

THE BEANO[®]

VINTAGE COLLECTION

KIDS!
GAMES
COLLECTION

INSTRUCTIONS
FOR 55 GAMES



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BEANO[®]
KIDS'
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DRAUGHTS/CHECKERS (INDOOR & OUTDOOR)

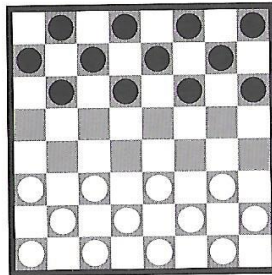
NUMBER OF PEOPLE REQUIRED: 2

PLAYING TIME: GAMES CAN EASILY LAST HALF AN HOUR.

PROPS: BOARD AND COUNTERS. FOR THE OUTDOORS VERSION: CHALK, PLAYING PIECES - THESE CAN BE JAM JAR LIDS, OR ANYTHING SIMILAR, WHITE AND BLACK PIECES OF PAPER, STICKY TAPE.

DESCRIPTION:

PIECES: IN THIS SET EACH PLAYER IS SUPPLIED WITH TIDDLYWINK COUNTERS TO USE AS PIECES, 12 PER PLAYER. SET THEM UP AS BELOW.



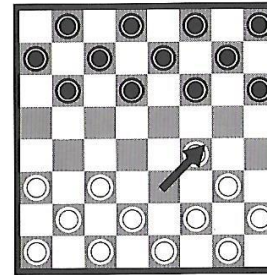
STARTING POSITIONS

HOW TO MOVE: THE PLAYER WITH THE DARKER COLOURED PIECES MOVES FIRST. THERE ARE TWO WAYS TO MOVE A PIECE: A SIMPLE MOVE INVOLVES SLIDING A PIECE ONE SPACE DIAGONALLY FORWARDS (ALSO DIAGONALLY BACKWARDS IN THE CASE OF KINGS) TO AN ADJACENT UNOCCUPIED DARK SQUARE.

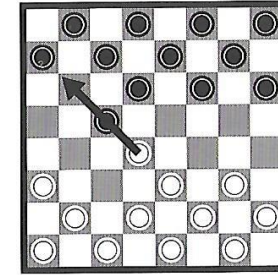
A JUMP IS A MOVE FROM A SQUARE DIAGONALLY ADJACENT TO ONE OF THE OPPONENT'S PIECES TO AN EMPTY SQUARE IMMEDIATELY AND DIRECTLY ON THE OPPOSITE SIDE OF THE OPPONENT'S SQUARE. AN UNCROWNED PIECE CAN ONLY JUMP DIAGONALLY FORWARDS BUT A KING

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CAN ALSO JUMP DIAGONALLY BACKWARDS. A PIECE THAT IS JUMPED IS CAPTURED AND REMOVED FROM THE BOARD. MULTIPLE-JUMP MOVES ARE ALLOWED.



DIAGONAL MOVE



BLACK IS CAPTURED

KINGS: IF A PLAYER'S PIECE MOVES INTO THE BACK ROW ON THE OPPOSING PLAYER'S SIDE OF THE BOARD, THAT PIECE IS SAID TO BE 'CROWNED' BECOMING A 'KING' AND GAINING THE ABILITY TO MOVE FORWARDS AND BACKWARDS.

HOW THE GAME ENDS: A PLAYER WINS BY CAPTURING ALL OF THE OPPOSING PLAYER'S PIECES OR BY LEAVING THE OPPOSING PLAYER WITH NO LEGAL MOVES.

HUFFING IS A LONG-STANDING RULE WHEREBY A PLAYER WHO FAILS TO TAKE A PIECE FORFEITS THE PIECE THAT SHOULD HAVE MADE THE MOVE THIS PRACTICE HAS NOW BEEN ABOLISHED BY BOTH THE AMERICAN CHECKER FOUNDATION AND THE ENGLISH DRAUGHTS ASSOCIATION.

FOR OUTDOOR DRAUGHTS, FIRST DRAW A CHECKERBOARD (8 SQUARES BY 8 SQUARES) WITH CHALK. USE CROSS-HATCH SHADING FOR THE 'DARK' SQUARES. CREATE THE PLAYING PIECES (12 PER PLAYER) FROM JAM JAR LIDS OR SOMETHING SIMILAR, WITH WHITE PAPER STUCK TO THE WHITE PIECES AND BLACK PAPER STUCK TO THE BLACK ONES.

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SWEDISH RUMMY

NUMBER OF PEOPLE REQUIRED: 2-5.

PLAYING TIME: ALLOW HALF AN HOUR.

PROPS: A DECK OF CARDS.

DESCRIPTION:

DEAL FIVE CARDS TO EACH PLAYER OR SEVEN IF THERE ARE ONLY TWO PLAYERS. PLACE THE REMAINDER OF THE CARDS FACE DOWN TO FORM THE STOCK PILE. TURN UP THE FIRST CARD OF THE STOCK AND PLACE IT FACE UPWARDS AS THE STARTER CARD. IF IT IS AN EIGHT, PUT IT BACK IN THE PACK AND CHOOSE ANOTHER CARD.

THE PLAYER TO THE DEALER'S LEFT STARTS. THEY TRY AND MATCH THE UPTURNED CARD EITHER BY SUIT OR BY RANK. IF A PLAYER CAN'T MATCH THE SUIT OR RANK THEY MAY PLAY ANY EIGHT AND ANNOUNCE WHICH SUIT THEY WANT THE NEXT PLAYER TO FOLLOW. IF A PLAYER CANNOT TAKE THEIR TURN THEN THEY MUST TAKE A CARD FROM THE STOCK PILE. PLAY THEN CONTINUES ROUND. WHOEVER CANNOT TAKE THEIR TURN TAKES A CARD FROM THE STOCKPILE AGAIN AND MUST DO THIS ON THEIR TURN, EACH TIME, UNTIL THEY CAN PLAY.

THE GAME ENDS WHEN ONE PLAYER GETS RID OF ALL THEIR CARDS, OR WHEN NO PLAYERS CAN TAKE THEIR TURN. IF NO PLAYERS CAN GO THEN THE PLAYER WITH THE FEWEST CARDS WINS.

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TIC-TAC-TOE

NUMBER OF PEOPLE REQUIRED: 2.

PLAYING TIME: ABOUT 2 MINUTES.

PROPS: PEN AND PAPER.

DESCRIPTION:

DRAW A 3X3 GRID. PLAYERS ALTERNATE PLACING X'S AND O'S IN THE SQUARES ON THE GRID UNTIL EITHER ONE PLAYER HAS THREE IN A ROW, HORIZONTALLY, VERTICALLY OR DIAGONALLY OR ALL NINE SQUARES ARE FILLED. IF A PLAYER IS ABLE TO DRAW THREE X'S OR THREE O'S IN A ROW, THAT PLAYER WINS. IF ALL NINE SQUARES ARE FILLED AND NEITHER PLAYER HAS THREE IN A ROW, THE GAME IS A DRAW.

TIC-TAC-TOSS

NUMBER OF PEOPLE REQUIRED: 2.

PLAYING TIME: ABOUT 5 MINUTES.

PROPS: CHALK, A PEBBLE.

DESCRIPTION:

DRAW A 3X3 GRID AS IF FOR TIC-TAC-TOE. EACH PLAYER STANDS SIX FEET/TWO METRES OR SO FROM THE BOARD AND TOSSES A PEBBLE AT THE BOARD. IF THE PEBBLE LANDS IN AN EMPTY SQUARE THEN THE PLAYER MARKS IT WITH AN X. THE NEXT PLAYER THEN TRIES AND MARKS HIS OR HER SQUARES WITH AN O. THE GAME CONTINUES IN THIS WAY WITH THE WINNER BEING THE FIRST PLAYER TO CREATE A LINE OF X'S OR O'S (EITHER HORIZONTALLY, VERTICALLY OR DIAGONALLY).

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DOMINOES

NUMBER OF PEOPLE REQUIRED: 2-4.

PLAYING TIME: 10 MINUTES.

PROPS: A FULL SET OF 28 DOMINO TILES.

DESCRIPTION:

MAKE SURE THERE ARE 28 DOMINOES, FROM DOUBLE BLANK TO DOUBLE SIX. PLACE THEM FACE DOWN ON THE TABLE AND SHUFFLE THEM WELL. EACH PLAYER TAKES SEVEN DOMINOES. THE PLAYER WITH THE HIGHEST DOUBLE GOES FIRST.

LAY A DOMINO WITH LIKE VALUE NEXT TO THE FIRST DOMINO (IT DOESN'T MATTER WHICH END). MAKE SURE THE SAME VALUES ARE ALWAYS TOUCHING. PICK FROM THE PILE IF YOU DON'T HAVE A DOMINO THAT CORRESPONDS TO THE ONES ON THE LAYOUT. KEEP THOSE DOMINOES CONCEALED FROM THE OTHER PLAYERS. PASS IF NO MORE DOMINOES ARE LEFT IN THE PILE. THE FIRST PERSON TO RUN OUT OF DOMINOES WINS.

IF EVERYBODY PASSES AND NO-ONE CAN LAY A TILE THE WINNER IS THE PERSON WITH THE LOWEST SCORE. COUNT YOUR SCORE BY THE NUMBER OF DOTS ON THE TILES REMAINING IN YOUR HAND.

END THE GAME IF SOMEONE REACHES 50 POINTS IN A GAME WITH TWO PLAYERS OR 100 POINTS WITH THREE OR MORE PLAYERS. THE LOWEST SCORE WINS.

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LUDO/PARCHEESI

NUMBER OF PEOPLE REQUIRED: 2-4.

PLAYING TIME: 5-30 MINUTES.

PROPS: A BOARD, COUNTERS, A DIE.

DESCRIPTION:

CHOOSE A COLOUR AND PLACE YOUR PLAYING PIECES IN THE STARTING SECTION FOR THAT COLOUR. PLAYERS ROLL THE DIE AND THE HIGHEST ROLL GOES FIRST. TURNS ARE TAKEN CLOCKWISE.

PLAY BEGINS WHEN A PLAYER ROLLS A SIX AND A NEW PIECE IS MOVED ONTO THE START SQUARE. A SIX ALSO MEANS THAT THE PLAYER MAY TAKE ANOTHER TURN AND ON THIS ROLL YOU CAN MOVE THE PIECE FROM THE STARTING SQUARE, FORWARD BY THE NUMBER ON THE DIE, MOVING CLOCKWISE AROUND THE OUTSIDE OF THE TRACK - CLOCKWISE, UP THE FIRST ARM, DOWN THE SECOND BUT NOT ON THE COLOURED SQUARES. PLAYERS TAKE TURNS ROLLING THE DIE AND MOVING.

WHEN A PIECE HAS COMPLETED THE CIRCUIT OF THE BOARD, IT BEGINS TO MOVE UP ITS HOME COLUMN TOWARDS THE FINISHING SQUARE. AN EXACT ROLL MUST BE THROWN TO MOVE THE PIECE TO THE FINISH. IF A PLAYER IS NOT CAPABLE OF MOVING A PIECE PRECISELY INTO THE HOME SECTION THEN YOU MUST CHOOSE A DIFFERENT PIECE TO MOVE OR FORFEIT YOUR TURN.

TWO PIECES THE SAME COLOUR CANNOT SIT ON A SQUARE AT THE SAME TIME. THIS IS AN INVALID MOVE AND JUST LIKE WHEN YOU HAVE NO PIECES OUT IN PLAY, YOU MUST PASS THE DIE ONTO THE NEXT PERSON.

IF YOU LAND YOUR PIECE ON A SQUARE WITH ANOTHER COLOUR PIECE ON IT, THAT PIECE MUST RETURN TO ITS HOME AND CAN ONLY RETURN TO PLAY AGAIN IF A SIX IS ROLLED.

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TIDDLYWINKS

NUMBER OF PEOPLE REQUIRED: MINIMUM OF 2.

PLAYING TIME: A FEW MINUTES.

PROPS: PLASTIC COUNTERS OR BUTTONS AND A CONTAINER (A MUG IS FINE).

DESCRIPTION:

EACH PLAYER HAS THREE OR FOUR COUNTERS. A CUP OR GLASS IS PLACED IN THE CENTRE OF A TABLE AND EACH PLAYER TAKES TURNS TRYING TO FLIP THEIR COUNTER INTO THE CUP USING ONE OF THEIR OTHER COUNTERS (OR YOU COULD TRY THE GAME JUST FLIPPING THE COUNTERS WITH YOUR THUMB). IN ONE VERSION A SLIGHTLY LARGER 'STRIKER' COUNTER IS USED FOR FLIPPING. THE WINNER IS THE PERSON WHO GETS MOST COUNTERS IN THE CONTAINER.

POPCORN RELAY RACE

NUMBER OF PEOPLE REQUIRED: MINIMUM OF 4.

PLAYING TIME: A FEW MINUTES.

PROPS: A BOWL FULL OF POPCORN AND AN EMPTY BOWL FOR EACH TEAM PLUS A LITTLE MEASURING CUP OR EGG CUP FOR ADDED FUN.

DESCRIPTION:

THIS GAME CAN BE A BIT MESSY BUT IT'S WELL WORTH IT TO SEE RELATIVES YOUNG AND OLD PLAYING TOGETHER. SET BOWLS FILLED WITH POPCORN AT ONE SIDE OF A ROOM AND THEN EMPTY BOWLS AT THE OPPOSITE SIDE. TEAMS MUST TRANSPORT THE POPCORN FROM THE FULL BOWL, TO THE EMPTY, USING A MEASURING CUP. THE FIRST TEAM TO EMPTY THEIR POPCORN BOWL, WINS THE GAME.

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WORD ASSOCIATION FOOTBALL

NUMBER OF PEOPLE REQUIRED:

MINIMUM OF 2 BUT LARGER GROUPS WORK BETTER.

PLAYING TIME: USUALLY UNDER FIVE MINUTES.

PROPS: NONE.

DESCRIPTION:

ONE PLAYER STARTS BY STATING A WORD AND THE NEXT PLAYER HAS TO QUICKLY STATE A WORD ASSOCIATED WITH IT.

FOR EXAMPLE IF THE FIRST PLAYER SAYS 'CAR' THEN THE NEXT PLAYER MIGHT SAY 'BUS'. THE NEXT PLAYER THEN HAS TO STATE A WORD ASSOCIATED WITH THE WORD STATED PREVIOUSLY. SO IN THIS EXAMPLE THE SEQUENCE MIGHT GO PLAYER 1: 'CAR', PLAYER 2: 'BUS', PLAYER 3: 'STOP', PLAYER 4: 'GO' AND SO ON.

IF A PLAYER CANNOT THINK OF ANY ASSOCIATED WORD, THAT PLAYER IS ELIMINATED. PLAY CONTINUES UNTIL THERE IS ONLY ONE PLAYER LEFT AND THAT PLAYER IS THE WINNER.

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SHOVE HA'PENNY

NUMBER OF PEOPLE REQUIRED: MINIMUM OF 2.

PLAYING TIME: ROUNDS LAST A FEW SECONDS.

PROPS: ONE COIN PER PLAYER, A TABLE.

DESCRIPTION:

PLAYERS LINE THEIR COINS UP AT ONE END OF A SMOOTH FLAT TABLE. THEY THEN USE THE PALM OF THEIR HAND TO PUSH THEIR COIN AS CLOSE AS POSSIBLE TO THE OTHER END OF THE TABLE (WITHOUT IT FALLING OFF THE EDGE). THE PLAYER WHOSE COIN LANDS CLOSEST TO THE FAR EDGE OF THE TABLE WINS.

ALLITERATION GAME

NUMBER OF PEOPLE REQUIRED: 2 OR MORE

- WORKS BEST IN LARGER GROUPS.

PLAYING TIME: USUALLY UNDER 5 MINUTES.

PROPS: NONE.

DESCRIPTION:

THE FIRST PLAYER STARTS BY LISTING 'ONE...' AND THEN ADDS AN OBJECT THAT BEGINS WITH 'O' AND A DESCRIPTION FOR THAT OBJECT - FOR EXAMPLE 'ONE ORDINARY ORANGE'. THE NEXT PLAYER THEN HAS TO ADD A SECOND OBJECT BUT THIS TIME USING 'TWO' AS THE STARTING POINT E.G. 'TWO TAME TIGERS'. EACH PLAYER THEN TAKES A TURN USING 'THREE', 'FOUR', 'FIVE' AND SO ON UNTIL A PLAYER CANNOT COMPLETE THE TASK. IF A PLAYER STUMBLES OR TAKES TOO LONG TO THINK OF AN OBJECT THEY ARE ELIMINATED. THE WINNER IS THE LAST PLAYER STANDING.

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FAN TAN

NUMBER OF PEOPLE REQUIRED: 3-8 PLAYERS.

PLAYING TIME: ALLOW 20 MINUTES PER GAME.

PROPS: DECK OF CARDS.

DESCRIPTION:

ONE PLAYER DEALS ALL THE CARDS OUT IN TURN. THE PLAYER TO THE LEFT OF THE DEALER STARTS. THIS PLAYER MUST PLAY ANY IN THEIR HAND, BY PLACING IT FACE UP IN THE CENTRE OF THE TABLE.

IF THEY CAN'T 'GO' THEN THE PLAY PASSES TO THE NEXT PLAYER. ONCE A 7 HAS BEEN PLAYED, THE NEXT PLAYER MUST TRY AND PLAY EITHER A 6 OF THE SAME SUIT (PLACED TO THE LEFT OF THE 7) OR AN 8 OF THE SAME SUIT (PLACED TO THE RIGHT OF THE 7) - OR ANOTHER 7 (WHICH IS PLACED BENEATH THE PREVIOUS 7).

IF THEY CANNOT 'GO' THEN PLAY PASSES TO THE NEXT PLAYER.

PLAY PROGRESSES IN THIS WAY UNTIL ONE PLAYER HAS USED ALL OF THEIR CARDS - THIS PLAYER IS THE WINNER OF THE GAME.

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TRUTH OR DARE

NUMBER OF PEOPLE REQUIRED: MINIMUM OF 2
BUT LARGER GROUPS WORK BETTER.

PLAYING TIME: GAMES OFTEN LAST FOR HOURS.

PROPS: NONE.

DESCRIPTION:

THE RULES ARE VERY SIMPLE: ONE PLAYER MUST ANSWER ANY QUESTION PUT TO HIM OR HER TRUTHFULLY. IF THE PERSON REFUSES TO ANSWER A QUESTION, THEN THEY MUST PERFORM A FORFEIT OR DARE OF SOME KIND. EVERYONE TAKES A TURN TO ANSWER A QUESTION OR PERFORM A DARE.

I SPY

NUMBER OF PEOPLE REQUIRED: 2 OR MORE.

PLAYING TIME: THE OBJECT IS USUALLY GUESSED WITHIN A FEW MINUTES.

PROPS: NONE.

DESCRIPTION:

ONE PLAYER DECLARES 'I SPY WITH MY LITTLE EYE, SOMETHING BEGINNING WITH...' AND THEN GIVES THE FIRST LETTER OF THE OBJECT THEY ARE THINKING OF. THE OBJECT MUST BE SOMETHING THEY CAN ACTUALLY SEE! THE OTHER PLAYERS THEN TRY AND GUESS WHAT OBJECT THE PLAYER IS THINKING OF. THE FIRST TO GUESS CORRECTLY WINS AND THEN TAKES A TURN AT DECLARING WHAT THEY CAN SEE WITH THEIR LITTLE EYE.

ROCK PAPER SCISSORS

NUMBER OF PEOPLE REQUIRED: 2.

PLAYING TIME: ROUNDS LAST A FEW SECONDS.

PROPS: NONE.

DESCRIPTION:

THE PLAYERS COUNT ALOUD TO THREE, OR SPEAK THE NAME OF THE GAME (E.G. 'ROCK! PAPER! SCISSORS!'), EACH TIME RAISING ONE HAND IN A FIST AND SWINGING IT DOWN ON THE COUNT. ON THE THIRD COUNT (SAYING, 'SCISSORS!'), THE PLAYERS CHANGE THEIR HANDS INTO ONE OF THREE GESTURES, WHICH THEY THEN 'THROW' BY EXTENDING IT TOWARDS THEIR OPPONENT. THE GESTURES ARE:

- ROCK, REPRESENTED BY A CLENCHED FIST.
- SCISSORS, REPRESENTED BY THE INDEX AND MIDDLE FINGERS EXTENDED AND SEPARATED.
- PAPER, REPRESENTED BY AN OPEN HAND, WITH THE FINGERS CONNECTED (HORIZONTAL).

THE OBJECTIVE IS TO SELECT A GESTURE WHICH DEFEATS THAT OF THE OPPONENT. GESTURES ARE RESOLVED AS FOLLOWS:

- ROCK BLUNTS OR BREAKS SCISSORS: THAT IS, ROCK DEFEATS SCISSORS
- SCISSORS CUT PAPER: SCISSORS DEFEATS PAPER
- PAPER COVERS, SANDS OR CAPTURES ROCK: PAPER DEFEATS ROCK

IF BOTH PLAYERS CHOOSE THE SAME GESTURE, THE GAME IS TIED AND THE PLAYERS GO AGAIN.

RIFFA OR FIVE DICE

NUMBER OF PEOPLE REQUIRED: 2.

PLAYING TIME: FIVE MINUTES OR SO PER ROUND.

PROPS: THREE STANDARD DICE.

DESCRIPTION:

THE FIRST PLAYER KEEPS ROLLING THE DICE UNTIL TWO OF THE DICE ARE PAIRED (E.G. TWO ONES, TWO FOURS OR WHATEVER). WHEN THEY HAVE A PAIR, THEY ROLL THE THIRD, UNPAIRED DICE AND ADD UP THE TOTAL NUMBER OF PIPS SHOWING ON ALL THREE DICE. THE SECOND PLAYER THEN REPEATS THE ROUTINE FOR THEIR GO. THE PLAYER WITH THE HIGHEST NUMBER OF PIPS SHOWING WINS THAT ROUND.

SPIN THE BOTTLE

NUMBER OF PEOPLE REQUIRED: MINIMUM OF 4.

PLAYING TIME: VARIES FROM A FEW MINUTES TO SEVERAL HOURS - IT IS ADDICTIVE!

PROPS: A BOTTLE AND A FLAT SURFACE.

DESCRIPTION:

PLAYERS GATHER AROUND A TABLE AND ONE PLAYER SPINS THE BOTTLE. WHEN THE BOTTLE STOPS SPINNING, WHOEVER THE NECK OF THE BOTTLE IS POINTING TO HAS TO PERFORM A 'FORFEIT' OF SOME KIND.

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CHUCK A LUCK

NUMBER OF PEOPLE REQUIRED: MINIMUM OF 3, IDEALLY 5 OR 6.

PLAYING TIME: A MINUTE OR TWO PER ROUND.

PROPS: A PIECE OF PAPER, THREE DICE, 6 COUNTERS ALLOTTED PER PLAYER (OR COINS).

DESCRIPTION:

MARK SIX SQUARES ON THE PIECE OF PAPER, WITH THE NUMBERS 1-6 WRITTEN ON THEM.

ONE PLAYER IS 'BANKER'. THE BANKER HOLDS ALL THE COUNTERS AND GIVES ONE TO EACH PLAYER BEFORE EACH ROUND. THE PLAYERS PLACE A COUNTER ON ONE OF THE NUMBERS AT THE BEGINNING OF THE ROUND. THE BANKER ROLLS THE THREE DICE. IF ONE OF THE DICE EQUALS THE NUMBER A PLAYER HAS THEIR COUNTER ON THEN THE PLAYER WINS THE COUNTER BACK.

IF TWO DICE TOGETHER EQUAL THE NUMBER, THEN THE PLAYER GETS TWO COUNTERS BACK, THEIR ORIGINAL ONE PLUS ONE FROM THE BANKER. IF THREE DICE TOGETHER EQUAL THE NUMBER, THE PLAYER GETS THREE COUNTERS BACK, THEIR ORIGINAL ONE PLUS TWO FROM THE BANKER. IF NO DICE EQUAL THE NUMBER THE PLAYER CHOSE, THEN THE PLAYER LOSES THEIR COUNTER TO THE BANKER.

PLAY CONTINUES FOR A SET NUMBER OF THROWS AND THE WINNER IS THE PLAYER WITH THE MOST COUNTERS.

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STONE-FACED

NUMBER OF PEOPLE REQUIRED: MINIMUM OF 4
BUT LARGER GROUPS WORK BETTER.

PLAYING TIME: AROUND 5 MINUTES PER ROUND.

PROPS: NONE.

DESCRIPTION:

EVERYONE SITS IN A CIRCLE. ONE PLAYER IS DESIGNATED AS 'THE STARTER'.

THE STARTER TURNS TO THE PLAYER ON THEIR RIGHT AND ATTEMPTS TO PROVOKE A RESPONSE FROM THEM BY MAKING A FUNNY SOUND, PULLING A FUNNY FACE, OR LIGHTLY PULLING SOME PART OF THE PLAYER'S FACE. IF THE PLAYER GIGGLES, SMILES OR SHOWS ANY SORT OF REACTION THEN THEY ARE OUT OF THAT ROUND. IF THE PLAYER REMAINS STONY-FACED, THEN THE PLAYER HAS PASSED THE TEST AND TURNS TO THE NEXT PLAYER AND REPEATS THE GESTURE TO THEM.

THE GAME CONTINUES IN THIS WAY UNTIL ALL OF THE PLAYERS ARE ELIMINATED. WHEN IT IS THE STARTER'S TURN AGAIN THEY CREATE A NEW GESTURE, SOUND ETC... AND PLAY CONTINUES. ROUNDS DON'T OFTEN LAST THAT LONG, AS PEOPLE FIND IT HARD TO KEEP A STRAIGHT FACE.

STOP!

NUMBER OF PEOPLE REQUIRED: MINIMUM OF 3
BUT LARGER GROUPS WORK BETTER.

PLAYING TIME: 1 MINUTE OR SO PER ROUND.

PROPS: PAPER AND PENS.

DESCRIPTION:

THE PLAYERS DECIDE ON A LIST OF CATEGORIES, ANY NUMBER FROM FOUR UPWARDS, AND MARK THEM ON THEIR PAPER. THE CATEGORIES USED CAN BE ANYTHING: 'ANIMALS', 'VEGETABLES', 'FIRST NAMES' AND 'COUNTRIES' ARE SIMPLE ONES TO START WITH.

ONE PLAYER THEN CALLS OUT THE LETTERS OF THE ALPHABET AND ANOTHER PLAYER SHOUTS 'STOP!'. WHICHEVER LETTER THE PLAYER IS CALLING OUT BECOMES THE LETTER THAT ALL THE PLAYERS NEED TO USE IN THE CHOSEN CATEGORIES. FOR EXAMPLE IF THE LETTER IS 'C' THEN A PLAYER MIGHT WRITE DOWN CROCODILE IN THE ANIMALS CATEGORY, CARROT IN THE VEGETABLES CATEGORY, COLIN IN FIRST NAMES AND CHINA IN COUNTRIES. WHEN THE PLAYER WHO SHOUTED 'STOP!' HAS FILLED IN ALL OF THE CATEGORIES THEN THEY MUST SHOUT 'STOP!' A SECOND TIME AND EVERYONE PUTS DOWN THEIR PENS.

EACH PLAYER READS OUT WHAT THEY HAVE WRITTEN IN EACH CATEGORY AND IF THEY ARE THE ONLY PERSON WITH THAT WORD IN THEIR CATEGORY THEY SCORE 100 POINTS. IF SOMEONE ELSE HAS THE SAME WORD, THEY ONLY SCORE 50 POINTS. THE WINNER IS THE FIRST PLAYER TO SCORE A SET NUMBER OF POINTS (1000 IS A GOOD TARGET).

SHAGGY DOG STORY

NUMBER OF PEOPLE REQUIRED: 2 OR MORE.

PLAYING TIME: A FEW MINUTES, DEPENDING ON THE LENGTH OF THE STORY.

PROPS: NONE BUT IT HELPS TO WRITE THE STORY DOWN.

DESCRIPTION:

ONE PLAYER READS OR TELLS A STORY TO THE OTHERS. THE PLAYERS WHO ARE LISTENING HAVE TO SPOT THE DELIBERATE MISTAKES IN THE STORY I.E. THE THINGS WHICH CAN'T POSSIBLY BE TRUE.

FOR EXAMPLE, THE STORY TELLER MIGHT SAY 'I WAS WALKING IN THE ORCHARD AND I PLUCKED A BLUE APPLE FROM THE APPLE TREE'. AS APPLES CANNOT BE BLUE, A PLAYER MIGHT SHOUT 'LIAR!' AT THIS POINT.

THE PLAYER WHO IS FIRST TO SPOT THE MISTAKE EARNS ONE POINT. IF THE PLAYER SHOUTS 'LIAR!' WHEN THERE IS NO DELIBERATE MISTAKE THEN THEY LOSE A POINT.

THE WINNER IS THE PLAYER WITH THE MOST POINTS AT THE END OF THE STORY.

BULLSEYE

NUMBER OF PEOPLE REQUIRED: LARGE GROUPS WORK BEST.

PLAYING TIME: A FEW MINUTES PER ROUND.

PROPS: A 'TARGET' (CAN JUST BE SOME CIRCLES DRAWN ON SOME PAPER), A PEN AND A BLINDFOLD.

DESCRIPTION:

ONE PLAYER IS BLINDFOLDED AND SPUN AROUND THREE TIMES. THEY THEN HAVE TO WALK TOWARDS A 'TARGET' THAT HAS BEEN FIXED TO A WALL. UPON THE TARGET SHOULD BE A SERIES OF CONCENTRIC CIRCLES, WITH A 'BULLSEYE' IN THE VERY CENTRE. THE BLINDFOLDED PLAYER HAS TO POINT TO WHERE THEY THINK THE CENTRE OF THE TARGET IS AND THIS SPOT IS MARKED WITH A PEN. THE WINNER OF THE GAME IS THE PLAYER WHO GETS CLOSEST TO THE TARGET.

20 QUESTIONS

NUMBER OF PEOPLE REQUIRED: MINIMUM OF 2.

PLAYING TIME: A FEW MINUTES PER ROUND.

PROPS: NONE.

DESCRIPTION:

ONE PLAYER CHOOSES AN OBJECT OR A PERSON. THE NEXT PLAYER HAS TO TRY AND GUESS WHAT THE PLAYER IS THINKING OF, USING NO MORE THAN TWENTY QUESTIONS TO GATHER CLUES. THE PLAYER THINKING OF AN OBJECT CAN ONLY ANSWER 'YES' OR 'NO' TO THE QUESTIONS. USUALLY THE PLAYER TRYING TO GUESS BEGINS BY NARROWING THE SEARCH, E.G. 'IS IT AN ANIMAL?' (THEN 'IS IT A VEGETABLE?', 'IS IT A MINERAL?'). IF THE PLAYER GUESSES THE OBJECT USING 20 OR FEWER QUESTIONS THEN THEY WIN AND CHOOSE THE OBJECT FOR THE NEXT ROUND.

SPANISH FLY

NUMBER OF PEOPLE REQUIRED: LARGE GROUPS WORK BEST.

PLAYING TIME: A FEW MINUTES.

PROPS: NONE.

DESCRIPTION:

ONE PLAYER IS THE LEADER AND ANOTHER PLAYER IS THE 'FROG' TO BE LEAPED OVER. THE LEADER LEAPFROGS THE FROG AND PERFORMS AN ACTION AS S/HE DOES SO (FOR EXAMPLE THROWING UP THEIR LEFT HAND, OR KICKING OUT WITH THEIR RIGHT FOOT). THE OTHER PLAYERS ALL HAVE TO COPY WHAT THE LEADER DID AS THEY LEAPFROG THE FROG. ANY PLAYER WHO MAKES A MISTAKE BECOMES THE FROG FOR THE NEXT ROUND.

FEATHER SOCCER

NUMBER OF PEOPLE REQUIRED: MINIMUM OF 2 -
MORE PLAYERS CAN DIVIDE INTO TEAMS.

PLAYING TIME: AROUND 10 MINUTES PER GAME.

PROPS: A FEATHER AND A FLAT SURFACE.

DESCRIPTION:

THE TWO PLAYERS (OR TWO TEAMS) FACE ONE ANOTHER AT OPPOSITE ENDS OF A TABLE. A FEATHER IS PLACED IN THE CENTRE OF THE TABLE AND ON THE STARTING SIGNAL EACH TEAM ATTEMPTS TO BLOW THE FEATHER TO THE OPPONENT'S END OF THE TABLE. IF THE FEATHER GOES OVER THE EDGE OF THE OPPONENT'S END OF THE TABLE THEN A 'GOAL' IS SCORED. PLAY CONTINUES UNTIL ONE TEAM HAS SCORED TEN 'GOALS'.

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NOSE TELEPHONE

NUMBER OF PEOPLE REQUIRED: AT LEAST 10
PLAYERS, DIVIDED INTO TWO TEAMS.

PLAYING TIME: FIVE MINUTES OR SO PER ROUND
- LONGER IF EVERYONE IS LAUGHING!

PROPS: TWO EMPTY MATCHBOXES.

DESCRIPTION:

THE PLAYERS DIVIDE INTO TWO TEAMS AND EACH FORMS A LINE. THE FIRST PLAYER FACES ALL OF THE OTHERS AND ON THE 'GO!' SIGNAL ATTEMPTS TO BALANCE THE INSIDE PORTION OF A MATCHBOX ON HIS OR HER NOSE. THEY MUST THEN TRY AND TRANSFER THE MATCHBOX TO THE NOSE OF THEIR TEAM-MATE WITHOUT USING THEIR HANDS.

IF THE MATCHBOX FALLS THE PLAYER MUST ATTEMPT TO RETRIEVE IT FROM THE FLOOR USING ONLY THEIR NOSE. EACH PLAYER PASSES THE MATCHBOX IN THIS FASHION TO THEIR TEAM-MATE, UNTIL THE MATCHBOX FINALLY REACHES THE LAST PLAYER.

THE FIRST TEAM TO GET THE MATCHBOX ALL THE WAY TO THE LAST PLAYER WINS.

~ 25 ~

CHAIN

NUMBER OF PEOPLE REQUIRED: THE MORE THE MERRIER - MINIMUM OF 7.

PLAYING TIME: AROUND 10 MINUTES PER ROUND.

PROPS: NONE.

DESCRIPTION:

ONE PLAYER IS 'IT' AND MUST LEAVE THE ROOM AND COUNT TO 100. THE OTHER PLAYERS THEN FORM A CIRCLE BY HOLDING HANDS AND ATTEMPT TO TANGLE THEMSELVES UP IN THE MOST COMICAL AND DIFFICULT TO UNTANGLE MANNER AS POSSIBLE. ONCE 'IT' HAS COUNTED TO 100, THEY RETURN TO THE ROOM AND PROCEED TO TRY AND UNTANGLE ALL OF THE OTHER PLAYERS BY SEPARATING THEIR HANDS. THE LAST PLAYER UNTANGLED BECOMES 'IT' IN THE NEXT ROUND.

WHO AM I?

NUMBER OF PEOPLE REQUIRED: MINIMUM OF 3.

PLAYING TIME: 5-10 MINUTES PER ROUND.

PROPS: NONE.

DESCRIPTION:

ONE PLAYER LEAVES THE ROOM WHILST THE OTHERS DECIDE UPON A WELL-KNOWN CELEBRITY, E.G. ELVIS PRESLEY. WHEN THE PLAYER RETURNS, THEY HAVE TO GUESS WHO THE CELEBRITY IS BY ASKING 'WHO AM I?' THE OTHER PLAYERS PROVIDE THE CLUES. SO IF THE PLAYER ASKS 'WHO AM I?' THE RESPONSE COULD BE 'YOU ARE A SINGER'. THE FIRST PLAYER MIGHT THEN GUESS 'BRUCE SPRINGSTEEN' WHICH IS WRONG. SO THE NEXT PLAYER THEN SUGGESTS ANOTHER CLUE E.G. 'YOU ARE VERY FOND OF CHEESEBURGERS'. PLAY CONTINUES UNTIL THE PLAYERS GUESS WHO THEY ARE.

~ 26 ~

WINDMILL

NUMBER OF PEOPLE REQUIRED: MINIMUM OF 5.

PLAYING TIME: A FEW MINUTES.

PROPS: TWO FOOTBALLS OR OTHER MEDIUM-SIZED BALLS.

DESCRIPTION:

THE PLAYERS FORM A CIRCLE AND BEGIN TO SLOWLY THROW THE BALL TO ONE ANOTHER.

AT SOME POINT ONE OF THE PLAYERS INTRODUCES A SECOND BALL TO THE CIRCLE AND FROM THIS POINT ONWARDS THE PLAYERS THROW THE BALLS AS QUICKLY AS POSSIBLE TO ONE ANOTHER.

THE OBJECT OF THE GAME IS TO CATCH THE BALL AND THROW IT TO AN OPPONENT AS QUICKLY AS POSSIBLE SO AS TO BE ABLE TO CATCH THE SECOND BALL IF IT COMES YOUR WAY. ANY PLAYER WHO FAILS TO CATCH THE BALL IS ELIMINATED.

ONCE DOWN TO THREE PLAYERS, IF A PLAYER IS ELIMINATED THEY CONTINUE TO STAND IN THE CIRCLE AND THROW THE BALL BUT CAN NO LONGER WIN THE GAME.

THE WINNER IS THE LAST PLAYER LEFT WHO DOES NOT DROP THE BALL.

~ 27 ~

BUTTON BUTTON

NUMBER OF PEOPLE REQUIRED: MINIMUM OF 3.

PLAYING TIME: A FEW MINUTES.

PROPS: A BUTTON.

DIRECTIONS:

ONE PERSON GOES OUT OF THE ROOM. THE OTHER PLAYERS REMAIN IN THE ROOM AND HIDE A BUTTON SOMEWHERE IN THE ROOM. THE BUTTON MUST BE HIDDEN IN PLAIN VIEW. THAT IS, IT CANNOT BE HIDDEN BEHIND SOMETHING OR ON TOP OF SOMETHING. THE FIRST PLAYER RETURNS TO THE ROOM (ON THE CALL OF BUTTON BUTTON) AND TRIES TO FIND THE BUTTON. FOR YOUNGER PERSONS, TRY GIVING THEM HINTS BY SAYING 'YOU'RE HOT!' WHEN THEY ARE GETTING NEARER THE BUTTON OR SAYING 'YOU'RE COLD!' WHEN THEY MOVE AWAY FROM IT.

SARDINES

NUMBER OF PEOPLE REQUIRED: MINIMUM OF 4.

PLAYING TIME: AROUND 5 MINUTES.

PROPS: NONE.

DIRECTIONS:

ONE PLAYER IS 'THE HIDER' AND FINDS A PLACE TO HIDE WHILST THE OTHERS COUNT TO 100. THE OTHER PLAYERS THEN ATTEMPT TO FIND THE HIDER. WHEN SOMEONE FINDS THE HIDER, THE PLAYER HAS TO TRY AND HIDE IN THE SAME PLACE, ALONG WITH THE FIRST PERSON. THE OTHERS THEN HAVE TO CONTINUE LOOKING FOR THE TWO HIDERS AND SO ON UNTIL ONLY ONE PLAYER IS LEFT LOOKING FOR ALL OF THE OTHERS. WHEN THAT PLAYER FINDS ALL THE OTHERS, THAT PLAYER BECOMES THE HIDER FOR THE NEXT ROUND.

~ 28 ~

ANALOGIES

NUMBER OF PEOPLE REQUIRED: 5 OR MORE.

PLAYING TIME: A FEW MINUTES.

PROPS: NONE.

DESCRIPTION:

ONE PLAYER SELECTS SOMEONE WHO IS IN THE ROOM BUT DOES NOT TELL ANYONE ELSE WHOM THEY HAVE CHOSEN. THE OTHER PLAYERS HAVE TO GUESS THE IDENTITY OF THAT PERSON BY ASKING FC ANALOGIES. SO SOMEONE MIGHT ASK 'IF THAT PERSON WERE A DOG WHAT SORT OF DOG WOULD THEY BE?' OR 'IF THAT PERSON WERE A FLOWER WHAT SORT OF FLOWER WOULD THEY BE?'

TRY TO THINK OF IMAGINATIVE ANALOGIES: BUILDINGS, COUNTIES, SMELLS, WEATHER, MUSIC, CARS, COOKIES ETC. PLAYERS ASK QUESTIONS IN TURN.

IF A PLAYER THINKS THEY KNOW WHO IT IS THEY CAN SAY SO WHEN IT IS THEIR TURN. IF THEY GUESS INCORRECTLY, THEY ARE OUT FOR THE NEXT ROUND. WHOEVER GUESSES CORRECTLY CAN CHOOSE THE NEXT PERSON.

THE GAME CAN CAUSE DISPUTES AMONGST FRIENDS. IF YOU WANT TO AVOID ARGUMENTS, ESPECIALLY AT PARTIES, YOU COULD CHOOSE FAMOUS PERSONALITIES INSTEAD.

~ 29 ~

CLUMPS

NUMBER OF PEOPLE REQUIRED: 5 OR MORE.

PLAYING TIME: A FEW MINUTES.

PROPS: NONE.

DESCRIPTION:

PLAYERS FORM THEMSELVES INTO TWO GROUPS AND TAKE UP POSITIONS IN OPPOSITE CORNERS OF THE ROOM.

ONE PERSON FROM EACH GROUP GOES OUTSIDE THE ROOM AND TOGETHER, THEY DECIDE UPON AN OBJECT. THEY THEN RE-ENTER THE ROOM BUT EACH RETURNS TO THE SIDE FROM WHICH THE OTHER PLAYER CAME; A GOES TO B'S SIDE AND B GOES TO A'S SIDE.

EACH GROUP THEN FIRES QUESTIONS AT THE PLAYER TO FIND OUT WHAT THE OBJECT IS. THE PLAYER CAN ONLY ANSWER 'YES' OR 'NO'. QUESTIONS SHOULD ALWAYS BE ASKED QUIETLY SO AS NOT TO GIVE CLUES AWAY TO THE OTHER SIDE. WHEN A TEAM GUESSES CORRECTLY, THEY CLAP THEIR HANDS AND CLAIM BOTH PLAYERS WHO WENT OUT.

THE GAME CONTINUES UNTIL ONE SIDE HAS POACHED ALL THE PLAYERS FROM THE OTHER SIDE.

COLANDER GAME

NUMBER OF PEOPLE REQUIRED: 3 OR MORE.

PLAYING TIME: A FEW MINUTES.

PROPS: PAPER AND PENS.

DESCRIPTION:

EACH PLAYER TEARS A PIECE OF PAPER INTO TEN SMALL PIECES AND WRITES THE NAME OF A WELL-KNOWN PERSON ON EACH PIECE. IT CAN BE A FICTIONAL OR REAL PERSON. THE PAPERS ARE THE FOLDED AND PLACED INTO A LARGE BOWL.

TO START, THE FIRST PLAYER TAKES A PAPER FROM THE BOWL. THEY MUST TRY AND DESCRIBE THE PERSON ON THE PAPER TO THE PERSON C THEIR LEFT. THEY CAN DO ANYTHING BUT SAY THE NAME ON THE PAPER, (IMPRESSIONS AND 'SOUNDS LIKE' CLUES ARE ALLOWED). THEY CONTINUE DOING THIS FOR ONE MINUTE, DESCRIBING AS MANY NAMES AS THEY CAN GET THROUGH. THE GUESSER KEEPS THE PAPERS WHICH THEY GUESS CORRECTLY, AS A RECORD OF THEIR SCORE.

IF THE DESCRIBER WANTS TO GIVE UP ON A NAME THEY SHOULD REFOLD THE PAPER AND RETURN IT TO THE POT - BUT VALUABLE SECONDS WILL BE LOST! NOW IT IS THE GUESSER'S TURN TO TAKE THE POT AND GIVE CLUES TO THE PERSON ON THEIR LEFT.

PLAY CONTINUES UNTIL THERE ARE NO MORE PAPERS IN THE POT.

CONTORTION

NUMBER OF PEOPLE REQUIRED: 3 OR MORE.

PLAYING TIME: A FEW MINUTES.

PROPS: NONE.

DESCRIPTION:

EACH PLAYER WRITES THE NUMBERS 1-6 ON SEPARATE PIECES OF PAPER. THESE PAPERS ARE THEN SCATTERED OVER THE FLOOR. MAKE SURE THAT THE NUMBERS ARE VISIBLE.

PLAYERS TAKE TURNS TO THROW A DIE AND PUT THEIR LEFT FOOT ON THE NUMBER THAT THEY HAVE THROWN. ON THE NEXT ROUND, PLAYERS MUST PLACE THEIR RIGHT FOOT ON THE NUMBER THEY THROW. ON THE THIRD ROUND, THEY MUST PLACE THEIR LEFT HAND ON THE APPROPRIATE NUMBER, KEEPING THEIR FEET IN PLACE AND THE FOURTH ROUND THEY PLACE THEIR RIGHT HAND.

IF A PLAYER FALLS OVER, THEY ARE OUT FOR THE REST OF THE GAME. IF A PLAYER THROWS A NUMBER AND ALL THE PAPERS WITH THAT NUMBER ON ARE TAKEN, THEY MAY THROW AGAIN.

WHOEVER HASN'T FALLEN OVER AFTER FOUR ROUNDS IS THE WINNER OR JUST CARRY ON REPEATING THE ROUNDS UNTIL ONE PERSON IS LEFT.

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DESIRE

NUMBER OF PEOPLE REQUIRED: 2 - PLUS AN AUDIENCE.

PLAYING TIME: A FEW MINUTES. PROPS: A DECK OF CARDS.

DESCRIPTION:

THIS GAME REQUIRES TWO PLAYERS TO ACT. THE TWO SELECTED SIT NEXT TO EACH OTHER FACING THE OTHERS AND ARE EACH GIVEN A PLAYING CARD. THE VALUE OF THAT CARD REPRESENTS THE STRENGTH OF THEIR DESIRE FOR EACH OTHER. ACES ARE LOW. THE PLAYERS HAVE TO ACT OUT THAT DESIRE NON-VERBALLY! THE TASK OF THE OBSERVERS IS TO GUESS THE VALUE OF THE TWO CARDS DEALT. THE RESULTS CAN BE EMBARRASSING BUT HILARIOUS.

SQUEAK YOUR WEIGHT

NUMBER OF PEOPLE REQUIRED: WORKS BEST WITH 5 OR MORE.

PLAYING TIME: A FEW MINUTES. PROPS: A CUSHION AND A BLINDFOLD.

DESCRIPTION:

EVERYONE TAKES A CHAIR AND SITS IN A CIRCLE. ONE PLAYER STANDS IN THE MIDDLE, BLINDFOLDED, IS GIVEN A CUSHION AND SPUN AROUND. THEN THEY PLACE THE CUSHION ON THE LAP OF A SEATED PLAYER, SIT DOWN ON THE CUSHION AND SAY 'SQUEAK'. THE SEATED PLAYER HAS TO SQUEAK THREE TIMES. IF THE BLINDFOLDED PLAYER CORRECTLY GUESSES WHO IT IS, THEY SWAP BLINDFOLD AND CHAIR AND THE GAME STARTS AGAIN. IF THEY ARE WRONG THEY HAVE TO KEEP SITTING ON OTHER PLAYERS UNTIL THEY GUESS CORRECTLY. SEATED PLAYERS CAN SWAP POSITIONS WHILE THE PLAYER IS BEING SPUN AROUND, TO CONFUSE MATTERS FURTHER. SQUEAKING MUST BE THE ONLY METHOD OF DETECTION - FEELING THE PERSON YOU ARE SAT ON IS STRICTLY PROHIBITED!

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EYE SPY

NUMBER OF PEOPLE REQUIRED: 4 OR MORE.

PLAYING TIME: A FEW MINUTES.

PROPS: NONE.

DESCRIPTION:

YOU NEED EITHER AN OLD SHEET OR A ROLL OF PAPER WHICH CAN BE SUSPENDED ACROSS AN OPEN DOORWAY. YOU NEED TO LEAVE A GAP AT THE BOTTOM, WHICH SHOULD BE LARGE ENOUGH TO REVEAL EITHER ANKLES AND FEET OR FROM THE KNEE DOWNWARDS, DEPENDING ON WHICH VERSION YOU PLAY.

PLAYERS FORM TWO TEAMS, ONE GOES OUTSIDE ON THE OTHER SIDE OF THE SHEET AND THE OTHERS INSIDE. THOSE OUTSIDE THE ROOM TAKE OFF THEIR SHOES AND SOCKS AND ROLL UP THEIR TROUSERS IF NECESSARY. ONE BY ONE THEY WALK UP TO THE SHEET AND PRESENT THEIR BARE FEET OR LEGS TO THE AUDIENCE INSIDE THE ROOM. THE OTHERS HAVE TO IDENTIFY TO WHOM THE FEET BELONG. THEY ARE AWARDED ONE POINT FOR EVERY CORRECT GUESS.

BE CAREFUL NOT TO CAST SHADOWS THROUGH THE SHEET AS THIS GIVES CLUES SO THE OUTSIDE SHOULD BE IN DARKNESS AND THE ROOM INSIDE WELL LIT. TRY DIVIDING THE TEAMS BY GENDER TO MAKE IT HARDER.

CHARADES

NUMBER OF PEOPLE REQUIRED: THE MORE THE MERRIER - MINIMUM OF 4

PLAYING TIME: 10 MINUTES OR MORE.

PROPS: NONE.

DESCRIPTION:

PLAYERS FORM TWO TEAMS. A TEAM-MEMBER CHOOSES THE TITLE OF SOMETHING FOR HIS OWN TEAM-MEMBERS TO GUESS AND MUST PERFORM IT WITHIN A SET TIME, E.G. TWO MINUTES. THE TEAM C. SHOUT OUT ANY SUGGESTIONS AND ASK QUESTIONS BUT THE PLAYER 'ACTING' MUST ONLY NOD OR SHAKE HIS HEAD - NO SOUND IS ALLOWED. THE 'RESTING' TEAM MUST NOT INTERFERE IN ANY WAY. PLAY ALTERNATE BETWEEN TEAMS.

TEAMS CAN KEEP SCORE AND BONUS POINTS CAN BE AWARDED IF THE TITLE IS GUESSED BY THE OTHER TEAM AFTER THE PERFORMER'S TIME UP.

IT IS USUAL TO FIND A WAY TO TELL YOUR TEAM-MATES WHAT TYPE OF ENTERTAINMENT YOU ARE ACTING OUT (BOOK, FILM, TV-SHOW OR SONG) HOW MANY WORDS ARE IN THE TITLE, AND WHICH WORD (OR PART OF A WORD) YOU ARE ACTING OUT AT ANY GIVEN TIME.

HERE ARE SOME STANDARD SIGNALS:

- BOOK: HOLD OUT YOUR HANDS, PALMS-UP, LIKE THE LEAVES OF A BOOK
- FILM: PRETEND TO CRANK THE HANDLE OF AN OLD-FASHIONED MOVIE CAMERA
- TV-SHOW: DRAW A RECTANGLE IN THE AIR TO REPRESENT A TV-SCREEN
- SONG: OPEN YOUR MOUTH WIDE AND PRETEND TO SING
- MUSICAL: PRETEND TO DANCE AND SING AT THE SAME TIME

ORANGE GAME

NUMBER OF PEOPLE REQUIRED= 6 OR MORE.

PLAYING TIME= A FEW MINUTES.

PROPS= AN ORANGE PER TEAM.

DESCRIPTION:

THIS WILL PROVIDE AS MUCH FUN TO ADULTS AS TO CHILDREN.
PLAYERS FORM THEMSELVES INTO TWO TEAMS, EACH ONE STANDING IN A LINE.

ON A GIVEN SIGNAL PLAYERS COMMENCE BY PASSING AN ORANGE DOWN THEIR LINE. HOWEVER THEY MUST DO SO BY HOLDING THE ORANGE UNDER THEIR CHIN - NO HANDS ARE ALLOWED.

THE MOMENT OF TRANSFERRING THE ORANGE FROM ONE CHIN TO ANOTHER IS OBVIOUSLY CRITICAL. IF THE ORANGE IS DROPPED, IT IS RETURNED TO THE FRONT OF THE LINE.

VARIATIONS ALSO INCLUDE PASSING THE ORANGE FROM FEET TO FEET. IN THIS VERSION PLAYERS SIT ON CHAIRS WITH THEIR LEGS OUT IN FRONT OF THEM AND HOLD THE ORANGE BETWEEN THEIR ANKLES.

STRING ALONG

NUMBER OF PEOPLE REQUIRED= 4 OR MORE.

PLAYING TIME= A FEW MINUTES.

PROPS= A BALL OF STRING AND A SPOON.

DESCRIPTION:

PLAYERS NEED TO BE IN LOOSE CLOTHING. THEY FORM TWO TEAMS AND STAND IN LINE. THE PLAYER AT THE HEAD OF EACH LINE HOLDS A BALL OF STRING, ATTACHED TO THE END OF WHICH IS A SPOON. ON THE WORD 'GO' THE FIRST PLAYER PASSES THE SPOON DOWN THEIR SHIRT, THROUGH THEIR TROUSERS OR SHORTS AND ONTO THE NEXT PLAYER. PLAY PASSES RAPIDLY FROM PLAYER TO PLAYER, ALL THE TIME MORE STRING IS BEING RELEASED FROM THE BALL.

WHEN THE SPOON REACHES THE END OF THE LINE, PLAY IS REVERSED. PLAYERS PASS THE SPOON BACK UP THEIR TROUSERS AND SHIRT AND HAND IT BACK.

THE FIRST TEAM TO FINISH WITH THEIR BALL OF STRING REWOUND IS THE WINNER.

BASH BASH POP

NUMBER OF PEOPLE REQUIRED: 4 OR MORE.

PLAYING TIME: A FEW MINUTES.

PROPS: BALLOONS, STRING AND NEWSPAPERS.

DESCRIPTION:

THE ROOM SHOULD BE CLEARED OF ANYTHING (OR ANYONE) FRAGILE. EVERYONE IS GIVEN A BALLOON, A LENGTH OF STRING AND A ROLLED-UP NEWSPAPER.

THE BALLOON SHOULD BE INFLATED AND THEN TIED AROUND THE ANKLE USING THE STRING. ALL PLAYERS SHOULD THEN GRASP THE PAPER IN ONE HAND AND PLACE THEIR OTHER HAND BEHIND THEIR BACKS.

WHEN THE STARTING SIGNAL IS GIVEN YOU HAVE TO BURST THE OTHER PLAYERS' BALLOONS USING ONLY THE NEWSPAPER. IF YOUR BALLOON POPS YOU ARE OUT AND SHOULD ACT AS A REFEREE.

ANYONE CAUGHT USING SHARP IMPLEMENTS, STAMPING ON BALLOONS OR HITTING ANYTHING OTHER THAN BALLOONS IS AUTOMATICALLY OUT.

THE WINNER IS THE LAST PERSON WITH THEIR BALLOON INTACT AFTER A DUEL TO THE POPPING END.

COFFEEPOTTING

NUMBER OF PEOPLE REQUIRED: 4 OR MORE.

PLAYING TIME: A FEW MINUTES.

PROPS: NONE.

DESCRIPTION:

ONE PLAYER THINKS OF AN ACTION OR VERB. WHEN THIS HAS BEEN DONE THE OTHER PLAYERS QUESTION THEM IN TURN BUT INSTEAD OF ASKING DIRECT QUESTIONS THEY SUBSTITUTE THE VERB 'TO COFFEEPOT'. IMAGINE THE MYSTERY VERB IS 'TO GO SHOPPING'. QUESTIONS WOULD BE ALONG THESE LINES:

- ARE YOU COFFEEPOTTING AT THE MOMENT?
NO.
- DO YOU NEED SOMEONE ELSE TO COFFEEPOT WITH?
NOT REALLY.
- HAVE YOU COFFEEPOTTED TODAY?
YES.
- CAN YOU COFFEEPOT AT HOME?
IN A WAY.
- DOES EVERYONE COFFEEPOT?
SOME DO IT ALL THE TIME BUT SOME NEVER DO!

THE QUESTIONS MUST BE ANSWERED TRUTHFULLY BUT IT IS POSSIBLE TO MISLEAD THE PEOPLE GUESSING. THE PERSON WHO EVENTUALLY GUESSES THE WORD CHOOSES THE NEXT ONE.

FADE TO GREY

NUMBER OF PEOPLE REQUIRED: 4 OR MORE.

PLAYING TIME: A FEW MINUTES.

PROPS: NONE.

DESCRIPTION:

GO CLOCKWISE ROUND A TABLE NAMING PLAYERS WITH COLOURS- BLUE, RED, YELLOW ETC UNTIL THE LAST PLAYER IS GREY. CHECK THAT EVERYONE KNOWS THEIR COLOUR AND WHO EVERYONE ELSE IS. THEN START SLAPPING THE TABLE AND CLAPPING THE FOLLOWING RHYTHM:

TABLE, TABLE, CLAP

TABLE, TABLE, CLAP

WHEN THIS GETS GOING, BLUE SAYS ON THE BEAT:

BLUE (TABLE) TO (TABLE) RED (CLAP)

WITHOUT MISSING A BEAT RED HAS TO PASS IT ONTO ANOTHER PLAYER AND SO IT GOES UNTIL SOMEONE MISSES A BEAT OR GETS A NAME WRONG. THE WRONG-DOER HAS TO MOVE TOWARDS GREY, SWAPPING PLACES AND NAMES WITH THE PERSON ON THEIR LEFT, THEN CONTINUE THE GAME WITH THEIR NEW IDENTITY.

THE GAME GETS HARDER AS MORE PEOPLE START LAUGHING AND PEOPLE PLUMMET TOWARDS GREYNESS.

HEADS YOU WIN

NUMBER OF PEOPLE REQUIRED: 4 OR MORE.

PLAYING TIME: A FEW MINUTES.

PROPS: A DECK OF CARDS.

DESCRIPTION:

GET A PACK OF ORDINARY PLAYING CARDS AND DEAL ONE FACE DOWN TO EACH PLAYER.

WITHOUT LOOKING AT THEIR OWN CARD EACH PLAYER MUST THEN PICK IT UP AND PLACE IT ON THEIR FOREHEAD, HOLDING IT IN PLACE WITH THEIR FINGER. EACH PLAYER SHOULD NOW BE ABLE TO SEE EVERYONE ELSE'S CARD BUT NOT THEIR OWN, WHICH IS TRICKY AS YOU HAVE TO BET THAT YOURS IS THE HIGHEST CARD. LET THE BIDDING COMMENCE!

YOU CAN BET WITH TOOTHPICKS, MINTS OR ANYTHING USING YOUR INSTINCT, YOUR EDUCATED KNOWLEDGE OF THE ODDS INVOLVED OR SHEER RECKLESS BRAVADO TO MAKE YOUR DECISION. THE BIDDING PASSES AROUND THE CIRCLE, WITH PLAYERS DROPPING OUT AS THEIR JUDGEMENT GETS THE BETTER OF THEM.

WHEN NO-ONE WISHES TO BET ANY HIGHER, EVERYONE PLACES THEIR CARD ON THE TABLE AND THE WINNER COLLECTS ALL BETS.

LETTER OF THE LAW

NUMBER OF PEOPLE REQUIRED: 4 OR MORE.

PLAYING TIME: A FEW MINUTES.

PROPS: NONE.

DESCRIPTION:

PLAYERS DECIDE WHICH LETTER OF THE ALPHABET IS TO BE FORBIDDEN. THEN EACH PLAYER IS QUESTIONED IN TURN FOR TWO MINUTES BY ALL THE OTHER PLAYERS.

THE SUBJECT OF THE QUESTIONS IS IRRELEVANT; THE IMPORTANT THING IS THAT NEITHER QUESTION NOR ANSWER SHOULD CONTAIN THE FORBIDDEN LETTER. EACH PLAYER HAS FIVE LIVES AND IF THEY MAKE IT THROUGH THEIR TWO MINUTES WITHOUT USING THEM ALL UP, THE NUMBER OF LIVES REMAINING COUNTS AS YOUR SCORE. QUESTIONERS CAN ALSO LOSE LIVES, SO KEEP YOUR EARS OPEN AT ALL TIMES!

WHEN EVERYONE HAS BEEN INTERVIEWED, THE PLAYER WITH THE MOST LIVES REMAINING WINS AND GETS TO CHOOSE THE NEXT TABOO LETTER.

IT IS BEST NOT TO FORBID A VOWEL ALTHOUGH FORBIDDING 'X' OR 'Z' MIGHT BE A BIT TOO EASY.

NAY SAYING

NUMBER OF PEOPLE REQUIRED: 4 OR MORE.

PLAYING TIME: A FEW MINUTES.

PROPS: PAPER AND PENS.

DESCRIPTION:

GET PAPER AND PENS AND DIVIDE INTO TWO TEAMS, IDEALLY IN SEPARATE ROOMS.

THEN THINK UP ABOUT 20 OR 50 COMPLETELY REASONABLE, SENSIBLE STATEMENTS AND WRITE THEM DOWN. WHEN YOU'VE FINISHED YOU ARE GOING TO PRESENT THESE TO MEMBERS OF THE OTHER TEAM WHO WILL HAVE TO DISAGREE WITH THEM SO YOU CAN THINK UP SPECIFIC STATEMENTS FOR SPECIFIC PEOPLE.

WHEN THE TWO TEAMS RECONVENE THEY TAKE IT IN TURN TO PRESENT STATEMENTS TO SPECIFIC OPPONENTS JUDGING THEIR OPPONENTS' EFFORTS OUT OF FIVE.

THIS GAME GETS FUNNIER THE MORE YOU TAILOR IT TO THE PEOPLE PLAYING, GETTING PEOPLE TO DISAGREE WITH THINGS THEY ARE WELL-KNOWN FOR AGREEING WITH!

QUACK QUACK

NUMBER OF PEOPLE REQUIRED: 4 OR MORE.

PLAYING TIME: A FEW MINUTES.

PROPS: NONE.

DESCRIPTION:

ONE PLAYER LEAVES THE ROOM. THE OTHER PLAYERS DECIDE ON A SPECIFIC ACTION THAT THIS PERSON WILL HAVE TO PERFORM WHEN THEY RETURN TO THE ROOM. THIS COULD BE SCRATCHING THEIR HEAD, STICKING THEIR TONGUE OUT, TOUCHING A PARTICULAR PERSON OR ANYTHING.

WHEN THIS HAS BEEN DONE, THE PLAYER IS ALLOWED BACK INTO THE ROOM AND HAS TO TRY TO GUESS WHAT ACTION THEY ARE SUPPOSED TO PERFORM. THE OTHER PLAYERS HELP BUT ARE NOT ALLOWED TO SAY ANYTHING. INSTEAD THEY HAVE TO QUACK. AS THE PERSON GETS CLOSER TO DOING THE ACTION THE QUACKING SHOULD GET LOUDER AND FASTER TO LET THEM KNOW THEY ARE ON THE RIGHT TRACK, REACHING A CRESCENDO AS THEY GET WARMER AND DYING DOWN IF THEY ARE ON THE WRONG TRACK.

THE MORE RIDICULOUS THE ACTION THE PLAYER HAS TO PERFORM THE BETTER. IT IS ALSO A GOOD IDEA TO VARY THE ANIMAL NOISE FOR DIFFERENT TURNS; MONKEYS, PIGS, COWS AND FROGS ARE ALL GOOD.

SNAKE WORDS

NUMBER OF PEOPLE REQUIRED: 2 OR MORE.

PLAYING TIME: A FEW MINUTES.

PROPS: NONE.

DESCRIPTION:

THE FIRST PLAYER CALLS OUT A LETTER, THE NEXT CALLS OUT A SECOND LETTER WHICH CAN GO WITH IT TO FORM A WORD, THE THIRD PLAYER ADDS ANOTHER LETTER AND SO ON. EACH LETTER ADDED MUST ALWAYS BE CONTRIBUTING TO A GENUINE WORD BUT ANYONE WHO ADDS A LETTER WHICH ACTUALLY COMPLETES A WORD (OF FOUR LETTERS OR MORE) LOSES BOTH THE ROUND AND A LIFE. PLAYERS SHOULD NEVER REVEAL WHAT WORD THEY ARE AIMING FOR (UNLESS CHALLENGED) AS PLAYERS MIGHT NOT REALISE, THUS TYING THEMSELVES UP IN KNOTS.

E.G., IF T AND U WERE THE FIRST TWO LETTERS THE THIRD PLAYER MIGHT SAY R HOPING TO FORCE THE FOURTH PLAYER INTO COMPLETING TURN. THE FOURTH PLAYER CAN ALSO ESCAPE BY SAYING B TO FORM TURBO BUT THE FIFTH CAN SAY U (AIMING FOR TURBULENT). THE PLAYER WHO GETS TURBULEN CAN SAY C THUS TRAPPING THEIR NEIGHBOUR INTO TURBULENCE.

IF A PLAYER INHERITS A SERIES OF LETTERS THAT APPEAR NOT TO BE FORMING A WORD THAT PLAYER CAN CHALLENGE. IF THE PREVIOUS PLAYER FAILS TO GIVE A REAL WORD TO AIM FOR, THEY LOSE A LIFE. IF THEY GIVE A SATISFACTORY ANSWER THE CHALLENGER LOSES A LIFE. EACH PLAYER HAS THREE LIVES AND THE LAST SURVIVING PLAYER IS THE WINNER.

TAKE ME TO YOUR LEADER

NUMBER OF PEOPLE REQUIRED: 4 OR MORE.

PLAYING TIME: A FEW MINUTES.

PROPS: NONE.

DESCRIPTION:

EVERYONE MUST BE SEATED IN FULL VIEW OF EVERYONE ELSE. ONE PLAYER LEAVES THE ROOM AND OTHERS NOMINATE A LEADER, WHOSE EVERY ACTION THEY WILL COPY EXACTLY AND CARRY ON COPYING UNTIL THE LEADER CHANGES ACTION.

THE VOLUNTEER COMES BACK IN AND HAS TO GUESS WHO THE LEADER IS BY CAREFUL OBSERVATION. THE ACTIONS SHOULD BE KEPT LOW-KEY: WIGGLING EYEBROWS, YAWNING, RUBBING ONE'S EAR AND SO ON AND THE OTHER PLAYERS NEED TO BE BOTH OBSERVANT AND SUBTLE.

BEFORE THE VOLUNTEER COMES BACK INTO THE ROOM IT IS WORTH PRACTISING AT COPYING ACTIONS A FEW TIMES AS IT CAN TAKE A WHILE FOR EVERYONE TO GET THE HANG OF REPEATING ACTIONS WITHOUT OBVIOUSLY STARING AT THE LEADER.

REMEMBER THE LONGER THE GUESSER NEEDS THE MORE DIFFICULT IT GETS TO CONCEAL THOSE SUBTLE MOVEMENTS.

MENKO

NUMBER OF PEOPLE REQUIRED: MINIMUM OF 2.

PLAYING TIME: 5-30 MINS, DEPENDING ON THE NUMBER OF CARDS.

PROPS: A DECK OF CARDS.

DESCRIPTION:

TAKE THE CARDS AND SPREAD THEM FACE DOWN ON THE GROUND. EACH PLAYER SELECTS ONE CARD, WHICH THEY WILL USE TO TRY AND COLLECT ALL OF THE OTHER CARDS. THEY DO THIS BY SLAMMING THE CARD ON THE GROUND CLOSE TO THE OTHER CARDS, IN AN ATTEMPT TO MAKE THOSE CARDS FLIP OVER FROM THE AIR BLAST OF THE CARD HITTING THE GROUND. IF ANY CARDS TURN FACE UPWARDS, THEN THE PLAYER WINS THOSE CARDS AND HAS ANOTHER GO. THE WINNER IS THE ONE WITH THE MOST CARDS ONCE THEY HAVE ALL BEEN TURNED FACE UP.

SOCKS

NUMBER OF PEOPLE REQUIRED: MINIMUM OF 2.

PLAYING TIME: 5 MINUTES.

PROPS: SOCKS AND DIFFERENTLY-SHAPED OBJECTS.

DESCRIPTION:

STUFF SEVERAL ITEMS INTO SOCKS. THICK, HEAVY OUTDOOR SOCKS THAT GO RIGHT OVER THE CALF ARE BEST. THE ITEMS IN EACH SOCK SHOULD BE THE SAME. HAVE EACH PLAYER FEEL THE SOCKS AND WRITE DOWN THEIR GUESSES ABOUT WHAT THE SOCK CONTAINS. LET ALL THE PLAYERS KNOW HOW MANY ITEMS ARE IN EACH SOCK.

SWOLLEN

NUMBER OF PEOPLE REQUIRED: 4-6.

PLAYING TIME: VARIES GREATLY - FROM 5 MINUTES TO 30 MINUTES.

PROPS: A DECK OF CARDS.

DESCRIPTION:

IF THERE ARE FOUR PLAYERS THEN REMOVE ALL THE TWOS, THREES, FOURS, FIVES AND SIXES FROM THE DECK.

IF THERE ARE FIVE PLAYERS JUST REMOVE THE TWOS, THREES AND FOURS.

IF THERE ARE SIX PLAYERS THEN JUST REMOVE THE TWOS.

THE DEALER DEALS EVERYONE EIGHT CARDS. THE FIRST PLAYER LAYS A CARD FACE UP AND THE NEXT PLAYER MUST LAY A CARD OF THE SAME SUIT ON TOP OF IT. IF THEY CAN'T, THEY MUST TAKE ALL THE CARDS THAT HAVE BEEN PLAYED AND LAY DOWN A NEW CARD, NOT OF THE SUIT THAT HAS JUST BEEN PLAYED. IF THE PLAYER CAN FOLLOW SUIT, THEN PLAY PASSES TO THE NEXT PLAYER AND SO ON.

PLAY CONTINUES UNTIL ONE PLAYER GETS RID OF ALL OF THEIR CARDS.

I WENT AROUND THE WORLD

*NUMBER OF PEOPLE REQUIRED: MINIMUM OF 2
BUT WORKS BETTER WITH LARGER GROUPS.*

PLAYING TIME: USUALLY NO MORE THAN FIVE MINUTES PER ROUND.

PROPS: NONE.

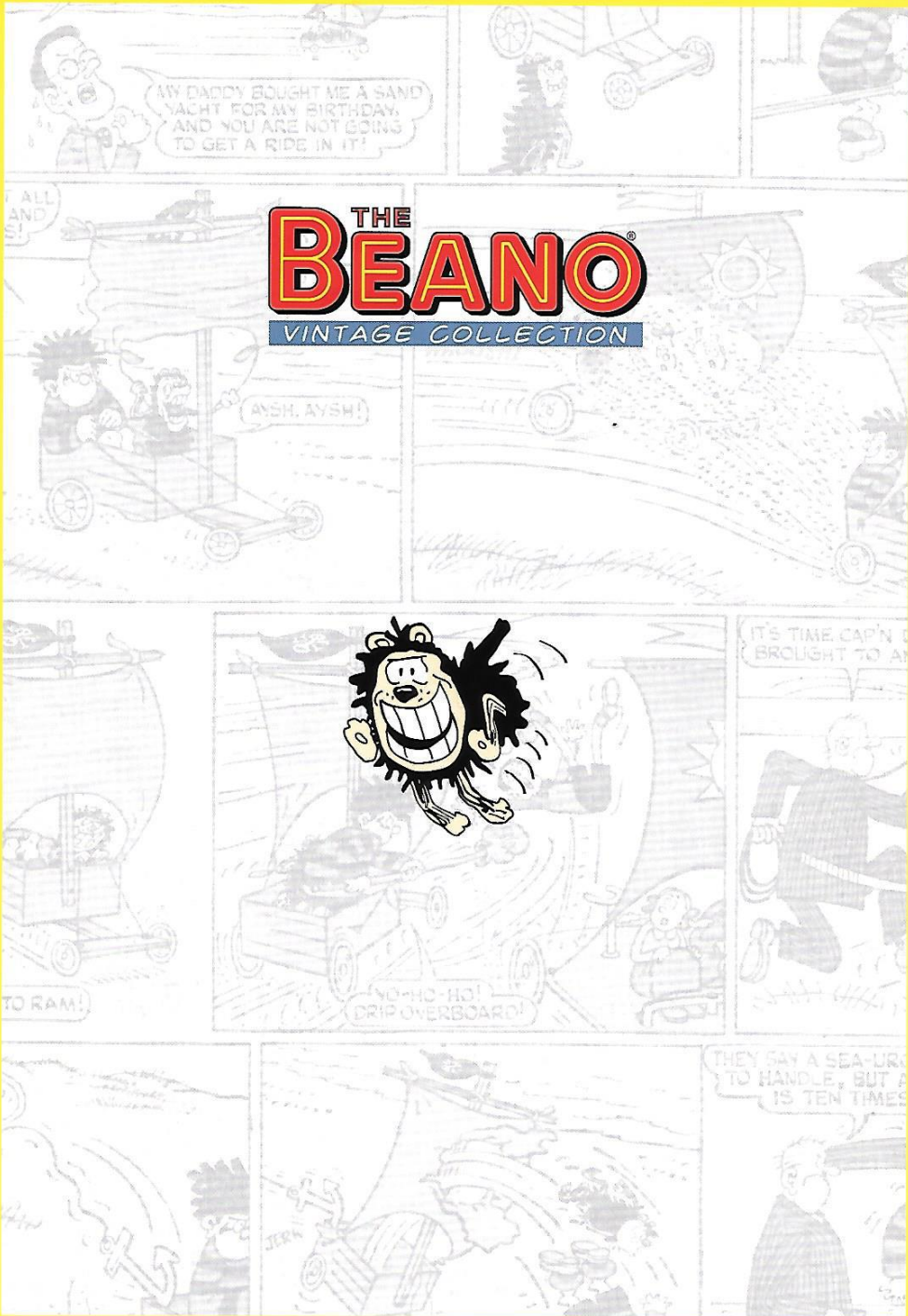
DESCRIPTION:

ONE PLAYER BEGINS BY STATING 'I WENT AROUND THE WORLD AND SAW...' THEY THEN ADD SOMETHING THAT THEY SAW ON THEIR JOURNEY - FOR EXAMPLE 'THE PYRAMIDS'.

THE NEXT PLAYER THEN HAS TO CONTINUE THE STORY, BUILDING ON THE PREVIOUS EXAMPLE, FOR EXAMPLE 'I WENT AROUND THE WORLD AND I SAW THE PYRAMIDS AND THE TAJ MAHAL'.

THE OTHER PLAYERS ALL HAVE TO FOLLOW IN TURN, REMEMBERING WHAT THE PREVIOUS PLAYERS SAW AND ADDING SOMETHING NEW THAT THEY THEMSELVES SAW. IF A PLAYER MAKES A MISTAKE, BY FORGETTING AN ITEM OR GETTING THE ORDER WRONG, THEY ARE ELIMINATED.

THE WINNER IS THE LAST PLAYER LEFT.



THE
BEANO
VINTAGE COLLECTION



MY DADDY BOUGHT ME A SAND YACHT FOR MY BIRTHDAY, AND YOU ARE NOT GOING TO GET A RIDE IN IT!

ALL AND S!

AYSH, AYSH!

IT'S TIME CAP'N B BROUGHT TO AN

TO RAM!

NO-HO-HO! DRIP OVERBOARD!

THEY SAY A SEA-URR TO HANDLE, BUT A IS TEN TIMES