

# Across the Board

What's happening in the world of games

## New Releases

**8** **Codebreaker** is a game built around the idea that you really don't want the other players to know what you're thinking—or drawing. The game begins with 17 pairs of tiles featuring the characters from the *Cogno* games and book series; like the *Memory* game, the idea is to find as many matched pairs as you can. The biggest twist: Players pull from their lifetime of memories to create personal secret reminder “codes”—words, pictures, famous quotations, etc.—on the cards they pick to help them remember where the game's characters are hiding. The key is creating codes the other players won't figure out, while guessing the meaning of every-one else's codes. *DoubleStar*, 2 to 4 players, \$19.95

**9** Available in May, **Don't Quote Me Sports Illustrated Edition** is packed with quotes and questions covering more than 50 different sports and sports topics, complete with up-to-date stats and facts. Featuring five different question types in five categories, players explore teams sports, individual sports, vintage questions (pre-1990), sports entertainment, famous nicknames and more as they race around a puzzle gameboard. Hints and options help players succeed while action cards keep players involved during every turn. *Wiggles 3D*, 2 to 5 players or up to 5 teams, \$24.95 for the deluxe edition, \$7.95 for the travel edition.

**10** In a humid basement, a pop band rehearses its songs over and over. The musicians are so busy they use a small sideboard so they won't have to take a food break. But when night falls, some beat beetles sneak out from the cracks in the walls and attack the food. In **Beetlez**, players are funny little musician-beetles; their goal is to grab as many left-over foods as they can, but only the ones they like. But beware! When the light switches on, only a quick eye and hand will allow you to get to safety. *Mayfair Games*, 3 to 6 players, \$20

