

THE TATTOO

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Wesley David Fane / The Tattoo

It's all Fun and Games

In the interests of fun, fair play and getting some good games going at your next party, *The Tattoo* gives you "Fun and Games," a weekly, four-part series that evaluates more than a dozen board and card games. This is the third issue in the series. Teenage staff members played the games together with *Tattoo* alumni and summed up their impressions for our readers.

We hope you try some of these with your own family and friends.

Card game gives lots of action

By TEAGUE NEAL and JOE KEO
The Tattoo

Zigity by Cranium is a fast-paced card game that stretches the mind and will have you pulling your hair.

The game begins as seven transparent space-age cards are dealt to each of the players.

On your turn, you have to use the symbols, numbers and letters on the cards in order to play. The object is to be the first to get rid of all your cards.

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 correct cards 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. If it's a puzzle piece, the player must use it to create the puzzle. The letter on a word card must be used to spell a word. Music buffs will enjoy forming sets of drums, pianos or trumpets. Number cards are added together to form a mandatory sum of 11.

Certain special cards can be laid during a turn to slow opponents, forcing them to pull two or three new cards from the deck - unless they pop a dodge card out of their hand which allows them to avoid this command.

Another nifty 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 zooms along at rapid speed.

This begs the question as to whether there should be a larger deck. Just as you begin to grasp the game, it comes to a close. A larger deck would solve this problem.

Zigity takes time to fully understand and it's a good idea to have the directions in the center of the table for the first game. Having so many smaller rules do complicate the game and detract from the flow.

But Zigity is a fun and unique game that plays more as a series of activities which makes the game interesting and innovative.

Pull Cranium's Zigity off the shelf and tuck into these artistic activities.

Points here for poor vision

By KATE HAIRE
The Tattoo

As soon as you see Squint's bright green and blue color scheme, you can almost tell that it is a game for people with an artist's eye.

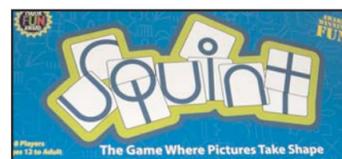
Squint, like most great games, has a simple concept. The object is to build various nouns (which are on bright green cards) using tiny white cards with simple lines and shapes on them.

There are different difficulties of play for beginners and more advanced players. Some easy examples of things to build are a porch, a plus sign, or a plant. More difficult ones include an ambulance, berries or a bride.

When someone playing the game correctly guesses the object that is being built before the timer runs out, both the builder and the guesser get from one to three scoring chips, depending on difficulty. In the end, whoever holds the most little lime-green chips wins.

The game is fun, and great for ages 12 to adult. Although the box says three to eight players, there isn't any reason why more couldn't play.

Artists squint their eyes for many things while creating a draw-



ing or a painting. When they do this, they are checking for good overall shape and shading. It helps to pull a picture all together, and to see if it really does look okay.

Using this logic in Squint, it seemed to work pretty well. By actually squinting your eyes, you can see the shapes that people are trying to create a little better.

It may even help for the builder to squint his or her eyes to tell if their object is coming out the way that they envision it to be.

There are three fun ways to play Squint, including an easy level (light Squint), a hard level

(Squint Challenge) or Progressive Squint, where players try to make as many shapes as possible within the given time.

It doesn't take long to play Squint.

The fewer people you have, the more rounds you play. The more people you have, the less rounds you play, as specified by the directions. The player who holds the most chips at the end wins.

Even if you aren't the artistic type, Squint is still a good game to play. It sparks conversation, arguments, and a good time for all players, regardless of if you win or not.

Try Squint out. You may find yourself making objects out of lines more often than you ever thought possible.

Who knows all this stuff?

By ZACH BROKENROPE
The Tattoo

It's always *sounded* like a fun game. After all, it has been around for over 20 years so it's at least got some sort of following.

I just didn't think it would be that damn hard.

A room full of smart and capable teenagers should be able to play a game, follow its rules, and announce a winner. Right? This did not happen in Trivial Pursuit.

The game consists of rolling a die, answering a question, and gaining colorful trivia pieces.

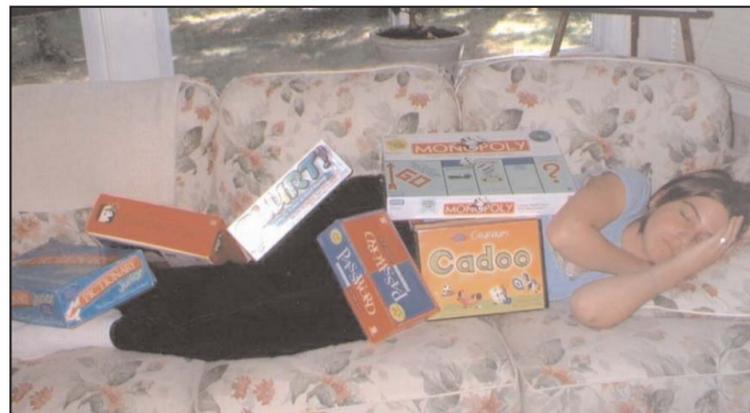
It sounds user-friendly enough, but little do you know the hidden

evil lurking on one side of those little question and answer cards.

While the game is simple, the questions tend to be full of completely useless statistics, such as: "Who are likeliest to die at work in the U.S.? Garbage collectors, roofers, or taxi drivers?" (Turns out the garbage collectors are mostly likely to bite the bullet.)

Some questions are even hard to ask. Try saying this one, for example: "What U.S. movie director earned Germany's highest civilian honor, the Bundesverdienstkreuz mit Stern in 1998?" (The answer is Steven Spielberg.)

Come on ... who can even PRONOUNCE that? Who knows, maybe I'm missing the whole point of the game.



Molly Horan / The Tattoo

In this photo illustration, Sam Ederly, a sophomore at Bristol Eastern High School, demonstrates how a good game can get the best of anyone.

I'm sure Trivial Pursuit is great if you have the knowledge - players have to correctly answer questions in six different categories - and I'm sure there are groups of people somewhere who delight in such questions.

As for myself, I wonder if they make a junior, junior edition. I'm pretty sure I could handle that one.

Trivial Pursuit is for two to six adult players, but could accommodate more if you create teams.



Michel Lee / The Tattoo

Truly a pop quiz

By ZACH BROKENROPE
The Tattoo

You come to expect certain things when playing trivia games. Math and science questions are common, and usually some sort of board is used.

Whad'Ya Know?, based on Michael Feldman's public radio quiz show by the same name, has a habit of breaking all these stereotypes.

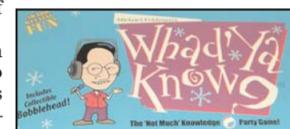
The concept of the game is simple enough. One player asks a question, the others guess. If they're correct, they're assigned a point. The player who asks the questions alternates with each round.

Here's where the game gets interesting. Instead of the average Who-won-the-Noble-Prize-in-1932-esque questions, you get questions such as: The human body is mostly made of ...? A. White meat B. Dark meat

Turns out we're all dark on the inside. Like I said, not your average trivia questions.

And oh yes, one cannot forget the bobblehead. Whad'Ya Know? comes with a small bobblehead of Feldman, the game's creator. You have to give the gamemakers props for coming up with that idea.

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



Chicken Soup game made us sick

By KATIE JORDAN
The Tattoo

It used to be a delicious, if not terribly effective, remedy for the common cold.

After that, it became a series of sickeningly heartwarming and inspirational books aimed at everyone from dog lovers to fishermen.

That's right: It's Chicken Soup. You might have thought you'd enjoyed every variation of Chicken Soup that could possibly be imagined, even by such creative geniuses as those who brought you gems like *Chicken Soup for the Teenage Soul*, *Chicken Soup for the Christian Soul*, and *Chicken Soup for the Christian Teenage Soul*.

But not so. That's right, folks, there's more where that came from: It's Chicken Soup for the Teenage Soul ... the Game!

But this is no ordinary board game. It is "an adventure of sharing, friendship and laughter," the sort of game where everybody wins.

In short, it's not much fun. In fact, it's about as much fun as

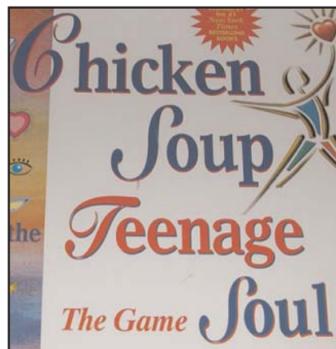
you'd expect from a game named after a dish made by boiling a bird carcass and adding noodles.

To be fair, there are people who will absolutely adore Chicken Soup for the Teenage Soul the Game. Though it says it's intended for ages teen to adult, it may be better suited to pre-teen girls whose hobbies include sleepovers, painting each other's toenails, and giggling.

None of these were among the people with whom I played this game.

But even if you might need to be a bit of a ditz to really love it, you don't have to be to play. All you need is the four decks of cards, six tokens, and one chicken soup die included in the box, plus two to six players - preferably with souls, I assume, though the instructions don't make it clear whether or not this is a requirement.

The game directions consist of a bunch of cutesy references to soup, recipes, and such, along with some information on how to play the game. If you can manage to stay focused in between the groaning and eye rolling that necessarily result from reading these instructions, you'll eventually learn the following:



The chicken soup die has different food-related pictures on its sides, each representing a different deck of cards.

Each deck has a different type of card, which will require you to share your laughter and friendship with your fellow players in one of several ways.

You may have to ask another player a multiple-choice question and anticipate their answer. There's no "none of the above" option, so in the event that you're asked a question and none of the possible answers is true for you, you must lie.

You might also have to write down a list of things about yourself and see if your answers match those of the other players.

The object here is to think like everyone else - being unique won't get you anywhere, so don't bother. You can make stuff up if necessary. And if it still turns out that nobody's answers match yours, try sharing your feelings: "Let's see - fun things to do on a date? Hmm... I feel that 'snuggling' and 'snorkeling' are close enough, don't you?"

If worse comes to worst, you may even have to tell an inspirational story. Don't worry, though - it doesn't have to be a true story, as far as we could discern, so feel free to feed your fellow players a pack of inspirational lies. Try including the phrase "overcoming obstacles," and work in some adorable puppies, if possible.

If your story is lousy in spite of the puppies, have no fear. Your peers don't get to rate it or anything - they're just forced to listen and be inspired - so it doesn't even have to be a good story. In the world of Chicken Soup, just sharing is enough to allow you to move ahead.

That's what happens when you successfully complete the task given you by the card you draw - you move your token ahead the number of spaces indicated on the card. The spaces have the same pictures as the die, so on your next turn you just take a card from the stack indicated by the space you're on.

As you navigate the board this way, you'll not only share laughter and friendship, but you'll also learn things about your fellow players and yourself that you never knew before. You'll form a lasting bond of friendship. You'll feel your soul grow wings - not of the plucked and shriveled chicken variety, but wings made of love, wings that let your spirit soar to reach out to those around you.

Either that, or you'll get sick of the game halfway through and collectively say, "Aw, the hell with it," like we did.

When you think about it, that unanimity in itself is evidence of some kind of emotional connection forged between us, isn't it? Pretty heartwarming, if I do say so myself.

What do you know - next time I need an inspirational story, I might not even have to lie.

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