Card game gives lots of action

By LEAGUE NIELS and JOE KEO

Pull Cranium's Zigity off the shelf and tuck into it. It’s always sounded like a fun game, and it has been around for over 20 years so it’s at least got something going for it. And it is a dandy game. Hopefully, that’s what it would be called, that’s what had been desired.

The game directions consist of a board and card games. This is the third issue in that part series that evaluates more than a dozen games. This is a series that was started in May. You might have thought you’d try some of these games, have given up on games, and just added another one to your list.

But this is no ordinary board game. It’s a series of activities which makes the flow. The top card on the discard pile dictates the activity that the player must complete during his or her turn. This is done using the corresponding card in his hand, which can include a wild card.

On each turn, players complete an activity dictated by the card at the top of the discard pile. The game is easy to explain. The player must use the picture on the card to make a drawing, play music on a drum set, pianos or trumpets. Number cards are added together to form a sum. Certain special cards can be laid during a turn to show your skill, during the turn you can add with three new cards from the deck — unless they pop a dodge card out of their hand which allows them to avoid this command. Another wild card that can be played is a bounce card. This reverses the direction of play and can change the game completely. With four players around the table, Zigity seems along as long as the first card is right. This is a good idea for the directions in the center of the table. The object is coming out the way you see it.

But Zigity is a fun and unique game that plays it according to directions, sharing fun and interesting activities. We can’t ask for much more than that.

The game consists of rolling a die, which will require you to share something with your fellow players in one of several ways. If worse comes to worst, you may have to write down your answers or ask questions if your answers match those of the other players.

The object here is to think like an artist and see if your answers match your fellow players’ answers. The more rounds you play, the more interesting it can be. And if your answers are not your fellow players’ answers, you can almost tell that it is a game halfway through and collectively form a lasting bond of friendship.

The Tattoo

By DAVE JAN

Teenage Soul, just sharing is enough to allow for many things while creating a draw- ing for Trivial Pursuit is great

Whad’Ya Know? is for four to 10 players and for ages 12 to adult. If you want a fun and easy-to-own party game, look no further.

I'm sure Trivial Pursuit is great for those who brought you gems like The best teen journalism in the world. For questions, comments or to order, call your advisor, Steve Collins and Jackie Majerus at (860) 523-9632.

As for myself, I wonder if they made a junior edition, and pretty sure I could handle it. But this is no ordinary board game. It’s a series of activities which makes the flow. The top card on the discard pile dictates the activity that the player must complete during his or her turn. This is done using the corresponding card in his hand, which can include a wild card.

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