

The Lights of Zetar and Al Gore

A very different and fun game night was had into the wee hours of this morning (check out the post time). Megan and I made our way to visit with some of my many new Village Players friends and play some Star Trek and James Bond Scene It with a little Trivial Pursuit thrown in. I must say that I was impressed very much with Travis' vast knowledge in Trek. I need to brush up on some of the more obscure episodes including The Lights of Zetar. Really... even my knowledge does not stretch that far. But thank goodness for My Play and the IDIC (Infinite Diversity in Infinite Combinations) category of questions... pop culture surrounding Star Trek that tests knowledge of things not necessarily dealing with the "Wagon Train to the Stars."

I must say that my knowledge was better served in the James Bond version. Just please don't ask me what make and model vehicle he drove in anything but *Goldfinger* (the Aston Martin DB5 with modifications). Who would have guessed the model of car that Jinx arrived in at the ice hotel in *Die Another Day*? But I did clean up in that game.

The Trivial Pursuit game we played was very unique and very fun. You had the six categories to pick from but each category was divided up into six boxes each card had 6 different levels of difficulty. The level was determined by the roll on the die: 1-6. It was very possible to win each piece with a level 1 question... however unlikely. There is also an added feature that allows such things as face offs in order to win a pie piece, and the ability to move an opponents marker to any space on the board making it harder for the player to win a piece. Very fun and pretty much for everyone!

Thanks Mary, Travis, Jen, and Megan. It was a BLAST!