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GAMES

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KNUCKLEBONES

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2006's Must-Attend Game Events



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USA \$5.99 CANADA \$8.99



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Quelf

Publisher • Wiggity Bang Games | Type of Game • Party | Players • 3-8 | Length of Play • 30-plus minutes | Age Range • 13 and up | Price • \$34.99 | Learning Curve
●●●●● | **Challenge** ●●●●●

Party games have no real strategy. Good games in this genre entertain a crowd without getting too cerebral and usually include humor to keep the party in a good mood. This game fits into this category—it's a good party game with a lot of humor.

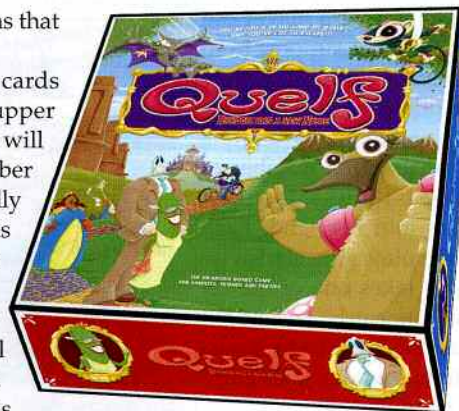
In Quelf, players move their pieces along the game path and race to the finish. As their pieces move, players draw a card based upon the color of the space they landed on. Each card category makes players perform specific activities: Showbiz cards make you sing, mime, dance or act; Stuntz cards make you perform some feat of dexterity; Quizzle cards ask trivia questions; Roolz cards change the rules of the game; and Scatterbrainz



challenge all players to name specific items that match a chosen category.

There is an incentive to do what the cards say. On each card is a number in the upper right corner. Failure to complete the task will move your playing piece back that number of spaces. Additionally, some cards actually have extra actions listed on them. This is known as the "Quelf effect." Quelf effects make specific players perform extra tasks—some reward players for looking at the card or singing along, others will punish the second player to read the card.

The game is inspired fun. There are cards that require you to act like an archaeologist giving a presentation with a lisp, and ones that ask players to burst into song when an even number is rolled; Quizzle questions are tougher than other trivia games (quick: multiply 111,111,111 and 111,111,111 without a calculator). You may find yourself playing from underneath the table or playing peek-a-boo with anyone who asks you a question. The cards are plentiful and well thought out.



The game doesn't run out of ideas. It's a comedic brainstorming session that has slipped blissfully into slap-happiness and, best of all, it stays funny the whole time.

Quelf is what party games aspire to be—fun, replayable, interesting and funny. As you play, you'll hear yourself say, "I can't believe I'm doing this," then do whatever it asked you to do—and then you'll watch your friends do even weirder things. It's so silly it's fun and will keep you laughing the entire time.

[Werner Fee]