

## Taking Intelligence On Board

For many of us, some of our best childhood moments were defined by playing a board game with family members, as we slowly advanced our way through the games. The laughter, sheer joy and closer bonds that each game elicited kept these memories valuable. Throughout the years, board games have become venues through which our genuine selves are revealed, as we respond emotionally and physically to friendly competition.

The oldest known board game, The Royal Game of Ur, was discovered by Sir Leonard Woolley between 1926 and 1927, after a search in the royal tombs of present-day Iraq. Today, many board games provide hands-on practice for children, allowing youngsters to encompass learning experiences before they start kindergarten. Classic board games enable potential students to gain intelligence as they are exposed to basic reading and math skills, as well as problem solving and critical thinking skills at a younger age. For example, the game of Candyland helps young children learn their colors and practice the discipline of taking turns. Chutes and Ladders teaches kids basic counting, while the game of Monopoly allows children to learn math by adding and subtracting money as well as the probability of the dice. Games such as Checkers and Chess challenge the kids' minds, causing them to contemplate before reacting.

Board games also teach children social skills as they interact with family members and peers throughout the course of the game. Children's patience and ability to discern the truth are tested, as sarcasm is utilized in Sorry, exposing youngsters to aspects of the world outside of their confined ones. Also, the game of Life gives kids a glimpse of what they would have to experience in the near future, revealing various routes that they can take in life.

"Board games have been a highlight of my childhood life because they were able to teach me so much about myself as well as academic and social skills," senior Mimi Lai said.

By: Features Editor Cynthia Luong

## Remembering the "Color" Days

Many teenagers have stated that life as children was simplistic; the amount of homework given is incomparable to the amount teens receive. To relieve their boredom and free time, many played on their Nintendo GameBoy Color. Having that electronic device close-at-hand was like a portable heaven for many children. However, few know the story behind this great invention.

It all started in 1980, when Gunpei Yokoi created Nintendo's first handheld game system: the Game & Watch. The first game was called Ball, which featured a gentleman juggling balls in the air. Thereafter, Nintendo greatly expanded its inventions with the GameBoy Color entering the market in 1998. Capitalizing on its renovated effects, the company changed the technological world. Along with the success, Nintendo was also striving to reach both genders.

"I would always use my cousin's [...] GameBoy. I liked [playing with] it more than I liked playing with Barbies," sophomore Vanessa Lam said.

In spite of all this success, evolution kept occurring throughout Yokoi's global company. In 2003, Nintendo decided to intensify their strategy by releasing the GameBoy Advance SP, which solved one of the main complaints about the Game Boy by adding a backlight. As of 2010, Nintendo has created innovations such as the Wii and Nintendo DSi XL.

Nintendo started in Kyoto, Japan and has progressively expanded its branches to places like Europe and elsewhere in Asia. According to Nintendo Corporate, in January 2010, Nintendo announced that they would be distributing Monster Hunter Tri for the Wii in Europe, as part of an ongoing effort to provide a strong third party support for quality titles. With free online play, the Japanese gaming phenomenon made its first entry into a Nintendo system.

For over two centuries, Nintendo Corporation has expanded to continents all over the world to reach their goal of allowing children and adolescents experience technological evolution between their hands.

By: Staff Writer Sylvia Winston

## FEATURES

### BLAST FROM THE PAST

#### How Much Do You Know About Childhood Toys?

1) The longest Monopoly game played upside-down lasted for \_\_\_\_.

2) Eleanor Abbott created Candyland while she was recovering from \_\_\_\_.

3) Tamagotchi are \_\_\_\_\_. They crashed on Earth and were put into protective egg-shaped cases.

4) The early Tamagotchi pets didn't have a pause button and could starve in less than \_\_\_\_ so they were banned at schools due to frantic pet owners trying to feed their pets in the middle of class.

5) The \_\_\_\_\_, created by Warner as a limited-edition 'thank you' for his workers to commemorate \$1 billion sales last year, is now worth more than \$2,000.

6) The Cabbage Patch dolls are born under the \_\_\_\_\_.

7) The official language of Furby toys was \_\_\_\_\_.

Answers:  
1. 36 hours  
2. Polio  
3. aliens from planet Tamagotchi  
4. 30 minutes  
5. Billionaire Bear  
6. Magic Crystal Tree  
7. Furbish

MOOR graphics by: Areli Arellano

Childhood toys have touched the lives of many. Some children are even shaped by them as the games brings back memories of precious time spent with loved ones.



## I Tama Got You

Childhood fads come and go, but the memories last forever. An example is Tamagotchi, a convenient pocket-sized digital pet that was first released in Japan in 1996. This simple egg-shaped toy became very popular and was mass-produced in the 1990s. In just over a decade, more than 78 million Tamagotchis were sold worldwide. Nowadays, there are variations of this handheld gadget with more functions on the market, including the new app that was launched by Android in February, shortly followed by Apple and Google Play.

With the creative catch phrase, "Love is fun everywhere," Tamagotchi L.i.f.e. has many resemblances to the original Tamagotchi. For example, there are several buttons that are used to feed, discipline and play with the virtual pet. If the pet is unloved, it will die.

However, unlike the original, there are two modes: toy and app mode. The toy mode works similarly to the original, while the app mode allows users to play rock, paper, scissors with their pets by utilizing the touch screen to enhance the reality of the game. There are also more phone-friendly icons, colored pets and some mini games.

"The idea was to base the game play on the original Tamagotchi that everyone knows and loves," Shin Ueno, the chief marketing officer at Sync Beatz said, according to Huffington Post. Sync Beatz has licensed Tamagotchi from Bandai Co. and are both working together to promote this app to the public.

However, there have been criticisms about the creation of the Tamagotchi app. The convenience of an app in a smart phone cannot replace the childhood memories and youthfulness that came along with the 90s handheld egg. The sentimental value of the key-chained toy has supposedly been degraded by the easily accessible and disposable app.

"[The app] defeats the purpose of having a Tamagotchi toy. They already went as far as making an online web site before, [...] and now there's an app. I think it's a bad idea," junior Vivian Li said.

Regardless of the ever-changing world around us, the youthful memories that coexist with the original Tamagotchi can never be replaced.

By: Staff Writer Jennifer Thai

## Bursting Happiness From the Seams

Toys are an essential part of a child's life as they transition to adolescence and eventual adulthood. Among the many classics are Furby, Beanie Babies and Cabbage Patch Kids.

Furby, once "must-have" electronic robotic toy, is able to speak in 24 languages, first hit the stores' shelves in 1998. More than 40 million of these creatures were sold in the original three years of production. In 2005, a new line of Furbies were introduced with more complex facial movements and voice-recognition. Dave Hampton and Caleb Chung, the creators of Furbies, spent nine months designing this domestically-aimed robotic toy. As of December 2012, there are 16 colors of Furbies.

Similar to Furbies with multiple colors and designs, Beanie Babies is a popular stuffed animal line made by the company Ty Inc. The brand's distinguishable feature is its inner lining that is filled with plastic pellets instead of fur. These toys were high in demand in 1995; however, consumer requests died down in 1999 when the manufacturers declared their discontinuation of creating Beanie Babies by releasing a bear named "The End". Towards the beginning of 2008, Ty created an online version of Beanie Babies called Beanie Babies 2.0. Upon purchase, a Beanie Baby 2.0 provides its owner with a code to access a Beanie Babies interactive website.

Another type of toy is the Cabbage Patch Kids, originally called "Little People," which are dolls that were created in 1978 by an American art student, Xavier Roberts. They were popular in the 1980s and the brand is one of the longest running doll franchises in America. Throughout the years, Cabbage Patch Kids have been bought by multiple companies in the respective order: Coleco (1982-1988), Hasbro (1988-1994), Mattel (1944-2003), Toys 'R' Us (2003) and Play Along (2004-present).

Furby, Beanie Babies and Cabbage Patch Kids are novelties that take some of us back to the past. They contain blissful memories of our childhood that will stay with us throughout our lives.

By: Features Editor Dalla Wong