

King of the board

Are you game for the latest trivial pursuits?

NCE THE packages are unraveled and the stockings unstuffed on Christmas morning, many Americans settle down to do some serious game playing.

Ever since the early 1800s when mass-market board games first became available in the United States, games have been stalwart entries on gift lists for all ages. In fact, best-selling games have served as mini-barometers of the preoccupations, interests and dreams of their times.

In 1843, children were hinting for the latest board game for Christmas

"The Mansion of Happiness'—
where they navigated the shoals of sin while trying to lead an upright life. This Victorian them of morality reappeared in the popular "Reward of Virtue" (1850) and "The Checkered Game of Life" (1860).

When the Morgans and Vanderbilts rose to power in the first decade of the 1900s, gamesters emulated their business success with "Wall Street." As the gleeful title, "I'm a Millionaire,"

suggests, Americans grew increasingly interested in money-making. And in the 1930s, they learned the pain of losing their real-world money in the Grent Depression, while "Monopoly" fulfilled fantasies of going from rags to riches.

riches.
"GO TO THE HEAD of the Class."
1940s, reflected the American concern
for public school education. With the
1950s and the advent of television,
games based on popular shows had a
heyday, like the question-and-answer
"Howdy Doody Game."

As society takes a closer look at what's wrong, right and in-between, it makes sense that one of this year's most popular games is "A Question of Scruples." This adult game, from Milton Bradley, is full of questions about modern moral predicaments, some provactive, some humorous and all intriguing.

Playing "Scruples" can be surprisingly revealing, as contestants predict how opponents will respond to realworld dilemmas like this one: You buy a scarf from a discount store as a gift for a friend who is label conscious. You have an empty box from a trendy store. Do you repackage the scarf in the box and give it to your friend? And when the players are challenged for bluffing, amusing conversation is sure

POPULAR BOARD games are often the inspiration for spin-offs. Americans buried themselves in trivia a few years ago with the hit game "Trivial Pursuit." This year, they'll be able to use that knowledge when they play "Incognito," where players act out suggested charades and interpretation, then answer questions about the correct answer.

Another variation on the trivia craze is "Out of Context: A Game of Outraceous Quotes," with a total of 500 quotes from well-known politicians, entertainers, athletes and other celebrities, plus 900 "bluff" quotes. The object is to match the proper quote with the proper person. The bluff quotes are those said by other people, or the ones

the inventor, Brian Hersch, made up himself.

Still, some popular board games are takeoffs on popular TV programs, like "Dr. Ruth's Game of Good Sex" by Victory.

OTHERS HAVE gone video. Milton Bradley now offers its popular "Candyland" and "Chutes and Ladders" with an entertaining VCR tape, which brings the game characters to life for the preschoolers who play. And Parker Brothers' "Clue" is now available in video version.

What makes a board game of Christmas Past become a classic for Christmas Future? A game that finds its way under the tree year after year usually has broad-based appeal, can be played by a variety of age ranges, encourages social interaction and challenges skill while introducing an element of chance.

But most of all, a perennial favorite provides a good time for one and all.



