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Playthings **EXTRA**

THE BUSINESS OF PLAY

Playthings EXTRA for January 28, 2011

TOY OF THE WEEK

Rich in Celtic tradition, Celtic Challenge from FindIt Games is a classic matching game that combines strategy with a bit of chance. It can be played solo or with a partner. [Click to continue](#)



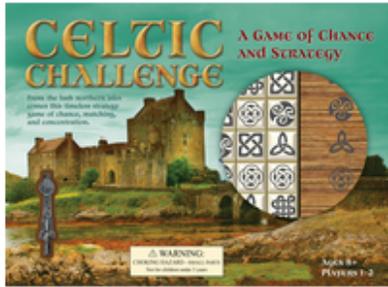
Toy of the Week: Luck O'the Irish

Playthings Staff -- Gifts and Dec, 1/27/2011 4:01:44 PM

Rich in Celtic tradition, Celtic Challenge from [FindIt Games](#) is a classic matching game that combines strategy with a bit of chance. It can be played solo or with a partner. The playing board is made of hardwood that comes with 45 tiles bearing traditional Celtic symbols, a Celtic staff to designate rounds and embossed marker stone. For ages 8 and up.



Celtic Challenge (2010)



[Browse 10 Images »](#)
[Slideshow](#)

Designer	(Uncredited)
Artist	
Publisher	Find It Games
Year Published	2010
# of Players	1 – 2
User Suggested # of Players	Best with 1 players Recommended with 1, 2 players (2 voters) [poll]
Playing Time	20 minutes
Mfg Suggested Ages	8 and up
User Suggested Ages	8 and up (1 voter) [poll]
Language Dependence	No necessary in-game text (1 voter) [poll]
Honors	
Subdomain	(2 voters) [vote]
Category	Abstract Strategy
Mechanic	
Expansion	
Expands	
Family	
Primary Name	Celtic Challenge

In *Celtic Challenge*, players want to remove as many tiles from the game board as possible.

To set up the game, turn the 45 tiles face-down, shuffle them, then arrange 25 of them in a 5x5 grid on the game board; add a 4x4 grid of tiles on top of these, then reveal the final four tiles and place them on the 4x4 grid. (See [this image](#) as an example.)

Players alternate play over the game's six rounds. In a round, a player chooses one of the five symbols, scores all face-up tile(s) showing this symbol, then reveals any tiles with a free edge that are now completely uncovered due to the removal of one or more tiles. Any tiles showing the chosen symbol are also scored and removed from the board. This process continues until no more symbols of that type can be scored. (Some tiles bear two symbols, and they are scored if either symbol is collected.) The player who has removed the most tiles after six rounds wins.

In the solitaire game, the solver goes through all six rounds, trying to leave as few tiles as possible.





Find It Review & Giveaway



We've been obsessed with a new game that arrived this week, everyone including the [Teeny Tot](#) has gotten involved! What am I talking about? [Find It!](#)

So what is a [Find It Game](#)?

Find it games are large cylinders filled with all sorts of fun objects hidden in tiny plastic confetti. The object of the game is simple: **Spin it, shake it, twist it** until you find all the **hidden** items! You can time it to make it more of a challenge too. Each game comes with score cards so you can check off each time you find an object, the first one to find them all wins! [Find It](#) can be played with a crowd or alone, ages 3-adult.

They come in all different themes such as beach, bird watch, kids version, zoo theme, sports, glitz/glamour and the Wizard of Oz! They are also great to take in the car on road trips as well! I'd also like to note how big they are, I was expecting a tiny little soda pop can sized game, but these things are about 10.5" tall!



My thoughts:

When [Find It Games](#) emailed me, I requested to review the Kids version and now I'm glad I did because it has ABC beads in it which means I can use it for our [Preschool](#) activities this year! Yay!

So far this has been a big hit with our family, my 7 year old seems to like it best, I've caught her playing with it randomly since its arrival and she always leaves the little checked off score cards on my desk so I can see what she found!

Oh ya, and unlike my good friend over at [Homeschool Creations](#), we actually **found the illusive penny!** You have to twist, swirl and shake all at once sister, it's all in the wrist ;o) (Sadly, I didn't look at the year on the penny, so when I went to announce that I'd [Found The Penny](#), I couldn't fill out the form! Sigh...guess it's back to shakin' for me!)

Now for the fun part!

[Find It Games](#) has offered a **free Game Giveaway** to one of my readers as well as a **\$5 off coupon** to **all** of my readers! Yipee!! But hurry, the coupon's only good through July 31,2010. When you submit your order make sure to use redemption code: **FIGBLOG**



Finding My Life in Faith

A woman on a journey to grow deeper in her faith, striving to live the Proverbs 31 way and bringing up 4 beautiful children with my husband and the love of Jesus guiding us.

Find It Games Giveaway



[Find It Games](#) is the original tumbler game that is a self contained scavenger hunt in a bottle. I had the pleasure to review one of these games and it is a blast!!

It is a game where you must find all the pieces listed by turning, flipping and rolling the tube around to see the items. When you have checked off all the items, then you need to find the last item...the penny. Find It Games are a tube filled with goodies on the inside and capped at either end. We received [A Day At The Zoo](#). This game has about 39 little zoo pieces to find in all those little sprinkles and don't forget the coveted "penny" you need to find.

This game is hours of fun for every age. It is very addicting, to try and find that penny. Here is a picture someone posted on their facebook page of them finally finding the penny!! HaHa!!



What a great and unique gift just in time for the Christmas gift giving season!!





Find It Games Review and Giveaway

If you, or someone you know, enjoys seek and find games check out [Find It Games!](#)

Find It Games, as described on the website, is not just a game. It's a contained adventure! Recommended for ages 8 to 98, Find It Games is a creative game consisting of a tube, filled with recycled plastic pellets and hidden objects buried within. It's great for playing at home during family game time, occupying children in the car when traveling, while waiting at a doctor's office, or anywhere else you want or need some fun.

It's great for playing alone or with friends. When playing with others, you can see who can shake it, spin it and twist it to find the hidden objects the fastest or see who can find the hidden penny first. There is a real penny in every game. When you find it, you can register online.

Find It Games has games in a variety of themes. From Find It Sports to Find It Glitz & Glamour, there is sure to be a Find It game for everyone.

I received a Find It At The Beach to review. One of my son's favorite places to go is the beach, so I knew he would love the beach themed Find It game. The game features end caps of a beautiful ocean blue color and pellets in soothing blues, greens and coral colors.

My son enjoyed shaking and turning the game to find all the beach themed hidden objects like a shark, volleyball, lighthouse, sandals, and more. When he would find a new object, he would excitedly shout it out and then check it off on the included check off pad.



The check off pad has a very generous amount of pages so the objects can be found and checked off several times. If you run out of check off pad pages, you can visit the website and print out additional copies. A list of the hidden objects is also printed on the top end cap, making it the perfect travel game.



The Find It games may look quite simple, but do not be fooled! While some of the objects are easy to spot, there are some that are very hard to find. This makes hunting for and finding them much more fun! The hidden penny, for instance, is not easy to find. My son, husband, a few friends that have visited and I have yet to find the illusive penny.

Find It Games can be quite addictive. When you pick it up and start shaking, turning, and twisting, it is hard to put it down.

Find It Games strongly encourages people to find their games at local retailers and support the small businesses. You can search for a location selling Find It Games near you by [visiting the website](#). If you can not find a conveniently located toy or game dealer, you can order online. They do not ship outside of the US from their website, but they do list retail contacts on the "shipping" tab for Canada, UK and Australia.

1 (one) lucky winner will win a Find It game of their choice.

Go YAY <http://goyay.blogspot.com/>

134 Comments



GAMES THAT MAKE YOU LAUGH!

NOV
03

Top Twelve for 2010

Filed Under (**Tops for 2010**) by Major Fun on 03-11-2010

This year, we have twelve games that have made it to the top of our 2010 list. Many of them are marketed especially for children, and yet have proven to be at least as much fun for adults. The rest are marketed for adults, and, oddly enough, depending on the kids, can prove at least as much fun for them as well. (click on the name of the game to see our review)

Not just for adults:

Oh, Really!

[Oh, Really!](#)[™] is a party game for 3 up to 8 players or teams. Given the team possibility, Oh, Really! is a game that can easily provide anywhere from a half-hour to 90-minutes of thought- and laughter-provoking entertainment for your personal multitudes. And if some of that particular multitude happens to include those of the eight- or eighty-year-old variety so much more the potential fun of it all.



GAMES THAT MAKE YOU LAUGH!

OCT
28

Oh, Really!

Filed Under (**Party Games, Tops for 2010**) by Major Fun on 28-10-2010

[Oh, Really!](#)TM is a party game for 3 up to 8 players or teams. Given the team possibility, Oh, Really! is a game that can easily provide anywhere from a half-hour to 90-minutes of thought- and laughter-provoking entertainment for your personal multitudes. And if some of that particular multitude happens to include those of the eight- or eighty-year-old variety so much more the potential fun of it all.

There are 200 “word cards” – nouns, actually, of a surprisingly wide range of seemingly arbitrary significance, such as: “Good Looks,” “Funerals” “Anti-Drug Laws,” “Hygeine” and “Beef.” I select a random five of the 200, because that’s what you’ll be doing as well. Then there’s a board, with five places for you to put your cards. Each of the five is marked with different symbol: **&**, **#**, **!**, *****, and **+.** There are also 8 sets of “ranking cards,” one card in each set for each of the 5 different symbols.

One player or team places the 5 “word cards” face-up, on the board, one card in each space thoughtfully provided for it. Every team or player than arranges their 5 voting cards in order, from left to right, the leftmost indicating which “word card” should be ranked highest, the rightmost, least. Why any player or team would rank, for example, “Beef” higher than “Hygeine” is a mystery of sometimes impenetrable significance, which, of course, everyone else hopes to have solved.

After everyone has arranged their voting cards accordingly, each gets a point for every voting card that is in the same position as someone else’s – depending on which variation you are playing. But, regardless of which variation, the mechanics are the same: lay out 5 “word cards,” arrange the “ranking cards” indicating the order in which the “word cards” should be ranked.



PARTY

There are three suggested variations: the “Partners” game, the “Free for All” game and the “Follow the Leader” game. Each, because of the way score is kept, encourages people to try to anticipate how others will think. In the first, each partner tries to guess how the other ranked the “word cards.” Each set of partners or partner teams takes a turn. After looking at a random selection of “word cards,” both partners or teams arrange their ranking cards, hoping that their partner will have arrived at the same ranking. Teams, of course, can discuss the reasons for cards to be ranked in whatever way they so choose (obviously, our partners will be thinking “hygiene” comes before “beef,” but just as clearly they’ll think “good looks” deserves a higher ranking than “hygiene.” Or will they?). Once both have ordered their ranking cards, they reveal their decision, the partners (or partnering teams) get one point for each “word card” they’ve ranked the same (these cards are pushed forward to indicate that they are a successful match) and two points if all five cards are ranked the same.

In the "Free For All" version, first each player or team ranks the cards. One player is selected to be "Chooser." The "Chooser" then selects one other to compare with, getting one point for each match. After they reveal their rankings, all the other players reveal theirs. If another player has more matches than the chosen player, that player gets two points, and the Chooser and Chosen get none.

In "Follow the Leader," players take turns being the Chooser. After the Chooser selects the rankings, the other players try to match the Chooser's rankings. The Chooser reveals her highest ranking card, and then each other player also reveals their highest ranking card. The game continues in this way, card by card, until all cards are revealed. Players score one point for each match, and the Chooser also scores one point for every card that is pushed forward (a match), including their own.

You can, of course, play a different variation every turn, or play one variation for the whole duration. If one pair of players or teams seems overly attuned, then it's a good time to try a different variation. Success in any of the variations, however, depends on luck, familiarity, and a significant tad of clairvoyance.

Regardless of which variation you play, Oh, Really! is wonderfully funny fun. Fundamentally, it's a silly game. There are no absolute criteria for anyone to say that anything deserves a higher ranking than anything else. So arguing is pretty much pointless. As is feeling that your success has anything to do with anyone's intelligence. In sum, a pretty much perfect party game.

Oh, Really!, available from [FindIt Games](#), was originally designed by Mike Petty. It first came to our attention seven years ago, when it was called "[What's it To Ya.](#)"

In reviewing a draft of this review, Mike shared his perspective on the game. I think it is valuable enough to make us think about the game in a different, and somewhat brighter light. He writes:

"After playing for years with different people I can see what you're saying about the senselessness of arguing about the value of the items. From a philosophical standpoint we can probably never agree on rankings. I would point out, however, that *practically speaking*, we each have a 'right answer' in our minds as to the value of things and by that we make significant life choices. I think there is great value in recognizing this in ourselves and others. There's value in discussing the differences between these 'right' rankings by which we live. I don't say that to take issue with what you've written. There's no sense in telling a person how not to enjoy a party game! I simply wanted to point out that what I have come to appreciate most about the game is that it can be taken seriously and very lightly."