

Title	Type of game / short description	Mechanisms	Suggested age	Realistic age	# of players	Play time (mins)	~ Price (EUR)	Remarks	link
<b>Zahlendino</b>	Small scale memory game, matching numbers with objects of equal count (numbers 1-10 only)	Memory	3+	2+	1-4	10	5		<a href="#">click</a>
<b>Zicke Zacke Hühnerkacke (aka Chicken Cha cha cha)</b>	Creative memory game that ties memory to pawn movement.	Memory Roll / Spin and Move	4+	3+	2-4 (best: 4)	15-20	20	Kinderspiel des Jahres 1998	<a href="#">click</a>
<b>Gulo Gulo</b>	Moving along a path to rescue the baby Gulo with a dexterity element.	Modular Board	5+	3+	2-6 (best: 4)	15-20	30	Might only be available used / second hand	<a href="#">click</a>
<b>Monza</b>	Car race game for children. Players roll six colored dice on their turn, and move their car according to the colors shown on the dice.	Dice Rolling Race Roll / Spin and Move	5+	3+	2-6 (best: 3-5)	10	20		<a href="#">click</a>
<b>Der verzauberte Turm</b>	One player plays the sorcerer and hides a key under one of 16 spaces on the game board. The other players collectively try to find the key before the sorcerer can reach it.	Dice Rolling Roll / Spin and Move	5+	3+	2-4 (best: 2)	15-25	25	Kinderspiel des Jahres 2013; incl. Expansion for 30 EUR	<a href="#">click</a>
<b>Stone Age Junior</b>	Players collect goods and build their own settlement.	Memory Set Collection	5+	4+	2-4 (best: 3-4)	15	10	Kinderspiel des Jahres 2016	<a href="#">click</a>
<b>Carcassonne Junior</b>	The players in turn draw a landscape tile and place it. Whenever a road is finished, every player places one of his meeples on each appropriate picture.	Enclosure Modular Board Tile Placement	4+	4+	2-4 (best: 4)	10-20	20		<a href="#">click</a>
<b>Funkelschatz</b>	Collecting colored gems, after they fall off a shrinking "ice" column.	Set Collection Dexterity	5+	4+	2-4 (best:3)	15-20	10	Kinderspiel des Jahres 2018	<a href="#">click</a>
<b>Concept Kids - Tiere</b>	The players attempt to make the others guess an animal by playing pawns on illustrated icons on the game board	Cooperative Game	4+	4+	2-12 (best: 4)	20	20		<a href="#">click</a>
<b>Das magische Labyrinth</b>	Each player moves their magician over the board while trying not to bump the labyrinth below.	Dice Rolling Grid Movement Memory Network and Route Building Roll / Spin and Move	6+	4+	2-4 (best: 3-4)	20-30	15	Kinderspiel des Jahres 2009	<a href="#">click</a>
<b>Beppo der Bock</b>	Each player controls a wooden figure and tries to reach the last space of the track.	Dexterity	5+	4+	2-4 (best: 3-4)	15	20	Kinderspiel des Jahres 2007	<a href="#">click</a>
<b>Zug um Zug - meine erste Reise</b>	Players collect train cards, claim routes on the map, and try to connect the cities shown on their tickets.	Hand Management Network and Route Building Set Collection	6+	5+	2-4 (best: ?)	15-30	25	Europe or USA map version available	<a href="#">click</a>
<b>Magic Maze Kids</b>	Real-time, cooperative game.	Cooperative Game Grid Movement Set Collection Variable Player Powers	5+	5+	2-4 (best: 4)	15-25	25	XXL Playmat available	<a href="#">click</a>
<b>Rhino Hero Super Battle</b>	Turbulent 3D stacking game	Dice Rolling Stacking and Balancing	5+	5+	2-4 (best: 3-4)	10-20	25		<a href="#">click</a>
<b>Spinderella</b>	Players race to get their three ants across the forest floor as quickly as they can, but spiders await in the branches above	Roll / Spin and Move Three Dimensional Movement	6+	5+	2-4 (best:3)	20	20	Kinderspiel des Jahres 2015	<a href="#">click</a>