the control!! You are in the driving seat, so get driving. From 7 years.

BUILDS 5 RADIO CONTROL VEHICLES
5542 Rescue Helicopter with double doors on each side and rotating blades. There are also building instructions for a cool sledge in case of land rescue. From 9 years.

5533 Team Dragster. The latest in dragster technology which also has building instructions for a tractor. From 9 years.

4561 Blue Turbo. Passengers can take their cars on board and enjoy the view as they speed through the countryside. The 9V Control Unit is included. From 7 years.

4520 Curved Rails (EIGHT). From 7 years.

4515 Straight Rails (EIGHT). From 7 years.

4531 Manual Points with track. From 7 years.
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3571 Znap Blackmobile with Motor.
The motorised Blackmobile transforms into an inter-galactic spaceship. You can also build over 30 other models including a plane, a train and a scorpion. Requires 1 x 9v battery. From 7 years.
3581 Znap Formula Z Car in Storage Case.
The Formula Z racer transforms into an inter-galactic spaceship. You can also build over 40 other models including a helicopter, a crane truck and a lizard. Supplied in a sturdy carry case. From 7 years.
Znap Builds Big!

- **3532 Znap Jet-Ski.** From 6 years.
- **3504 Znap Hook-Truck.** From 6 years.
- **3502 Znap Bi-Wing.** From 6 years.
- **3531 Znap Tri-Bike.** From 6 years.
- **3503 Znap Mini-Sonic.** From 6 years.
- **3501 Znap Jet-Car.** From 6 years.
- **3552 Znap Hover Sub with Motor.** The helicopter includes a motor and can be transformed into a submarine. You can also build over 20 other models including a monster and a boat. Requires 1 x 9v battery. From 7 years.
- **3551 Znap Dino-Jet.** This red and black fighter plane transforms into a huge dinosaur and can also build over 30 other models. From 6 years.
3591 ZNAP Rota-Beast.
The truck carries a helicopter and the motor can be easily moved from one model to the other. Complete with instructions for many great models including a big plane, a giant dinosaur and even a motorised train on its own track! Requires 1 x 9v battery. From 7 years.
SLIZER

WORLD LOCATED 4000 LIGHT YEARS FROM EARTH IDENTIFIED AS PLANET SLIZER.
A WORLD RULED BY ROBOTS THAT BATTLE AGAINST EACH OTHER FOR SUPREMACY.
A WORLD WHERE GOOD AND EVIL EXIST IN EQUAL MEASURE. ALL SLIZER ROBOTS HAVE SPECIAL DISC FIRING ABILITIES AND SHOULD NOT BE UNDERESTIMATED.
A SLIZER-TRANSMISSION HAS BEEN INTERCEPTED TRANSLATION:
WE ARE SLIZER. JOIN US.

JUDGE SLIZER’S MISSION
Having no continent of his own, his mission is to rule all continents for world domination. He is the leader of the evil Slizers. He draws his energy from cosmic background radiation.

ROCK SLIZER’S MISSION
To search for “heavy water” which is required for his protection and for destroying his enemy, the stone monster.

JUNGLE SLIZER’S MISSION
To search for energy-resin required for giving Jungle Slizer strength in his world and for silencing the mutant plant.

ENERGY SLIZER’S MISSION
To search for neutrons used in the neutralisation of the proton monsters and to increase his energy levels.

FIRE SLIZER’S MISSION
To search for diamonds for provision of energy for himself and to increase the range of his flame thrower which he uses to stun the fire monsters.

ICE SLIZER’S MISSION
To search for special ice crystals for an energy source for himself as well as destroying the fur of the bloodthirsty animals that inhabit his continent so they cannot survive the cold.

SUB SLIZER’S MISSION
To search for special pearls that can break down the water into its constituent elements - hydrogen and oxygen. Mutant gobblers who roam his continent hate hydrogen!

CITY SLIZER’S MISSION
To search for highly radioactive fuel which gives him a real surge of energy. The fuel can also be pumped into the mutant vehicles causing major damage and final destruction.
A slizer can melt under your control! Place a disc in the Slizer's hand, flip it backwards and let go! Each Slizer pack contains 2 discs but you can add to your collection with the 8508 Disc Pack. Each disc has a special point value, the higher the point, the greater its value.

You can combine the four Evil Slizers to form a MEGA SLIZER. You can do the same with the four Good Slizers.

Each Slizer comes with its own specialised battle function!

- Colour coded portable sleeping chambers included with each Slizer.

8508 Disc Pack
5 Discs included. From 7 years

LEGO Technic
**8233 Blue Thunder Versus The Stinger.**
Get a real slice of the action with Blue Thunder versus The Stinger. Once you have built the models, you control Blue Thunder as it tries to destroy the target. Victory can be yours. You can even motorise Blue Thunder with set number 8735. From 8 years.

**8245 The Pincer.** This is where the real action is. Build the two opposing vehicles and then prepare to do battle. As you use your vehicle with the jaw tong arm to hit the opposing target, its head will jump back and new eyes appear. The rubber band will then be released, causing the vehicle to move forward. If this vehicle runs into the front of its opponent, its claws are activated to attack. It is your job once those eyes are revealed to neutralise your attacker! From 9 years.

**8269 LEGO TECHNIC Evil Eyes Versus Jet Bird.**
Once you have constructed Evil Eye and Jet Bird, get ready to compete either with your friend or use the cones for target practice. From 9 years.
8266 Blue Flash Versus The Arachnophob.
This really brilliant set includes a motorised spider which jumps around to avoid Blue Flash hitting its target. You control Blue Flash by the use of its arms as you compete to get a real piece of the action. Once you’ve hit the target the spider’s controller is dislodged from his seat, the motor stops and victory is yours! From 9 years.

8257 Jaw-Tong Slammers. This is where the real action is. Build the two opposing slammers and then prepare to compete. Each Jaw-Tong Slammer is controlled by shooting the arms forward to hit the opponent’s target. Once you hit your target the opponent is dislodged from his seat and victory is yours! From 9 years.

8268 LEGO TECHNIC
Jet Plane Versus the Scorpion Duo. Once you have constructed the jet plane you can battle with the Scorpion duo as they jump to try and escape the evil Jet Plane. From 8 years.
COLLECTOR SETS

This collection of LEGO TECHNIC Starter Sets allows you to construct realistic models with all kinds of technical functions, from steering to pneumatics and great suspension. There are instructions included for alternative models but remember you can come up with your own great designs.

Why not motorise your models with either the 8720 or the 8735. Remember to check which motor you need by looking at the individual set.

8203 Rover Discovery. From 7 years.
8218 Trike Tourer. From 7 years.
8217 The Wasp. From 7 years.
8213 Ultimate Convertible. From 7 years.
8202 Easy Rider. From 7 years.
8215 Gyrocopter. From 7 years.
8220 9v Motor Pack. From 7 years.
8219 Racer. From 7 years. For motorisation you will need set No. 8735.
8229 Warthog. From 8 years. For motorisation you will need set No. 8720.
8735 Advanced Power Pack. From 7 years.
8251 Motorbike. From 8 years.
8226 Desert Stormer. From 8 years. For motorisation you will need set No. 8735.
MODULAR BUILD

New LEGO® TECHNIC Modular Build allows you to change the models that you construct into something very different in a click, using the push-pull elements.

You can even mix and match the three models on this page by using part of 8255 for example, with 8252.

Take a constructive look at LEGO TECHNIC Modular Build you will be ‘clicked on’!

8252 LEGO TECHNIC Police Buggy
Built out of 4 swap bodies. Once constructed in one form you can swap the 4 bodies around to create different models in no time. The buggy can be motorised with set number 8735. From 8 years. For motorisation you will need set No. 8735.

8253 LEGO TECHNIC Fire Helicopter
Built out of 5 swap bodies. Once constructed in one form you can swap the 5 bodies around to create different models in no time. The helicopter can be motorised with set no. 8735. From 8 years. For motorisation you will need set No. 8735.

8255 LEGO TECHNIC Rescue Bike
Built out of 4 swap bodies. Once constructed in one form you can swap the 4 bodies around to create different models in no time. The bike can be motorised with set no. 8735. From 8 years. For motorisation you will need set No. 8735.
### 8446 Monster Crane Truck
- **Model**: Features
  - New Body Shell, Corrugated Tubing, Flexible Axles, New Hydraulic System
  - Complete Instructions for Monster Crane Truck, 66% Instructions for Alternative Dumper Truck, 33% Instructions for Snow Plough
- **User Age**: 9 years
- **Additional Benefits**: Joint Steering, Hydraulic System allows Smooth Movement, Alternative Model can be Motorised with Set No. 8735
- **Performance**: Outstanding

### 8444 Jet Wasp
- **Model**: Features
  - New Body Shell, Corrugated Tubing, Flexible Axles
  - Complete Instructions for Jet Wasp, 66% Instructions for Alternative Helicopter, 33% Instructions for Transport Helicopter
- **User Age**: 9 years
- **Additional Benefits**: Rotors Activated by Manual Handling, Jet Wasp can be Motorised with Set No. 8735
- **Performance**: Unbelievable

### 8445 Racer
- **Model**: Features
  - New Body Shell, Corrugated Tubing, Flexible Axles
- **Construction Info**: Instructions for 3 models
- **User Age**: 10 years
- **Additional Benefits**: Racer can be Motorised with Set No. 8735
- **Performance**: Out of this World!!
Model: 8462 Recovery Truck
Features: "Alloy" Wheels, Front Wheel Steering, Pneumatic System
Alternative Models: Car and Trailer
User Age: 11 years
Additional Benefits: Car and Trailer can be Motorised with Set No. 8735
Performance: Excellent

Model: 8428 Red Hot Machine with CD ROM
Features: CD ROM with hidden models and games, suspension, 'alloy' wheels, steering, 'Off Road' Car
Alternative Models: 8479 Barcode Truck
User Age: 11 years
Additional Benefits: Alternative off road car can be Motorised with Set No. 8735
Performance: Amazing

Model: 8417 Super Bike
Features: "Alloy" Wheels, Flex Cables, Corrugated Tubing, Suspension
Alternative Models: Robot
User Age: 10 years
Performance: Exceptional

Model: 8414 Sierra Nevada IV
Features: V2 Engine, Suspension, Front Substantial Tyres and Half Track at Rear
Alternative Models: Robot
User Age: 10 years
Additional Benefits: Robot can be Motorised with Set No. 8735
Performance: Great

from 9 years
Model
8448 Super Car

Features
New Body Shell, Corrugated Tubing, Flexible Cables

User Age
11 years

Addition Benefits
Left or Right Hand Drive
Absolutely Phenomenal!!

Construction Info
Super Car Action: Construct chassis, attach wheels with new rims and tyres, test front and rear wheel suspension, test gear box with six gear action, mount V8 engine to front or rear of the Car.

Alternative Models
1. Concept Car with open and closing cockpit
2. Racing Car with open and closing centre engine hatch
3. Buggy with open and closing roof
4. Hot Rod car with tipping pickup body
NOW YOUR LEGO TECHNIC BRICKS COME ALIVE!
The 8482 LEGO TECHNIC Cybermaster enables you to use your PC to physically move your models around. But at the same time, you can share in the fun and excitement with the on-screen adventures in LEGO TECHNIC City.

TAKE CONTROL OF THE SUITCASE AND JOURNEY TO LEGO TECHNIC CITY!
The LEGO TECHNIC suitcase is the ultimate in combining LEGO TECHNIC elements and CD ROM technology.

The CD ROM will take you on a journey through the different areas of the LEGO TECHNIC City. You are met by Taxi Jim, your guide to the City and Joe the Mechanic who will help you build a variety of interactive LEGO TECHNIC models.

One of the areas of the City is the Colosseum. Here, once you have constructed your models of Crusher and Stinger you can play a number of games in the gladiatorial area.

Area 15, another area of the City, allows you to build a number of different intelligent robotic vehicles and then via your PC you can design a route for your vehicle.

SYSTEM REQUIREMENTS
To operate 8482 LEGO® TECHNIC Cybermaster you need at least:
- Pentium 90 Mhz PC
- Windows 95, 56 Mb free hard disk space
- 16 Mb graphics card
- Sound card (graphics card and sound card must be Direct X compatible)
- Speakers and a free serial port

www.lego/cybermaster.com
8448 SUPERCAR
6093 THE FORTRESS OF THE FULL MOON
7171 MOS ESPA POD RACE
Once upon a time there was a King called Alfred who lived in his castle, together with his daughter, Princess Rosa. From another Kingdom, far away, came Prince William, who had heard about the lovely Princess and wanted to meet her himself. Unfortunately along the way, he met wicked Madam Tussa the Witch who cast a magic spell on him which made him lose his memory. When he arrived at the Castle he could not remember who he was so they gave him a job in the stables as a Stable Boy. The story ends happily though because Fairy Millimi heard about what had happened and came along and broke the nasty spell...
5808 The Fairytale Castle.
This is the home of King Alfred and his daughter Princess Rosa. Let your dreams come true in this beautiful castle. From 7 years.

5811 Prince William.
From 5 years.

5802 Princess Rosa.
From 5 years.

5805 Princess Rosa's Turret Room. Princess Rosa is dreaming about Prince William and the forthcoming Royal Wedding. From 6 years.

Prince William became himself again and immediately fell in love with Princess Rosa and they all lived happily ever after.

from 5 years
Belville has gone beach mad! Relax on the fantastic floating cruiser or learn to surf with Laura or watch the dolphin with Harriet.

5845 Harriet at the Dolphin Show.
From 6 years.

5844 Laura with Surfboard.
From 5 years.

5848 The Belville Luxury Cruiser.
From 7 years.

5846 Desert Island.
From 6 years.

5847 Surfer’s Paradise.
From 6 years.
Load, enter, explore... play.
Here's a great new range of virtual LEGO software that's totally new and refreshingly different. These products have been designed to put you in control, stretch your imagination and provide you with unlimited fun.
As a special bonus, each PC CD-ROM box includes a limited edition LEGO model featured in the software, for you to collect.

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Out now on PC CD-ROM

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50
Stimulate Curiosity!
from birth to 2 years

For your baby, life is about exploring and developing. Stimulating curiosity is a vital step in your child’s development. LEGO® PRIMO Toys enrich the first stages of a baby’s life by giving strong tactile experiences, bright and cheerful colours, simple but engaging designs to catch your baby’s attention and provide hours of fun.

LEG0 PRIMO Toys are unique because as your child grows and develops new skills, LEGO PRIMO toys can be combined with LEGO DUPLO elements. This provides a whole new set of fun learning experiences for your child.

The LEGO PRIMO range can be found on pages three to eight.
Stimulate Creativity! from 2 to 5 years

LEGO® DUPLO Toys will fuel your child’s imagination to take an active part in role play. Copying the world around them and creating stories is very important for a toddler, helping them to learn about their environment, and understand how they fit in!

LEGO DUPLO themes such as farm, Little Forest Friends and Winnie the Pooh give the inspiration for stimulating your child to imagine....

The LEGO DUPLO range can be found on pages nine to eighteen.
LEGO Primo splash!

2046 Let's Go Fishing.
Going fishing while having a bath or when your baby is involved with water activity can help develop their co-ordination skills as well as it being lots of fun. From 6 months.

2098 LEGO PRIMO Tub Boat Tommy for playing in water and on land. When the boat is submerged into the water it will whistle through its chimney. On land the chimney can be used as a small shower for Tommy. Ideal toy for bath time play. From 6 months.

2048 My Little Lily Pond. To stimulate those eyes, ears and little hands, this superb set includes a variety of toys including Toby Turtle that moves forward when water is poured over it, a lily that can float or when turned upside down, can be used as a “dress” for the little characters. It also has a “spyhole” element that can be used for a game of hide and seek. Freddie that blinks and squirts water when pressure is applied and the large shaped pond can float and hold those PRIMO elements. An ideal set for developing those essential senses as well as a great aid for story telling while baby is being bathed. From 6 months.
2030 Freddie Frog. A great little introduction to our new Water Toys theme, which can be used at bath time or during any water play activity. The friendly-looking frog is fun to look at and great for those little hands to investigate. When you press the top of Freddie's head he will wink and squirt water at you. From 6 months.

2039 Peter's Paddle Boat. For really curious little hands Peter's Paddle Boat can be used to spin the wheel and discover what happens to it in the water. Children also like to take things out and put things back again, which they can do with Peter. From 6 months.

2031 Toby Turtle and Friend. Toby and Friend are fun to play with in or out of the water. Toby floats and for extra entertainment as water is gently poured on top of him he will move forward in the water. From 6 months.
2007 LEGO PRIMO Musical Cuthbert and Friend. A musical camel that is activated by twisting the body. Cuthbert’s friend is a great addition to learn simple stacking skills. At the end of the day or when baby wants to relax why not activate Cuthbert for some gentle sounds! From birth.

2097 LEGO PRIMO Clarence Caterpillar and Friends. Provides great entertainment as Clarence can be wheeled around or shaken to hear the rattle sound. If a little pressure is applied to Clarence he will bounce up and down for extra fun. A Bumble Bee and Ladybird give Clarence extra play value as they can be stacked onto his body. From 6 months.

2021 LEGO PRIMO Clarence Caterpillar and Friends Gift Set. A superb collection of toys designed to stimulate baby during those early stages. Clarence Caterpillar can be wheeled, shaken and when pressure applied Clarence will bounce up and down, Desmond Duck and the various PRIMO elements will rattle, one element has a mirror and Sammy Starfish is ideal for those teething problems. From 3 months.
2001 LEGO PRIMO
Three-In-One. Three colourful toys to stimulate touch, sight and sound. Walter Walrus rattle, Sammy teether is great to chew on and the pliable tree is great fun in your baby’s hands. Stacking can also take place as with all PRIMO products the three-in-one elements can be fitted together. From 3 months.

2000 LEGO PRIMO Sally Starfish. A brightly coloured teether ideal for chewing but also great to hold. Sally is red and yellow which are very primary colours for your baby to see and learn to recognise. From 3 months.

2095 LEGO PRIMO Peep-Po Ball. Children love to roll things and with our new Peep-Po ball it never goes too far out of reach. New peeping heads, which give that element of surprise, pop up from the holes in the ball every time it is turned. As the Peep-Po ball does not roll very far it can be used to encourage your child to crawl. A Polar Bear accompanies the ball for extra play value and can be placed on any of the peeping heads. It also rattles. From 3 months.

2099 LEGO PRIMO Fun Sorter. A real challenge for little brains. With your help your child can stack things high to knock them down again as well as learn how to fit the different shapes into the different holes. The set also includes a baseplate. An ideal toy which encourages the use of lots of basic skills. From 8 months.
2022 LEGO PRIMO Edward Elephant. Edward is a large elephant big enough to sit and rock on, or when the rollers are used your child can use their leg power to move Edward up and down. Not only that, Edward’s nose can be used for building and lots of brightly coloured PRIMO blocks are included in this set and kept inside Edward. A first class toy for a first class child. From 9 months.

2010 LEGO PRIMO Toddler Truck. A brightly coloured walker truck which will help give your child confidence when taking those all important first steps. The stacking blocks broaden the appeal of the set and add to the play value. From 9 months.

2018 LEGO PRIMO Timmy’s Stack ‘n’ Learn Set includes a variety of PRIMO building blocks, a wagon and Timmy in miniature! A great toy for learning to stack PRIMO building blocks and for knocking them down again! Big Timmy is also a fun container. From 6 months.
2013 LEGO PRIMO Fun Train. A great train which includes Timmy and friends and a number of brightly coloured PRIMO elements some of which rattle. All PRIMO elements can be stacked on board the fun train for added play value. From 6 months.

2104 Willy Whale. A friendly looking whale full of brightly coloured PRIMO stacking elements. Stack them high to knock them down again and once play is over your child can have fun 'feeding' Willy with those PRIMO elements. From 6 months.
2253 LEGO DUPLO Big Tubular Playtime. A great set containing lots of tubes that click together, balls for rolling down the tubes and a quantity of brightly coloured DUPLO Bricks to stimulate and excite your child. From 2 years.

2304 LEGO DUPLO Large Green Building Plate (38 x 38 cm). From 18 months.

2306 LEGO DUPLO Large Red Building Plate (38 x 38 cm). From 18 months.

2266 LEGO DUPLO Fun Bucket. A marvellous collection of brightly coloured bricks and elements for creative play. From 18 months.

2279 LEGO DUPLO Tubular Bucket. A superb bucket containing tubes which click together, a ball for rolling down the tubes, a ghost that glows in the dark, a small train and wagon and lots of bricks. From 18 months.
2270 LEGO DUPLO Spotty Dog Set. From 2 years.

2277 LEGO DUPLO Perdy Pussy Cat. From 2 years.

2271 LEGO DUPLO Barrow Boy. From 2 years.

2588 LEGO DUPLO Harry Hippo. Role play can be stimulated with this fun container full of brightly coloured DUPLO bricks and Harry Hippo and baby in miniature. From 18 months.

2222 LEGO DUPLO Tubular Fun. Have lots of fun clicking the tubular elements together. From 2 years.

2242 LEGO DUPLO Brick Time. For even bigger models and greater creative fun, this box of bricks is a must for any collection. From 18 months.
2434 LEGO DUPLO Sheriff Jake. You can deputise with your very own sheriff's badge. Role play has never been so much fun. From 2 years.

2864 LEGO DUPLO Animal Kingdom. From 2 years.

2607 LEGO DUPLO Catapult Racer. From 2 years.

2862 LEGO DUPLO Baby Animals. From 18 months.

2696 LEGO DUPLO Farmer Bill's Tractor Set. From 2 years.

2866 LEGO DUPLO Attraction Centre with lots of wild animals, children's play area and a selection of DUPLO bricks and decorated elements to give your child the best time yet. From 2 years.
play...

2673 LEGO DUPLO Motorcycle Patrol. From 2 years.

2684 LEGO DUPLO Dinghy. From 18 months.

2691 LEGO DUPLO My First Fire Engine. From 2 years.

2694 LEGO DUPLO Play Farm. From 2 years.

2697 LEGO DUPLO Farm Animals. From 2 years.
One day, the river running through the Hundred Acre Wood overflowed its banks and caused a great flood. Winnie the Pooh and Eeyore were standing on the bridge over the river when, suddenly, they heard a cry.

"Help, help!" Oh no, it was poor piglet, trapped inside a tree surrounded by water! What to do? "I know", said Winnie the Pooh to the frightened Piglet. "I'll sail over to you in the barrel, and you can jump into my arms. Get ready!" And so he did. When Winnie the Pooh reached the tree, Piglet jumped into the barrel. Once again, Winnie the Pooh had saved the day.

What other adventures are in store for Winnie the Pooh and his friends? With LEGO DUPLO, children can enjoy hours of fun creating their own Winnie the Pooh stories over and over again.
A story about how Winnie Pooh rescued Piglet.

2982 Pooh's Birthday: Winnie the Pooh has made a delicious cake for his birthday party. Eeyore is the first guest to arrive. Your child is invited, too, and can help build the best birthday party ever for Winnie the Pooh and his friends! From 2 years.

2983 Pooh and Tigger: Play Hide and Seek. Winnie the Pooh, where are you? Your child can help Winnie the Pooh hide from Tigger by building lots of different hiding places for a fun game of hide-n-seek. From 2 years.

2984 Pooh and Piglet go Honey-Hunting: Winnie the Pooh needs help getting some honey, without the bees noticing. Piglet can distract the bees with his balloon, or perhaps your child can help Winnie the Pooh make a bee trap? From 2 years.

2985 A Playful Day with Pooh and Tigger: Tigger just wants to play, all day long. Winnie the Pooh agrees, but ONLY if Tigger promises to build something with him. It can be anything! Let your child join in the fun too! From 2 years.

2981 Pooh and his honeypot: From 2 years.

2987 Welcome to the Hundred Acre Wood: Home of Winnie the Pooh, Piglet, Eeyore and Tigger. See where they live, play, hunt for honey, throw birthday parties and have all kinds of adventures. Let your child join in the fun too! From 2 years.
2833 Bluebell Girl and Friends. A lovely big collection of DUPLO elements with Bluebell Girl and her friends. Create some furniture for them or prepare a little party using the decorated food bricks. A fun little storybook is included for extra enjoyment. From 2 years.

2830 Snuffle Snail with Lolly and Baby Jelly Strawberry. The Strawberry family are early risers, always busy collecting food. They are very helpful and look after Snuffle Snail who is the local taxi. A fun little storybook is included for extra enjoyment. From 2 years.

2832 Jingle and Toot Bluebell with Buzzy Bee. The Bluebells don’t really do much during the day, but when the sun sets and the other families go to sleep, they start singing and playing musical instruments and make a lot of noise! A fun little storybook is included for extra enjoyment. From 2 years.

2834 Little Forest Friends World. A peaceful sunny world where all the Little Forest Friends live. The Meadowsweet Family try and do as little as possible, except when Buzzy Bee brings visitors to spend the day. A fun little storybook is included for extra enjoyment. From 2 years.

2838 Trouble Toadstool & Jangle Bluebell. Trouble and Jangle share a drink in the midday sun. From 18 months.

2839 Melba Strawberry & Doze Meadow sweet. Melba Strawberry has fun trying to wake Doze from his nap. From 18 months.
let's play... Little Forest Friends

BLUEBELLS   TOADSTOOLS

MEADOWSWEETS  STRAWBERRIES
Playing with toys that mirror the world around them, helps children make sense of things.

2731 LEGO DUPLO Push Along Play Train. From 2 years.

2737 LEGO DUPLO Diamond Crossing & Track Pack. From 2 years.

2736 LEGO DUPLO Points. From 2 years.

2738 LEGO DUPLO Play Train Bridge. From 2 years.

2739 LEGO DUPLO Play Train Goods Wagon. From 2 years.

2741 LEGO DUPLO Electric Play Train Starter Set runs on 3x1.5 volt batteries. A great introduction to the world of trains. From 3 years.

2734 LEGO DUPLO Straight Track. From 2 years.

2735 LEGO DUPLO Curved Track. From 2 years.
play...

2807 Big Wheels Digger. Wow, it’s just like the real thing! Your toddler can have some real fun with this new big wheeled digger. Once constructed role play can begin. From 2 years.

2808 Big Wheels Tipper Truck. This chunky big wheeled tipper truck can trigger your toddler’s creative building skills. Once constructed your toddler can then use this vehicle and accessories to mirror the world around him. This tipper truck comes complete with light and sound effects. From 2 years.

2814 Big Wheels Road Works Set. The big wheels and chunky vehicles with light and sound effects will trigger any toddler’s imagination and develop their role play skills. From 2 years.
LEGO basic

From the age of three children learn many new skills. They can perform delicate tasks with their little fingers, which are ideal for our LEGO® BASIC range.

The LEGO BASIC range is a variety of BRICK PACKS which contain lots of brightly coloured bricks of all different sizes and SPECIAL MIXTURE PACKS which contain special elements, motors, animal heads, wheels and so much more, all designed to stimulate creative and imaginative play.

2229 Bucketful of Fun 3+. A bucketful of bricks full of brightly coloured elements to build funny houses, vehicles and your favourite animals.

4217 Playdesk and Bricks 3+. A desk that can be put over the knees for easy building and playing. The desk comes complete with lots of brightly coloured bricks.
3041 Big Bucket of Fun 5+. With lots of basic and special elements for unlimited creative building.

4220 Brick Pack 200 3+. 

4229 Brick Pack 300 5+. 

4216 Superset 100 3+. Create a selection of showstoppers with this Superset.

4223 Challenger Set 400 with motor 5+. Go motor mad with this set which includes a battery motor to motorise those models.
LEGO basic

4211 Starter Set 100 3+

4221 Challenger Set 100 5+

4212 Starter Set 200 3+

3040 Challenger Set 200 5+

631 Doors and Windows From 5 years.

632 Wheels From 5 years.

633 Roof Tiles Roofing bricks with steep or shallow pitch. From 5 years.

634 9V Motor From 5 years.

626 Green Building Plate (32 X 32 studs) From 3 years.

627 Sea Building Plate (32 X 32 studs) From 3 years.

628 Building Plate (48 X 48 studs) From 3 years.

637 Play Table With building plates suitable for DUPLO and LEGO SYSTEM building. Room for plenty of bricks inside. From 3 years.