

## Erik's Top 10

# New Games at Toy Fair 2007

By Erik Arneson

The American International Toy Fair is billed as “the largest toy trade show in the Western Hemisphere,” and it has the stats to prove it—it’s held in New York City’s Javits Center and takes up about 18 acres of floor space. Hundreds of boardgames and card games are shown each year. Here are the new games on display in 2007 that I most look forward to playing. Some are available now; others will be published later this year.

### Stonehenge

(Titanic Games, 2 to 5 players)  
 Five recognized game designers—Richard Borg (of

### Rukshuk

(Zabazoo, 1 to 5 players) Not technically a new game, Rukshuk was both new to me and available in a new edition. Players race against the clock to build rock formations using stones of various colors and usefulness. The gold rocks score the most, but they’re also the most difficult to place. You have to choose when to go for it, and when to play it safe.



### AmuseAmaze

(HL Games, 2 to 6 players) A word game set in a hedge maze—that’s not a natural combination, but it works in this new release from the publishers of the party game GO mental. Most board spaces are either letters or hedges; players race through the maze by forming words and playing cards.

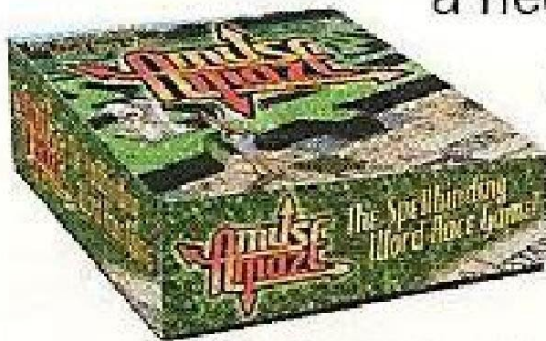


### Ka-Ching

(Gamewright, 2 players) This clever card game, previously published in Europe as Combit, challenges you to collect valuable stocks while making it difficult for your opponent to do the same. All cards are placed face up on the table, so there’s no hidden information.

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Scrabble and Sorry! and turns them into 20-minute experiences. The games feature entirely new gameplay and are housed in portable plastic containers.

printed on the suspect cards. No paper or pencils are needed.



*Erik Arneson plays games in central Pennsylvania and writes about boardgames and card games for About.com*