

## PUZZLE 9: Word Search Puzzle – GAMES -- Clues

(Over,Down,Direction)

ACQUIRE(35,25,N)  
ALLSTARBASEBALLGAME(19,2,SE)  
APBABASEBALL(23,1,E)  
AXISANDALLIES(2,37,NE)  
BALDERDASH(12,10,NE)  
BYHOOKORBYCROOK(35,1,S)  
CANDYLAND(37,1,S)  
CHUTESANDLADDERS(24,13,W)  
CIVILIZATION(20,15,SE)  
CLUE(31,15,W)  
CONCENTRATION(34,13,NW)  
COSMICENCOUNTER(9,24,E)  
CROKINOLE(2,19,SE)  
DIPLOMACY(13,17,SW)  
DUNGEON(17,30,E)  
DUNGEONSANDDRAGONS(38,13,S)  
ELECTRICFOOTBALL(17,26,NW)  
EMPIREBUILDER(36,15,N)  
FACTSINFIVE(26,23,W)  
FOOTBALLSTRATEGY(27,27,N)  
GAMESOFTHES STATES(2,16,NE)  
HAREANDTORTOISE(20,1,SE)  
JEOPARDY(38,1,S)  
KRIEGSPIEL(14,35,N)  
MAGICTHEGATHERING(18,6,SW)  
MONOPOLY(11,21,NE)  
PASSWORD(28,25,SE)  
PICTIONARY(28,18,E)  
PIT(34,5,N)  
RISK(25,18,NW)  
ROOK(16,1,SW)  
SCENEIT(6,3,SE)  
SCOTLANDYARD(7,18,S)  
SCRABBLE(17,25,E)  
SETTLERSOFCATAN(19,1,SW)  
SORRY(37,12,S)  
STOPTHIEF(37,31,NW)  
TACTICSII(22,36,W)  
THECHECKEREDGAMEOFLIFE(11,27,NE)  
THEMANSIONOFHAPPINESS(14,22,E)  
TIDDLYWINKS(21,13,SW)  
TOURING(34,19,W)  
TRIVIALPURSUIT(26,11,W)  
TWISTER(9,37,NE)  
UNO(2,3,NE)  
WARHAMMER(21,37,N)  
WEREWOLF(9,1,SW)  
WETHEPEOPLE(14,21,NW)  
WHOKILLEDROGERELLINGTON(1,23,N)  
YAHTZEE(37,29,NW)

## Board Games Trivia

Why It's Significant (in 25 words or less):

The 50 most historically and culturally significant board and card games ...

### 1800-1849

1824	<b>Kriegspiel</b>	It was the first attempt to create a realistic war game, not the abstraction found in games like Chess.
1843	<b>The Mansion of Happiness</b>	It was the first commercially produced American board game.

### 1850-1899

1860	<b>The Checkered Game of Life</b>	It was the first game published by Milton Bradley; a company that published hundreds of games through the years.
1876	<b>Crokinole</b>	It is one of the most enduring and most popular flick-and-bounce dexterity games, a family that also includes Carrom.
1888	<b>Tiddlywinks</b>	It is an almost universally recognized game, and one of the earliest parlor games to become a true fad.

### 1900-1919

1904	<b>Pit</b>	It is one of the first games in which every player takes part simultaneously.
1906	<b>Rook</b>	It was one of the first proprietary card games, and it remains in print today.
1906	<b>Touring</b>	It is an early auto racing game, published in numerous editions through 1975 and the inspiration for Mille Bornes, which is still in print today.

### 1920-1939

1934	<b>Sorry!</b>	a variant of the game Parcheesi, introduced that classic Indian game to many American families.
1935	<b>Monopoly</b>	is an ingrained part of American culture, and it's also widely known around the world.

### 1940-1949

1941	<b>Ethan Allen's All-Star Baseball Game</b>	It is believed to be the first popular stats-based sports game, the original in a significant game genre.
1943	<b>Chutes and Ladders</b>	It is a children's game based on the ancient game of Snakes and Ladders, which is believed to date back to India in the 2nd century B.C.
1948	<b>Scrabble</b>	It is the most popular word game in the world.
1949	<b>Candyland</b>	Since its original publication, it has been a popular choice when parents buy their child's first board game.
1949	<b>Clue</b>	It is the first widely popular mystery-themed game and has inspired many other deduction games.
1949	<b>Electric Football</b>	It's believed that Electric Football is the first widely available game to incorporate electricity.

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### 1950-1959

1951	<b>APBA Baseball</b>	It was one of the earliest successful sports game franchises, and it continues to be published today.
1956	<b>Yahtzee</b>	It can legitimately lay claim to the title of "grandfather of all modern dice games.
1959	<b>Concentration</b>	is one of the most successful game-show-to-board-game publications ever. It has been published in more than 25 editions.
1959	<b>Diplomacy</b>	No other negotiation game is more cutthroat or more intense than Diplomacy.
1959	<b>Risk</b>	It was the first war game to become an unqualified commercial success.

### 1960-1969

1960	<b>Football Strategy</b>	Despite having no statistical element itself, it led to the publication of many stat-based guess-and-counter-guess games.
1960	<b>Game of the States</b>	It was one of the first children's games to feel sophisticated, a game that can also be enjoyed by thinking adults.
1961	<b>Tactics II</b>	It is recognized as the genesis of the modern war game hobby.
1962	<b>Acquire</b>	It is probably the most enduring game design from master designer Sid Sackson and it introduced a new wave of strategy games to many adults.
1962	<b>Password</b>	It is believed to be the first "forbidden word" clue-giving game, a predecessor of games like 'Taboo', '25 Words or Less' and 'Catch Phrase'.
1964	<b>Jeopardy</b>	It sold through multiple editions before Trivial Pursuit was even conceived.
1966	<b>Twister</b>	Is the ultimate dexterity game, requiring players to bend their own bodies into interesting shapes in order to win.
1967	<b>Facts in Five</b>	It was the first "category" game, a direct ancestor of games like Scattergories.

### 1970-1979

1971	<b>Uno</b>	It is one of the most popular family card games of all time.
1973	<b>Dungeons and Dragons</b>	It essentially created the role-playing game market.
1975	<b>Dungeon</b>	It helped introduce the world of Dungeons and Dragons to even more players.
1977	<b>Cosmic Encounter</b>	In Cosmic Encounter, each player has special powers that no other player has.
1979	<b>Hare and Tortoise</b>	It won the first game Spiel des Jahres, Germany's prestigious award for Family Game of the Year.
1979	<b>Stop Thief</b>	It used a hand-held electronic device to enhance game play, the first widely available game to do so.

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### 1980-1989

1980	Civilization	It is considered by many to be one of the best games about ancient civilizations, and the original of the genre.
1980	Empire Builder	It is the original "crayon" game; players build their railroad routes by writing on erasable maps with crayons.
1982	Trivial Pursuit	It spawned an entire generation of trivia games and was the single defining game of the 1980s in mainstream America.
1982	Who Killed Roger Ellington?	It is believed to be the first widely available home murder mystery party game.
1983	Warhammer	Although Chainmail came first, Warhammer virtually created the modern miniatures game industry, including Mechwarrior, MageKnight, the Lord of the Rings Battle Game, and HeroClix.
1984	Axis and Allies	It took Risk to a new level. It's still a mainstream war game, but with new levels of complexity.
1984	Balderdash	It is the most popular commercial implementation of the parlor game often called Fictionary.
1985	Scotland Yard	It was the first German game co-published by a major U.S. company; it introduced the one-versus-many mechanic to a broad audience.
1986	Pictionary	It is to party games what Trivial Pursuit is to trivia games -- it started a craze in the mid-1980s.
1986	Werewolf	It is a favorite at game conventions and has been written about in several mainstream articles.

### 1990-1999

1990	By Hook or by Crook	Adel Verpflichtet was the first true designer game to be published in the United States. Avalon Hill published it as By Hook or by Crook.
1993	Magic: the Gathering	It defined an entirely new category of game: the collectible card game.
1994	We the People	Its war game innovations have been borrowed many times in such notable games as Paths of Glory.
1995	Settlers of Catan	It helped introduce the world of designer games to millions of new people.

### 2000 – present

2002	Scene It?	It incorporated a DVD into game play, paving the way for many DVD-based games, which followed.
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