

## Life after Trivial Pursuit? You bet

AP — Is there life after Trivial Pursuit?

Game manufacturers are trying to persuade consumers this Christmas that there is, indeed, a rejuvenation of the adult game market, stimulated by board games like Trivial Pursuit and Scruples and Pictionary.

These board games and others like them "have had the effect of bringing people together in a social setting and reminding them that games could be a fun way to spend an evening." K mart toy buyer George Colgan recently told Toy and Hobby World magazine.

Toy and Hobby World magazine.
According to the Toy Manufacturers of America, \$253 million was spent on adult board games last year.
Some of this season's entries:

• The Dictionary Game comes to the United States through Canada, introduced by Davis-Grabowski Inc., a Minmi-based importer of toys and games. Players create definitions to unfamiliar words that seem more believable than the actual dictionary and

try to bluff others. The more convinc-

ing the definitions, the more points they gain in a race to reach "genius" on the game board.

• Another Canadian import is Therapy the Game. The board game, sold by Pressman Toy Corp., asks players to master the stages of life, from "infancy" to the "cosmos." The first player to move his "couch" across the finish line wins.

• Win, Lose or Draw and Whatzit are among the board games from Milton Bradley. In the former, players try to decipher doodles of some phrase or expression taken from a card in a deck. The latter game plays with words that are turned around, upside down or jumbled. Like: Thingthing. (One thing after apother.)

Pictionary — one million games were produced in its introductory year last year, according to its marketers, the Games Gang — now has a junior version geared to 7-to-ll-year-olds. It's the same charades on paper game, but with different reading levels and includes wipe-off boards and crayons.



