

Tim Walsh was born on Christmas Day – perfect for a kid destined to become a play entrepreneur.



GAME DESIGNER

In 1990 he co-invented *TriBond*, a board game that has sold over 3 million copies and was inducted into the *Games Magazine* Hall of Fame in 2000. In 1994 Tim invented the board game *Blurt!*, which went on to sell over 1 million copies.

Over the years Tim has licensed toy or game concepts to BRIO, Hasbro, Mattel, Sababa Toys, Great American Puzzle, Educational Insights, Imagination Entertainment, Wolfe Brothers Art & FX and others.

AUTHOR

In 2005, Tim authored *Timeless Toys* from publishing giant Andrews McMeel-Universal. The book was praised by *The Wall Street Journal*, *USA Today*, and *The Today Show*. Tim's second tome to toys was *WHAM-O Super-Book* by Chronicle Books, a retrospective on the WHAM-O toy company which was picked by NPR as one of the best gift books of 2008.

TOY EXPERT

Tim is a frequent speaker on toys, and has appeared on many national TV and radio programs, including *The Early Show* on CBS, NPR's *All Things Considered*, Fox's *After Breakfast*, The History Channel's *Our Generation*, and CNBC's *The Big Idea with Donny Deutsch* among others. His inventions have been featured on *Good Morning America* and written about in *The New York Times*.

As a creative consultant on the soon to be released documentary film on toy designers, Tim has met and interviewed some of the legends in toy design including Betty James (Slinky), Burt Meyer (Lite Brite, Rock 'Em Sock 'Em Robots, Toss Across), Reyn Guyer (Nerf, Twister), Milt Levine (Ant Farm), and more!

PLAY ADVOCATE

Tim is out to prove that "PLAY" is not a four-letter word, but a means through which we find our passion. When we are at play, we learn, love, laugh and *live!* Tim played professional baseball before playing for a living in the toy biz, and he helps others learn to play... their whole lives.

THE BOY BEHIND BLURT!

2009 is the 15th anniversary of Tim's game Blurt! Conceived by Tim while he helped his girlfriend, a third grade teacher, in her classroom in 1994, Blurt is riotous fun. When Tim opened a children's dictionary and read some definitions aloud, the kids got more and more excited to race each other to the correct word. The light bulb went off, and the game born in a third grade classroom went on to entertain millions of families (and many more third graders!). The best part? The teacher became Tim's wife!

Contact Tim at: tim@theplaymakers.com or (941) 926-8004
Find Tim playing at: www.theplaymakers.com