

SMART COOKIE GAMES



presents

Childrens Games by Uli Geißler

Fantomimo

Who can show his/her imagination when it comes to acting and guessing? In this learning game children can improve observation and miming play skills. One by one, in a clockwise direction the players represent a particular animal. All other players try to guess which animal is meant.

The wooden animals are placed in the center. The animal cards are shuffled and placed face down. A child begins and takes the top card from the deck. Now it must represent the animal pictured - with movements, characters, sounds and noises. Those who recognize the animal, quickly takes the corresponding wooden figure from the center and calls the name of the animal. Properly recognized? You get a wooden coin; the child that the animal had shown, gets the animal card. Incorrectly advised? The wooden animal moves back to the center, the animal card under the card deck. Then It's the next child's turn. When all cards have been used up, the game ends. For each coin and each card there the child gets a point. Who has the most points wins.

Game variations allow screening of "difficult" animals, a purely pantomimic representation or memo with wooden animals and animal cards.

People and Age
For 3-6 children aged 4 and up

Time
about 15-20 Minutes

Material
28 wooden animal
28 animal cards
28 wooden coins

Publications
1997: Haba



Captain John

An exciting sailors' game! Captain John is always busy sailing his ship transporting goods from far and wide. No easy task, because sometimes the parcels are long or thin, have corners or are simply round. Now and then a wave sweeps a chest overboard. Sometimes the captain is able to fish a chest back on board. Who safely transported most loads in the end disembark as the winner.

Each player places his ship at the start. Both dices will be thrown. The die with symbols indicates whether you get a cargo or lose it. The color on the die shows which cargo you need to transport; the wave means that you lose a package that will be thrown into the water. The floating box means that you can load it from the water to put it onto the ship. The color die shows up the field where to go forward. When moving the ship, the cargo shall not be held. If you drag cargo overboard, it is placed on the water surface. Who will reach the goal, must clear the cargo, and start again. However, you are not allowed to carry more more than 4 packages at once to the finish. If the last package is loaded, the game ends. The winner is the captain who as well brought most packages to the harbor as even transport them on his ship.

Target version: You play ahead until the last boat reaches the harbor, before the cargo is counted.

Pirate Version: Who lands next to a ship, may enter it. The symbol die decides the Pirate action.

People and Age

For 2-4 children aged 4 and up

Time

about 15 Minutes

Material

1 game board

4 ships

21 pieces of cargo in 3 colours

1 die with assorted-coloured sides

1 die with symbols

Publications

1994: „Käpt'n Jan, Haba Germany

1997: „Capt'n John“, Haba USA



Mucki Maulwurf gräbt sich durch

Such a mole race has it all - and this tactical running game too! The players expect a thrilling race with obstacles. Their moles will dig through as quickly as possible to the finish. However, large stones and other obstacles often block the tunnel and necessitate a detour. And also another mole can hinder progress. Who digs fastest and most skilled through to the goal?

When it's your turn, roll the die and use the number rolled to dig or run or divide the score on both. Dig means that you take the tunnel cards from the deck and place it onto the board or you move or rotate an existing tunnel card. Running means that one moves his mole if the tunnel structure allows. If another mole is in front of yours, he can be tunneled, that is to pass if the tunnel's way permits. Between the tunnel cards danger cards are shuffled. These can be placed on any field, also in the way of a mole. But with two dice points you can replace them. The player who his first reaches the mole's hill wins the game.

People and Age

For 2-5 players aged 5 and up

Time

about 20 Minutes

Material

1 game board
4 mole figures (red, yellow, green, blue)
10 tunnel cards
6 danger cards
1 die scoring 1, 2, 3

Publications

1999: Piatnik

