

## And the Award for Best Party Game Goes to...

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**GAME PLAN:** With the film awards season almost upon us, it's time to come up with games for your party other than..."guess who's going to win!" even though guessing the winners is half the fun. But you can double the excitement by playing "Trivial Awards" in between the announcement of the winners.

Draw a large grid on poster board, with the number of questions going down the left-hand side, and the names of the players going across the top. Along the left-hand side, write down Trivial Questions about film awards, such as: "Most Embarrassing Speech," "Most Boring Speech," "Ugliest Outfit," "Most Risqué Gown," "Worst Hair Style," "Weirdest Walk to the Stage," "Oddest Couple," "Best Commercial," "Most Pompous Actor," "Most Excited to Win," and "Funniest Joke." As the awards take place, have players write down their suggested winners in each category. At the end of the awards, have them read their nominations and write them under their names in the grid. Then take a vote to see whom each player thinks should win the category.

Here's how to determine the winners: The players who have the largest number of matches win points. For example, if Cher, Roseanne, and Madonna are nominated as wearing the "Ugliest Outfit," and Cher gets the most votes, the players who voted for her win points. After all the categories have been voted on, the player who has the most points of all wins the game.

## New and Different Baby Shower Games

**GAME PLAN:** Need some unusual new and different baby shower games? Well, if you're tired of playing the same old games at baby showers, perk up the party with some of these pregnant possibilities!

- "Belly Bulge" - To make the mother-to-be feel at home, ask the guests to come "pregnant," wearing maternity smocks stuffed with pillows. Then at game time, have the guests replace the pillows with their gifts. Mom-to-be must feel each "belly" and guess the gift underneath.
- "Baby Food Taste Test" - Buy eight jars of baby food - cereal, fruit, veggies, and meat. Cover the jars with foil and write a number on the side of each jar. Pass out plastic spoons, paper plates, and paper and pencil for each player. Ask players to write the numbers 1 through 8 around the outside of the plate. Pass around each jar of baby food and have players drop a spoonful next to each number. They must taste the globs and try to identify each flavor. Remove the foil to reveal the answers. Whoever has the most correct answers wins a prize. You'll get some funny faces during the tasting so keep the camera handy!
- "Baby Business" - Buy 10 baby objects that aren't easily identified, such as a nose syringe, a temperature strip, a breast pump, a teething ring, and so on. Distribute paper and pencil and ask players to try guess what each object does. The player with the most correct answers is the winner. Present a basket of the objects to the Mom-to-be.
- "Guess Who?" - Have the guests bring their baby pictures to the party. Tape each picture to a sheet of paper. Pass around the baby pictures and have players try to

identify each baby. For added fun, write crazy captions underneath the pictures, such as "Future President?" or "What are you lookin' at?"

- "Surprise Prize" - In this game, the gift is a personal gift for the mother to be. As a surprise, don't tell anyone who the gift is actually for (especially the mother-to-be), but let everyone think that anyone can unwrap the gift and win. Also, make sure that the mother-to-be is sitting the closest to the front door (see #2). To see who starts the game, have a pen or pencil and a piece of paper for everyone. Tell everyone to put their pen or pencil in the opposite hand that they write with and when you say go they are to write their first and last name. The first one done gets to unwrap the outside layer of the gift only (see #6 below).

(This game can also be played at a bridal shower, instead of baby shower).

1. Wrap the gift and attach this verse on top of the gift: "We can not defer any longer the rightful one must know for her this gift was intended the mother to be (name), to her it must go."
2. Wrap again and attach this verse: "Another wrapping must come off, there can not be many more. Give it now to her that sits closest to the front door."
3. Wrap again and attach this verse: "The one who has the longest shoe on this gay occasion should have the gift passed on to her by way of consolation."
4. Wrap again and attach this verse: "Since this is not for you or her with the bluest eyes, perhaps the one with the broadest grin should carry off the prize."
5. Wrap again and attach this verse: "We are sorry to disappoint and must apologize, please give this gift without delay to her with the bluest eyes."
6. Wrap again - there is no verse for this one.

## Bachelorette Party Games at Home

### Pin the Part...:

This game really needs little explanation. Buy a poster of a very attractive man, and cut out "parts" from a magazine (or draw your own body parts) to be taped on the poster while each person is blindfolded.

### "Love is...":

Write 25 romantic or sexy words on index cards, such as throbbing, lips, passion, candlelight, roses, chocolate, and so on. On another 25 index cards write some non-romantic images, such as ironing board, wallpaper paste, bikini wax, nose hair, motor oil, and so on. Stack the two piles separately, and distribute paper and pencil. Have each player draw a card from each pile. When everyone has 2 cards, ask them to write a silly love poem using the two words or phrases they have drawn. For example: "Roses are red, they make me hot! Your eyes are sexy, your nose hairs are not!" Have them read their poems aloud one at a time.

### Stripper Quiz:

After the stripper leaves, give the guests a quiz to see if they remember anything specific about the stripper or the dance. For example, ask them: "What was the stripper's name?" "What time did he arrive?" "What was he wearing before he took everything off?" "Did he have chest hair?" "What was the first song he danced to?" etc....

## **Name That Item:**

Place items in a bag that are primarily associated with men, such as shaving cream, a little black book, baseball cards, money clip, a tie, etc. Seal the bag, then pass it around the group and have each person feel the items through the bags. Have the guests write down their guesses and then open the bags to see how many are correct. You might give the person with the most correct guesses the entire bag (of worthless male items). To increase the usefulness of the "bag of prizes", and increase the raunch factor of the game, you might want to substitute sex toys (purchased from your local adult store) for the "male items" in the bag. You could probably even hold each sex toy in the air (without the cover over it), and have a guessing contest as to the name and function of each toy.

## **"Do You Hear What I Hear?":**

As the bride-to-be opens her gifts, write down everything she says that can be taken in a sexual context. After the gifts have all been opened, read her quotes back to the entire group saying "If we were outside the door on her wedding night, this is what we'd overhear..." It should get some laughs (even though it's not really a game).

## **Bride/Groom Trivia:**

Test your partygoers' knowledge of the bride and groom to be. I was at a party recently where we played this game and it was really funny. Ask the guests questions like, "Where did the couple go on their first date?" "How long before the wedding did the bride cut the groom off from sex?" "How long was it between the couple's first meeting and their 1st tumble in the sack?" The person who answers the most questions correctly wins a prize.

## **Video Scavenger Hunt:**

This is one of the most popular party games and one of my personal favorites. The reason I love Video Scavenger Hunt is that, no matter how many times you host/attend a party where this is played, the game is always different. Divide the guests into teams. Each team must have a video camera and a tape (in your invitations, you can ask guests to bring these supplies). The teams compete to be the first to return to the spot of origin with a videotape that shows them completing every task from a list provided in advance. You may also include this list in your invitation. (You may want to set up folding chairs, theater style, in front of your TV. Tie a couple of balloon bouquets to the chairs.)

Your list of required stunts and activities to be videotaped by the teams can be as creative as you want. The list should contain no more than 15 or 20 stunts because each group/team will have only an hour and half to videotape as many as they can.

Here are some ideas:

- One of the members of the team standing in front of (or sitting on) a statue.
- Several members of the team joining a street entertainer in his/her act.
- A stranger singing the national anthem.
- One or more members of a team standing under a public clock at an exact time (such as 8:23 p.m.)
- A member of the team singing a 70s song on a stage.
- A member of the team singing "I Wish I Were an Oscar Meyer Wiener" while standing in the hot dog section of a local grocery store.
- A member of the team standing on a surfboard.

- Any stranger from the state of (pick a state other than your own).
- Depending on the time of the year members of the team ... standing in front of a lighted outdoor Christmas tree, waving an American flag, offering Valentine's candy from a heart-shaped box, carrying an Easter basket while pretending to search for Easter eggs, etc.
- A friend or acquaintance "abducted" and brought back to the party.
- A team member helping to carry a stranger's groceries.
- A stranger trying to spell \_\_\_\_\_ (a word of your choice, hors d'oeuvres or potato is always a great one).
- A team member opening a door for a stranger while asking for a tip.
- A stranger reciting the names of all the continents.
- One or more members of the team singing at a karaoke bar.
- A couple dancing to department store or elevator music.
- A team member reading a book or reciting a poem to a stranger.
- A team member going to a department store and trying on a shirt or dress that is several sizes too small, then asking the clerk if it fits.
- A stranger who has been to (a particular tourist attraction of your choice).
- A stranger demonstrating the Macarena.
- A stranger named Bob.
- A stranger who knows your state flower.
- A stranger who can imitate John Wayne.
- A policeman drawing a chalk line on the ground around one of the team members.
- A team member filling a stranger's car with gas, washing the car's windows, and checking the oil.
- One or more team members standing beside a tombstone.
- A team member sitting on a fire truck with a fireman.
- Road kill (an animal that has been run over on the highway).
- A team member standing by the greeter at a Wal-Mart and greeting the customers.
- A team member asking a hardware store clerk to explain the difference between a flat head and a Phillips head screwdriver.
- Team members standing in a row arranging their bodies so that they spell a certain word.
- A team member washing dishes at a restaurant.
- Team members singing an Elvis song while standing under a neon sign.
- A team member holding a chicken.

These are just suggestions; you may have some of your own.

The guests should be given an exact time to return to the party venue. If not back on time, the team is either disqualified or has points deducted for tardiness. Once everyone has returned, the videotapes are played. The guests vote on the stunts presented in each videotape as follows:

1 Point: The stunt was completed, whether done well or not.

2 Points: The stunt was completed with creativity.

3 Points: The stunt was exceptionally creative.

Five bonus points are awarded to any team that comes up with an original stunt and tapes it. For example, one team's videotape showed a big, husky male team member walking into a department store and trying on bras in the middle of an aisle as other team members, with straight faces, critiqued the way each one fit.

The team with the most point wins.

You can orient all the events toward wedded bliss.

### **TP Mystery Game:**

As guests arrive, hold out a roll of toilet paper and ask each guest to tear off whatever length of toilet paper they think they'll need. Don't explain what it's for but you might say something like "We're short of TP tonight, and I wanted everyone to have some before we ran out." At some point in the party gather the guests and measure the bride's bust, hips, leg length, or whatever with the strips of toilet paper. The guest with the closest length of TP wins.

### **Taste Test:**

If yours is a drinking crowd, this is a fun game that will enlighten you as to just how little most people know about different liquors. Fill 10 or 15 shot glasses with various kinds of liquors and brands and see just how many of your guests can identify by smelling. If your crowd is having a rough time let them taste. The one who identifies the most is the winner and, if (as I suspect) few can identify anything, it'll give you an idea of how much you can save by serving cheap booze later in the evening.

### **The Condom Queen Game:**

(Supplies - Lubricated condoms, bananas (slightly green), and hand lotion. To play this game, divide into equal teams of three or more players. Give each team a condom and an unripe banana. Prior to playing, unwrap the condoms and place them on the tip of the bananas. Have the players sit in a circle. Hand each team one banana with an unrolled condom on the tip of it. Then put a large squirt of hand lotion into the palm of each player's dominant hand (usually the right). On the count of three the first player must unroll the condom down onto the banana then roll it back up again. When she is done, she then passes the banana and the condom to the next player, who repeats the process. Keep playing and passing until everyone has had a turn. When the last player is finished, she must wave the condom and the banana in the air while the whole team shouts, "We are the Condom Queens!" Give each player on the winning team an unopened package of condoms as a prize.

### **The Cherry Game:**

Ask who at the party would like to regain her virginity. When you have several volunteers, place in front of each of them a maraschino cherry in a bowl. Explain that this will be a race to see who can eat their cherry first. They cannot use their hands. Just as they think this will be an easy game, you go around with a can of whipped cream and fill each bowl. Now you have a fun game.

## **Bachelorette Party Games at the Clubs**

### **Souvenir Collection:**

Make a list of items that everyone in the group needs to collect as you go from place to place. Some items you might want to put on the list are matches from a bar/strip club, a drink umbrella, a man's phone number, a drink coaster, a graffiti phrase from a restroom, a Polaroid snapshot, a knotted cherry stem, aspirin, etc.

### **Bar Crawls-Candy Shirts:**

Once in the bar you have to keep your group together. A table is a must; then you can get to work embarrassing all the guys around you (you'll never see them again--have fun). Candy shirts are made

up in advance with Life Savers or other candies sewn on a T-shirt. Guys get to lick or bite them off for a dollar. It's a good way to refill your "kitty" (money held by the "treasurer"). You can also play this game wearing a candy necklace. Some parties let the bride keep all the money. Most guys will talk a big game about sex and intimacy, but when it comes right down to being put upon by a group of women, they are wusses. When faced with the opportunity to nibble something off a strange female's torso, you'll be amazed at how shy they become.

### **Scavenger Hunts:**

These games are usually combined with a bar crawl; here are some ideas for the hunt. Some parties just have the bride do them all.

- Dance with a stripper.
- Kiss the first guy to walk in the bar with his hat on backwards.
- Get a guy's boxers.
- Take photos of a bar's urinals.
- Buy a drink for the first red haired guy you see.
- Dance on a table.
- Sip a drink held between some strange man's legs.
- Ask a strange guy for a condom.
- Get the next man to walk in the bar to buy you a drink.
- Have some stranger sign his name on your bra or shirt or whatever.
- Buy something horrible in a porn shop.
- Go to the next bar wearing it. ("It" being the item in #11.)
- Flash a group of men from the sunroof of the limo.
- Get some poor guy's chest hairs.
- Find a fellow willing to serenade you.

If the group breaks up to pull some of the stunts, take Polaroid photos to prove that the stunts were accomplished. Later, you can put these photos together in the album for the bride.

### **Bridal Shower Games**

#### **Caught Crossing:**

As everyone arrives at the shower, pin a diaper pin to each person's lapel. Throughout the entire shower, each time someone is caught crossing her legs, the person who catches this movement gets to take that pin and pin it on her own shirt. If the person being caught has more than one pin, then all of her pins go to the person who catches her. The winner is the person who has the most pins at the end of the shower.

#### **"Love is...":**

Write 25 romantic or sexy words on index cards, such as throbbing, lips, passion, candlelight, roses, chocolate, and so on. On another 25 index cards write some non-romantic images, such as ironing board, wallpaper paste, bikini wax, nose hair, motor oil, and so on. Stack the two piles separately, and distribute paper and pencil. Have each player draw a card from each pile. When everyone has 2 cards, ask them to write a silly love poem using the two words or phrases they have drawn. For example: "Roses are red, they make me hot! Your eyes are sexy, your nose hairs are not!" Have them read their poems aloud one at a time.

### **Bride/Groom Trivia:**

Test your partygoers' knowledge of the bride and groom to be. I was at a party recently where we played this game and it was really funny. Ask the guests questions like, "Where did the couple go on their first date?" "How did the couple get engaged?", "How did the couple meet?" The person who answers the most questions correctly wins a prize.

### **TP Mystery Game:**

As guests arrive, hold out a roll of toilet paper and ask each guest to tear off whatever length of toilet paper they think they'll need. Don't explain what it's for but you might say something like "We're short of TP tonight, and I wanted everyone to have some before we ran out." At some point in the party gather the guests and measure the bride's bust, hips, leg length, or whatever with the strips of toilet paper. The guest with the closest length of TP wins.

### **Life Thread:**

Pass around a spool of thread, and tell each guest to break off a piece. (Don't tell them what it's for or how much to take.) As soon as everyone has taken a piece of thread, go around the room and have each person talk about themselves as they wrap their piece of string around their finger. They are not allowed to stop talking until the string is completely wrapped around their finger. Be careful that no one inadvertently cuts off her circulation! In the interest of saving your circulation, you can play the same game with toilet paper (for each square you take, you have to tell the group one fact about yourself.) A prize goes to the person who takes the longest string/piece of toilet paper and can give the most facts about herself.

### **Power Pop:**

Give each guest a balloon (already blown up and tied) that contains a strip of paper inside. Have each participant try to use any method that they possibly can to try and pop the balloon. One strip of paper has the bride's name on it, but the rest of the strips say things like "You get nothing", "No prize for you", "Try again", etc. The guest who pops the balloon with the bride's name in it wins a prize!

### **Spice up the Party:**

Have a number of different spices covered up so that you cannot tell which spice you are holding. On the cover of each one there should be a number. Give each guest a piece of paper with identical numbers to the ones on the spices. As each spice is passed around (without its top), everyone has to guess what each spice is and put their guesses next to each number on the paper. Whoever guesses the most correctly wins a prize and the bride gets to keep all the spices!

### **Crossed Out:**

As your guests arrive, give every few people a small gift. (For example, you can give every 4th person a gift (or give out the gifts however you choose). As soon as everyone is sitting, tell the group about the "no crossing" rule. If a person holding a gift is caught crossing her legs, then she must relinquish her gift to the person who catches her crossing her legs. This game should be played for the entire length of the shower. At the end of the shower, everyone who has a gift gets to open it. (If a person who already has a gift catches someone with a gift crossing her legs, she can either trade gifts with that person, or choose a person who is "giftless" to give the extra gift to).

### **Making Memories:**

Break all of your guests into several groups. Supply each group with a photo album page, scissors, and some old magazines. Give each group a topic that pertains to the couple-- dates, honeymoon, future, careers, hobbies, etc. Have each group create a collage that has to do with their topic by cutting pictures out of the magazines. When everyone is finished, put all of the pictures together in the photo album and pass it around. If you want, you can award small prizes for "most creative", "prettiest", "funniest", etc.

### **Recipe for Happiness:**

Give each guest a piece of stationary and have them each write down what they feel is a recipe for a good/happy marriage. When everyone is done, fold the "recipes" in half and place them in a box. Have somebody pull them out one by one and read them out loud. As they are being read, have everyone try to guess who wrote each recipe. There really is no "winner" except for the bride-to-be (if she takes and follows the combined advice).

### **Word Chain:**

Have all of your guests sit in a circle. Have one person start the chain by saying one word that describes a wedding. As you go around the circle, have each person state their new word (could be more than one word) in addition to the words that were spoken by the people preceding them. For example, first person says "veil", second person says "veil, best man", third person says "veil, best man, gifts", and so on.

### **Purse Treasure Hunt:**

Have everyone put their purses on their laps. Yell out an item and the first person who finds it in her purse gets a prize. Start out with easy things and make them crazier as you go on. For example, start with something like a driver's license and finish with something like hand lotion or baby items. Award a prize for the first person to pull each item out of her purse.

### **Purse Pounds:**

This is another fun game that involves purses. Place a scale in the middle of the room (don't get nervous), then weigh each person's purse. Give the person with the heaviest purse a small set of dumbbells (implying that they will need to start lifting weights to carry their purse).

### **Say the Word:**

Before the shower begins, make a list of words that have to do with weddings (dress, shower, bouquet, bride, groom, etc.). Write each of these words on a nametag, and as the guests arrive give each of them a nametag. If the guest utters the word on her nametag at any time during the shower, then the person who heard them say the word gets their nametag. At the end of the shower, the person with the most nametags wins a prize.

### **Sock Guess:**

Purchase several pairs of tube socks (at least four). Gather the same number of items that the couple will need on their honeymoon -- sun block/screen, condoms, room key, sunglasses, etc. (If the couple is going to a different kind of place then gather objects that pertain to that place.) Be sure to let the guests know where the couple is going. Place one item in each sock, tie it closed, and pin a number on it. Guests have to feel each sock using their FEET ONLY and try to guess what is in the sock. Write down each guess on a sheet of paper. Whoever guesses the most items correctly wins a prize.



## **Honeymoon Ramblings:**

Give each guest a piece of paper and a marker. Have them put the paper on the floor in front of them. Let them then try to bend over and trace their right hand on the paper. However, they must do this without bending their knees at all! While everyone is attempting to do this, have one person record on a piece of paper what everyone is saying while they are trying to do this. Once everyone is done, announce "This is what (bride's name) is going to say on her wedding night." Then read all of the responses. Some of the responses might include:

- "No way."
- "This really hurts."
- "This is easier than I thought it would be."
- "I can almost reach it."
- Let the bride have the sayings as a keepsake.

## **COUPLES SHOWER**

### **"I never...":**

Supply each of your guests with 20 jellybeans (or any candy of your choice). The first person makes a true statement about themselves that begins with the words "I never..." For example, if one person has never cheated on a mate, then she would say "I never cheated on a mate in my life." If the statement (without the "I never...") is true for other guests, then they must eat a piece of candy. Everyone should take at least one turn. Keep playing until it is obvious who will end up with the most candy - that's your winner!

### **Who's Your Mate?:**

This game is similar to the Newlywed Game. Have one person from each couple leave the room. The host/hostess tailors some planned questions to the group and to certain couples. The other half of each couple stays in the room and answers questions about their mate/date. They're supposed to answer each question the way they think their mate/date would respond. Have them write each answer down, so that when their partner returns he/she can give their own answer to each question. Assign point values for each question that is a match. Then reverse roles of the couples for the next set of questions. The couple with the most points wins a prize. Make sure the prize is something they can share!

### **Not Yet Newlywed Game:**

Contact the bride and groom before the shower, and ask them both a set of ten to twenty questions: favorite color, first job, favorite musician, where he/she was first kissed, etc. Then have the couples at the shower try and answer how they think the bride and groom would answer. The couple who answers the most questions correctly about the bride and groom-to-be is the winner.

### **Whose Kiss?:**

This is a really funny game! Blindfold the bride, then have each of the males in attendance kiss her on the cheek. Give each guy a number and have the bride-to-be guess which number her hubby-to-be is. Give a bag of Hershey's Kisses to the person she guesses is her husband-to-be.

## Sing Along:

Divide the group into teams. In a jar, fold up slips of paper that have different "wedding related" words on them, i.e., bridal, bouquet, chapel, groom, bride, etc. Team #1 gets to draw first. Their mission is to sing a song (at least one line of lyrics) with that word in it. Then it's Team #2's turn. Team #2 must take their word and sing to it. Keep going back and forth until one of the teams gets stumped. Then the other team wins the point.

## "Keep Those Kids Busy" Games

**GAME PLAN:** If you are planning a party and want to keep the kids busy so the party goes smoothly and doesn't turn into a wild free-for-all, try this. Begin with a quiet game, then play an active game or two, then calm the group down again with a last quiet game. Here are suggestions for both.

- "Switch" - Begin with a quiet game like Switch. Divide the kids into two teams and take Team A into another room. Team A must switch various items of clothing or accessories with one another, then return to the game room. Team B must try to guess all the switches that have been made within a five-minute time period. Add up how many items Team B guessed correctly. Then let Team B have a turn to "switch" and let Team A guess the switches. The team with the most correct answers in the allotted time period wins a prize.
- "Mummy Wrap" - Divide the kids into pairs, with one the Mummy and the other the Mummy Wrapper. Give each wrapper a roll of toilet paper or crepe paper streamer. On the word "Go!" have the wrappers race to see who can wrap up their mummy first. The game is tricky because the faster they try to wrap, the more the tissue will tear, causing them to keep restarting!
- "Price Is Right" - Here's a great wind-down game that also serves as the going-away favor. Buy inexpensive gifts for your guests, such as a big bag of candy, a small stuffed animal, a scary book, and so on. Distribute paper and pencil to each player. Hold up one item and have the kids try to guess how much it cost. Reveal the price tag and award the gift to the player who guessed the closest. That player is out of the game, while the rest continue guessing the prices of the gifts, until all of them are gone.
- "Strip the Present"- Have the children sit in a circle. Wrap a present several times, and send it around the circle. As it goes from person to person, have each child unwrap one layer of paper (You can also wrap the gift with tin foil, plastic bags, etc. to make it different). The child who unwraps the last layer to discover what the present is gets to keep it.
- "Musical Present"- Gather the kids in a circle and give one of the children a wrapped present. Play music and have them pass the present around the circle. When the music stops, the child holding the present gets to keep it, and then drop out of the game. Start another present around the circle.
- "Duck Duck Goose"- This is an old favorite! Gather the kids in a circle, and choose one child (usually the birthday boy/girl) to be the "ducker". The "ducker" gets to walk around the circle, tapping (not hitting!) each child on the head, electing to say "duck", or "goose". If the "ducker" says, "duck", then nothing happens. But if the "ducker" yells, "Goose!" then the "goosed" child gets up and runs around in an effort to tag the

"ducker". If the child cannot catch the "ducker", then that child becomes the "ducker". If the "ducker" is caught, then he/she has to sit in the "soup" (the middle of the circle) until another "ducker" is caught.

- "Balloon Bounce"- Have a contest to see who can keep the balloon in the air the longest using only their head. The person who can keep it in the air longest without using anything but their head is the winner. (This game can also be played in teams).
- "Musical Chairs"- This is another children's favorite. Set up chairs in 2 rows back to back. Put out one less chair than there are children. Start playing music, and have the kids walk around the chairs (not touching the chairs though!) until the music stops. When the music stops, the kids must each sit on a chair. The child without a chair is "out". Then remove another chair. If there is ever a tie, the child with more tush on the chair wins. This is a great game when it is played with hats too! Pull out every winter, baseball, cowboy, etc. hat in your house. Have enough hats for every kid except one. As the music starts, have each kid put the hat on and pass it to the right. Each time the music stops, the kid without a hat is out.
- "Freeze Dance"- This game does not need much explanation. Put a group of kids in a room, play some music, and watch them dance. Then turn the music off during the song, and they must freeze in their current position. If they move at all, then they are "out". The people who are still in the game continue to dance/freeze as you control the music, until one person wins.
- "Hot Potato"- This game is an old favorite. Have all of the kids sit in a circle, as one kid is chosen as the "leader". Begin passing a potato (or other object) around the circle, while the "leader" turns his/her head with eyes closed. Everyone must accept the potato, and may not hold it longer than a second. At any point the "leader" can yell, "Hot Potato", and whoever has the potato is out. Continue to play until there is only one person left, and he/she is the winner.
- "Feather Blow"- Give each of the kids a feather. When you say, "GO!" the kids have to start blowing the feather in the air. Whoever can keep the feather in the air the longest (using only his/her breath) is the winner. This game can also be played in teams (the team to keep the feather in the air longest using only breath wins)
- "Name That Animal"- This is a fun game for small children just beginning to learn their animals. Pass out animal stickers or small stuffed animals, and have the kids imitate the animal they receive.
- "Dress-up Relay"- Make 2 piles of the same type of clothing. Divide the group into teams and have the first players race to dress up in all the clothes from one pile. When finished, he/she must take all the clothes off and have the next player dress up. The team that dresses and undresses first wins the game.
- "Sense-Sational"- Test their powers of smell! Fill paper bags with a variety of items that have an aroma, such as coffee beans, salami, toothpaste, orange peels, chocolate, and so on. Be sure the smells are familiar to the age group. Then pass the bags around and let the kids smell them without looking inside! Give prizes to whoever guessed them all correctly (or whoever guessed the most correctly).

- "Telephone"- Have the kids sit in a circle on the floor. The first player begins by whispering a phrase into the ear of the person next to him/her. One by one, each person repeats the whispered sentence as they hear it when it is whispered to them. When the last person receives the message, he/she repeats it out loud. It is usually completely different than the original statement. This game can also be played with goofy faces. The first person makes a goofy face, and then turns (with the goofy look on his/her face) to the next person. The goofy look is passed on until the last person and the first person compare goofy faces.
- "Good Guess"- Find a variety of items that your guests can guess "How much..." For example, "How many jellybeans in a jar," "How many words on a page in a book," "How many crackers in a bag of oyster crackers," "How many pages in a magazine". Award a prize to the person who has the closest guess for each item.
- "Human String Relay"- First of all, you need to tie a spoon to the end of a ball of yarn. Line up both teams single-file. When the host/hostess says, "Go," the first person from each team must put the spoon down his shirt, as well as his pants. When it comes out of his pant leg, he must then pass it to the next player (As it is still attached to the first player). When it has gone through the entire line, and everyone is attached, then the last person at the end of the line must reverse the process (While the first person winds the string into a ball as it comes back out of each person's clothing). When the team finishes unwinding the string then the first person in that line needs to shout, "Done!" The team to finish unwinding the string first wins.

Are you planning a slumber party and looking for fun games to play all night? Try some of these ideas, sent in by one our 13-year-old Party411 fans.

### **M&Ms Game**

There are two or three teams with a envelope of clues, say one said Purple Black and bouncy, that would indicate the M &M's were hidden on my purple and black trampoline. See each team gets the same clue, in a different order so the other team doesn't see where the clue is. At each location there will be a cup of M &M's hidden somewhere. The team can take 3 M&M's at each spot. They don't know how much each M&M is worth until the end. Then the team with the most points at the end wins!!

### **Stuffy Game**

What you do is everyone brings a stuffed animal and they are all put in a pile. Then one by one people are blindfolded and they have to find their stuffed animal without looking!

### **Dress-up Superhero!**

You can only play this if you have a bunch of like Halloween costumes and dress up clothes. Well, two people go into a different room where the clothes are and they have like 2 minutes to create a superhero out of the clothes, like someone could slap some clothes on and call himself... "I didn't have a costume 2 minutes ago Man!!"

### **Silhouettes**

How you play this is you set up a blanket so that if someone was standing behind it you couldn't see them, only their shadow. Then someone who doesn't want to play is the reader, and they read the

papers. The papers are filled out by the kids and they have questions on them like hobbies and their favorite band. They answer them and the reader reads them, then the audience has to guess who it is. Four people go behind the curtain and one at a time they come up. One person will not go until the next four come up, and so on until everyone goes. Also what i didn't mention is the person in front of the blanket is in dress up clothes and they have a flashlight on them so you can see their shadow. You can play with question papers, or the audience can ask the person questions.

## New Year's Party Games

**Guess the Month:** Go through old magazines from the past year, or to your local library (this is fun research though) to search through old news articles. Find many events that took place in the past year. Make a list of these events, and have your guests guess which month the event took place in. For example- "During what month did Gwynneth Paltrow win her best actress award?" Whoever guesses the most right wins a prize.

**Charades of the Past:** Go through magazines and newspapers to pick out events from the past year. Use these events as "titles" to act out for Charades or "Win, Lose or Draw". For tons of fun, make each of your guests team up in two's and act out whichever past year's event that they have randomly drawn.

**Guess Whose Resolution:** Make each of your guests write down 5 resolutions, each on its own slip of paper. Pull one slip of paper out of a hat at a time and read it out loud. Everyone has to write down who they think made each resolution. At the end of the readings, the person who guessed the most correctly wins a prize. Read some of the wrong guesses out loud for fun!

**Find Your Prediction:** Make up some phony generic predictions like, "In the New Year you will shave your head", and attach it to a corresponding item (a wig). Hide predictions with their corresponding items. Tell guests that predictions are hidden around the room with corresponding wrapped items, and that they each need to find one, read it aloud to the group, and open it.

**Who Wins a Prize?:** Every 10 minutes or so (or longer, depending on how long the party is supposed to last) call out a question that relates to guests at the party, such as "Who's the youngest here?" "Who brought the best food?" "Who said the last word?" "Who laughs the loudest?" "Who's sitting next to the hostess?" and so on. Award a prize each time you call out a random question. Soon lots of people will have prizes- and they won't have to stay for the entire party, or worry about missing all of the games because they are party hopping.

**Board Game Tournament:** About 20 to 25 folks attend and we all participate in the various board games. (Usually about 4 or 5 different games). You get points based on where you finish, i.e. 4 points for 1st, 3 points for 2nd, etc.... Once all the games are played, a king, or a queen is announced. Complete with pictures and the passing of the crown! It's absolutely a blast! I highly recommend this type of event for someone looking for something out of the ordinary.

## Outdoor Party Games

**Pass the Orange:** This fun-filled game is inexpensive and simple. The only supplies it requires are 2 oranges and people with both a neck and a chin. Divide the group into 2 teams. When the person (not actually playing the game) says "Go!" the people must pass the orange from neck to neck using only chins and necks. The team that can get the orange to the last neck in line the quickest without dropping the orange wins.

**Limbo:** Play some fun music while your friends stand in line waiting to bend backwards low enough to fit under the limbo stick (broom handle, yardstick, etc.). In order to win, the limbo master must not touch the stick or fall on the floor while limbo-ing under the stick (which is usually held by 2 people).

**Frisbee Golf:** Toss Frisbees into buckets that hang from the trees. Move from bucket to bucket trying to sink the frisbee just as golfers move from hole to hole.

**Pass the Sand:** Divide the group into 2 teams and line them up. Have the person in each line grab a handful of sand from a container. They must pass the sand to the next player, who passes it to the next, and so on down the line. When the sand reaches the last player, he/she pours what is left of it on a plate. The team with the most sand wins the game. (You may have to weigh the sand on a food scale if it's close.)

**Carnival Games:** "Knock down the Bottles", "Shoot at the Target With a Water Gun", "Pie in the Face", "Toss the Coin on a Plate", "Pie Eating Contest", and "Ring Around the Bottles".

**Water War Without Guns:** Use everything from giant sponges and spray bottles to turkey basters, cups, water balloons, and a garden hose to soak the members of the opposing "team."

**Tug of Water:** Set up the sprinkler in the middle of the lawn and turn it on. Divide the group into 2 teams and have each team hold an end of the garden hose. On the word "Go!" have the teams try to pull their opponents into the sprinkler.

**Pop the Piranha:** Inflate balloons and tie them off. Using black felt-tip permanent markers, draw fish faces on the balloons. Toss balloons into the kiddie pool, one for each child. On the word "Go!" have the kids jump into the pool and try to grab/pop (depending on the age of the child) a wet and slippery balloon.

**Go Fishing:** Buy some plastic toys and attach a piece of magnetic tape to each one. Drop the toys into the bottom of the pool. Give the kids fishing poles made from sticks and string, with magnets tied to the bottom of the string. Let the kids fish for their "prize" in the kiddie pool.

**Toss n' Soak:** Fill up a plastic pool with water and have kids stand around the outside of the pool. They must toss the ball back and forth to one another and try to catch it. If the ball hits the water, the child who failed to catch the ball is "out." Whoever is left standing last wins.

**Poison:** This is a game where there is one lucky person who is "it." He stands between two bases (in our backyard we made the "bases" a fence at one end of the yard and a brick wall at the other end of the yard), and is allowed to move anywhere between those 2 bases. He is given a ball, and his goal is to try to hit at least one of the people while they are running from base to base. Obviously, once people are on the base they are "safe." Once he hits someone else with the ball, that person becomes "it." There is no actual winner of this game, but it is action packed and it can go on for hours until the players get tired.

**What Time is it Mr. Fox?:** There is one person who is "Mr. Fox", and everyone else is trying to stay away from him/her. (We used to play this from the top to the bottom of a driveway, but it can be played anywhere as long as there is enough room to run.) Mr. Fox usually stands at the part of the driveway closest to the house. Everyone else stands on the designated base and asks in unison, "What time is it Mr. Fox?" As Mr. Fox responds with the time (it can be any time that Mr. Fox would like it to be), each person needs to take the number of steps that correspond with the time toward Mr. Fox. (For example, if Mr. Fox says it's 4 o'clock, everyone takes 4 steps toward him.) It is up to the individual how large they make each step. The group continues to ask the same question, while Mr.

Fox replies with different answers as to "what time it is." When Mr. Fox chooses, (it must be before the players actually reach Mr. Fox) in answer to the question "What time is it Mr. Fox," he must turn around and answer "It's time to eat you!" He turns around and chases everyone until he catches someone, or everyone makes it back to the base safely. If anyone is caught, then they become "Mr. Fox." (There is no winner to this game either.)

**Frog Hop:** Before you fill the kiddie pool, use a permanent felt-tip marker to draw and color flowers on the bottom of the pool. Fill up the pool with water and have the kids sit on the outside of the pool. Give each child a smooth stone. Let them draw "eyes" on the stone with a permanent marker to turn the stone into a "frog." Then have them toss the frogs into the pool. If the frog lands on a flower then they win a prize.

**Scavenger Hunt:** This is a game that is usually relatively inexpensive and time-consuming (good for both kids and parents). Give the partygoers clues that take them from place to place. Perhaps this game could begin at the house of the party host/hostess, and the final clue could lead to the party destination. The team that arrives at the final destination first wins! (Or instead of a Scavenger Hunt have kids solve a Detective's Case. Set out clues all over the yard and have kids collect them. Then the kids have to figure out what the clues mean. You might have them find clues to making a pizza, building a scarecrow, or solving a puzzle.)

**Keep it Dry:** Give each player a small object that changes when it gets wet, such as a stone, cotton ball, or a marshmallow. Players must try to swim from one end of the pool to the other without getting their object wet. The swimmer with the driest object wins.

**Butterfingers Ball:** As one player jumps off the diving board or platform, another player stands in the shallow end (or on the side) and throws the ball to the jumper, who tries to catch the ball and hold it until he/she hits the water.

**Crazy Olympics:** Have a Crazy Olympics party and let the kids play silly games, such as the Backwards Crab Walk, Blind(folded) Leapfrog, Impossible Obstacle Course, Frisbee Golf, etc. Add a few ridiculous relay races for extra fun (pass the eggs, carry cotton on a spoon, one-legged race, and so on). The kids can also play Silly Sports. For example, they can golf with their feet instead of a golf club, or play baseball with a broom instead of a bat. They can even run the bases backwards.

## Reunion Party Games

### Family Reunions:

**Dress up Contest:** Divide up into teams and choose one person to be the dress-up "dummy." Use old clothes, scarves, glasses, shoes, and anything else that you can place on another person's body to dress up your "dummy." Make your "dummy" as funny and creative as possible. The funniest "dummy" is the winner.

**Know Your Family:** Put all of the names of your relatives in a hat and have everyone draw a name. They must discreetly interview that person sometime during the party and find out one secret that no one knows about them. After everyone has had time to do the interviews, gather the group together and have them share the secret they learned. The rest of the relatives must write down on a piece of paper who they think each secret is about. The person who guesses the most people correctly wins a prize.

**Likes and Dislikes:** Get to know your extended family even better. Ask everyone to write down 5 of their likes and 5 of their dislikes on index cards. (Help the younger ones by writing for them.) At mealtime when everyone is gathered together, read the cards one at a time and have everyone try to guess which relative the information belongs to.

**Scavenger Hunt:** This is a game that is usually relatively inexpensive and time-consuming (good for both kids and parents). Give the partygoers clues that take them from place to place. Perhaps this game could begin at the house of the party host/hostess, and the final clue could lead to the party destination. The team that arrives at the final destination first wins! (Or instead of a Scavenger Hunt have kids solve a Detective's Case. Set out clues all over the yard and have kids collect them. Then the kids have to figure out what the clues mean. You might have them find clues to making a pizza, building a scarecrow, or solving a puzzle.)

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### High School Reunions:

**"The Way We Were":** Have everyone come to the reunion dressed as they did in high school. Whoever looks the most like they did in high school wins a prize.

**Baby Match-up:** Have everyone who was in the graduating class (whether or not they are attending the reunion) send in their baby picture. As people walk in to the reunion, they will receive a numbered piece of paper with blank spaces next to each number. There will be a large collage of baby pictures with numbers next to each one. Let them guess who the baby is in each picture. Whoever guesses the most correctly wins a prize.

**Lip sync/Karaoke Contest:** Sing or lip sync to your favorite tunes from the year of/decade around your graduation (70s, 80s, 90s etc.). Prize goes to the best act.

### Sleepover Party Games

**Body Part:** This game is fun to play at a "scary" sleep-over and can be accompanied by other ghost stories and games such as "Light as a Feather, Stiff as a Board" (see description below). Have the kids sit in a circle in a dimly lit (or dark) room while you make up a story about a mean old witch who falls apart piece by piece. As you talk about each body part, pass around a paper bag lined with a plastic bag, and have the kids feel inside without looking. Each bag should hold a different "body part" that has fallen off of the witch. For example, use peeled grapes for the eyeballs, a canned apricot for the tongue, popcorn kernels for teeth, cooked spaghetti for brain, a large peeled tomato for the heart, cooked macaroni noodles for intestines, a slab of jello for the liver, and so on. Have the kids guess what food you used for each body part, and the person who guesses the most right wins.

**"Light as a Feather, Stiff as a Board":** The basic premise of this game is to have one person lie on the floor while everyone else sits on their knees around her with both hands slightly under her. There is one "Storyteller" who sits by the head and tells a made up story about the person on the floor's life and her "untimely demise." At the end of the story, everyone chants "Light as a Feather, Stiff as a Board" repeatedly as they lift her off of the ground. The idea is to have everyone believing that



"spirits" are helping to lift her off the ground (in reality, she is probably being lifted because of all the people helping to lift her). Take turns, and tell a story about everyone!

**Junk Food Frenzy:** This is a great game that will keep your tummy full and keep you laughing. Dig out some of your favorite desserts and copy the instructions on index cards. Buy ingredients for all the desserts and place them on the kitchen counter. Shuffle the cards and divide the guests into two teams. Have players take turns drawing cards. Each player reads the card and takes the listed ingredient. When all the ingredients have been distributed, give the teams thirty minutes to prepare a dish using the ingredients accumulated by the individual players. When the dishes are complete, have each player taste and eat the results, then vote on the best tasting dessert! For a fun variation, give both teams the same ingredients and see what different desserts they come up with (without using recipes).

**Do-It! Dice:** Buy or find two square cardboard boxes and paint them both white. On each side of the square, write a command or a stunt, such as "Sing our National Anthem," "Hop up and down," "Spin around in circles," and so on. Have the kids gather in a circle with the "Do-It! Dice" in the middle. Have one player roll BOTH dice to determine his/her stunts, then have the player perform both stunts AT THE SAME TIME. This should provide lots of laughs.

**Movie Trivia:** Have everyone watch a video; then make up trivia questions about the movie they just watched. Have a contest to see who can come up with the most correct answers. You can also read through teen magazines and collect trivia about the latest stars. Then quiz the partygoers to see who knows the most about each star.

**"Grabbit":** Place some small objects on a table, such as a bag of candy, a book, a single CD, a stuffed animal, a set of fake nails, and so on -- enough for each player. Let each player name a favorite card game, such as fish, rummy, spoons, hearts, war, etc. Gather the players around the table and remove all but one prize, setting the others aside. Play one of the card games; the winner gets the prize. Replace the prize, and start a new game.

**Panic Word:** Write down 100 words on index cards (one word per index card), such as blink, stare, lint, thread, plate, bra, shoelace -- any words you like. Stack the cards and put them in the center of the room. Divide the players into 2 teams and seat them opposite each other. Set the timer or stopwatch for one minute. Have the first player from Team One draw a card from the pile and give clues to the word to his/her teammates before the timer ends the play. If the word is "blink", the team member might say, "What you do if dust gets in your eyes?" Players from Team One try to guess the word; if they are successful before the time is up, they get a point. If the timer runs out and the word is not guessed, the other team gets a point. Take turns until all the cards are gone, then add up points to see who wins.

**Who Am I?:** Write the names of famous people on index cards and tape one card to the back of each guest. Have everyone walk around in the same room, and instruct them not to mention the name on each person's back, but to talk to everyone as if they are the person on their card. As people begin to correctly guess their identity, they have to continue to treat the people who still don't know their identity like the people whose name is taped to their back. When everyone guesses their "true identity" then the game is over.

**No-Mirror Make-Over:** One of the best themes for a sleep-over party for teenage girls is a Make-Over theme. Have a beauty contest in which the contestants have to apply all of their make-up without a mirror. This is a game in which the most hideous contestant wins the prize. Make sure to take some nice blackmail photos of all the contestants!

**Name That Brand:** Have a contest to see who can list the most names of brands of make-up. Whoever can list the most names wins a prize.

**Murder:** Put slips of paper into a hat (the number of papers should be the same as the number of guests). Have your guests each choose one slip of paper; they should not show it to anyone else. Each slip of paper will be blank with the exception of one that says "Murderer." The guest who picks "Murderer" has to walk around the party and "kill" people by winking at them. As soon as one of the guests is winked at, he/she has to count to three and then fall on the floor. If someone knows who the murderer is, they have to say "Stop! I know who the Murderer is." If the accuser is wrong, then he/she is "dead" and out of the game. If the accuser is correct, then the game is over, and he/she is the winner.

**Truth or Dare:** Gather your guests into a group and have a seat. This is a simple game to play with very few rules. Choose one person to begin. The "beginner" gets to choose who goes first by asking someone "Truth or dare?" The chosen person must respond either "Truth" or "Dare." If he/she responds "Truth", then he/she must respond truthfully to any question asked. If he/she responds "Dare", he/she must perform a dare that is presented to him/her (no matter what). Prizes are not usually awarded. However, if the host/hostess chooses, small prizes can be awarded for dares once they are successfully completed.

**Nutty Sleep-Over Antics:** Here are some fun things that can be done to the first people who fall asleep (knowledge of this should keep the party going for quite a while).

- Put the sleeper's hand in warm water- (This is supposed to induce them to have to go to the bathroom)
- Throw someone's panties/bra in the freezer
- Place a rubber snake on the pillow of an "early sleeper"
- Put shaving cream on a sleeper's hand and then tickle their nose with a feather (Isn't a face full of shaving cream what all "Party Poopers" deserve?)

## Games for Couples

- **Who's Your Mate?** - Have one person from each couple leave the room. The host/hostess tailors some planned questions to the group and to certain couples. The other half of each couple stays in the room, and answers questions about their mate/date. They're supposed to answer each question the way they think their mate/date would respond. They need to write each answer down, so that when their partner returns he/she can give their own answer to each question. Assign point values for each question that is a match. Then reverse roles of the couples for the next set of questions. The couple with the most points wins a prize. Make sure the prize is something they can share!
- **Musical Partners** - You need to have an even number of people to actually participate in this game. (The odd person, or the host, can be the one to stop the music). Turn some music on, and begin the game by selecting 2 people to dance with each other (fast or slow). Have someone turn the music off at different intervals, and tell the 2 people dancing to select new partners. Continue to play the game and select new partners until everyone is dancing.
- **Tie a Yellow Ribbon...** - This is a great way to introduce everyone if you have an even number of people at your party. Buy some yarn or ribbon, and cut the ribbon/yarn up into various lengths (at least 100-400 uneven pieces). Put everyone into pairs, and have them search throughout the house to find as many pieces of ribbon/yarn as they possibly can. They

must work with their partner to tie each piece of ribbon/yarn together to create one long piece of yarn/ribbon. Whoever has the longest piece of ribbon/yarn at the end of 5 minutes wins the game (It is OK if not every piece of ribbon is found).

- **Mix and Match** - Before the party begins, find a lot of oversized clothing (both male and female). Try to include everything from pantyhose and lingerie to shoes and hats. Make sure that there are even amounts of both the male and female clothing. Mix up the clothes and put them into one laundry basket. An area is then designated as the finish line. There is a person in charge of timing the couples with a stopwatch. When that person says, "Go," the first couple runs to the basket of clothes to get dressed as fast as possible. The woman puts on the men's clothing, and the man puts on the women's clothing (over their own clothing). As soon as they are both dressed they have to run to the finish line hand in hand. Each couple goes through the same motions, and the couple with the fastest combined time wins.
- **Bag a Mate** - At some time during the party, separate the men and women. Put the men in one room, and the women in another. Put a large paper bag over each person's head, and send both sexes back into one room. There is no talking allowed, and each person must "feel around" to find his/her mate. There are no real winners or losers (unless you really grab the wrong mate). Note: When placing bags on the heads of your guests, you have the option to provide eyeholes or not.
- **Grab a Man** - This is a quick game to pair up couples (if they are not already paired). Blindfold all of the women, and have all of the men walk around them in a circle. When the host/hostess says, "Go", have the women each grab a man. When all of the men have been caught, have them remove the blindfolds.
- **Give Me Some Sugar** - Partners must face each other with their hands tied behind their backs. Blindfold each player, and then put a sugary treat in one partner's mouth (it could be a snack cake, candy bar, doughnut, etc.). If the treat is wrapped, they must somehow unwrap the treat, and feed it to their partner. The couple who finishes the entire treat first, without using their hands wins a prize!
- **Daiquiri Race** - Blindfold the men and line them up on one side of the room. Place the women on the opposite side of the room with a frozen daiquiri. The object of the game is for the women to take a spoonful of the frozen drink, carry the spoon by the handle in their teeth, and feed the drink to their partner. This game has to be done without using any hands, and the first couple to finish their drink wins! (This game is also a lot of fun with ice cream instead of daiquiris).

## Icebreakers for All Occasions

- **Name and Number** - As people walk into the party, put their name on one side of an index card, and a number on the other side. As everyone walks around with their name showing (on the index card that is taped to their shirt), they have to try to introduce themselves to as many people as they can. After a bit of mingling, tell everyone to turn over his or her name tags, so that the number on each card is showing rather than the name. Now give everyone a numbered piece of paper, and see who can fill in the most names next to the corresponding number.
- **Absent Mind** - Tell each of your guests to come to the party with something that shows a lapse in memory. For example, come to the party wearing only one sock or with only half of

your make-up on (only one side of your face). Give out paper and pencils, and give everyone 10 minutes to see who can guess the most memory lapses correctly.

- **Guess Which Guest** - Before the party, write down a statement about each guest. For example, you could write, "Born in a country other than the USA." "The name of the person\_\_\_\_\_". "The name of the country\_\_\_\_\_". Or a statement like, "Changed my major in college 3 times". "The name of the person\_\_\_\_\_". "The 3 different majors\_\_\_\_\_, \_\_\_\_\_, and\_\_\_\_\_". Put all of the statements together on one piece of paper, and give each guest a copy. Have all of your guests mingle, and ask each other questions to determine whose name belongs with each statement. Whoever has the most names filled in after about 10-15 minutes gets the honor of introducing the people whose names are on his/her sheet.
- **Know Your Neighbor** - As soon as all of your guests arrive, have everyone sit in a circle. Go around the circle and have everyone say their first and last names, and one fact about themselves (such as "I work with dogs," or "I hate pizza with mushrooms," etc.). Have one person stand in the middle (this person is "It"), and point to another person. The person who is pointed at has 10 seconds to give the first and last names as well as "the fact" about the person to his/her right or left (the person who is "It" gets to choose). If the person cannot give the information, then he/she has to go into the center and is now "It". (The person, who was "It" previously, will sit in the now empty seat in the circle). End the game as soon as everyone has had a turn, or when everyone has been "introduced". (Award prizes to those who know their "neighbor").
- **Balloon Friend Blend** - Put each name of half of your party guests on a separate slip of paper, and put each slip of paper inside of its own balloon. (For example, if you have 10 guests, put 5 names in 5 separate balloons). Throw all of the balloons up into the air, and have each person (the 5 people whose names are not in a balloon) take a balloon and pop it! They must then walk around and find the person whose name they have, and both people must introduce themselves to each other. Then after chatting for a few moments, the person whose name was not in the balloon must introduce their "balloon friend" to another person at the party. Continue to introduce yourself and your "balloon friend" to people until both of you have met everyone at the party. (If there are other games, this is a good way to set up random partners as well).
- **Describe Me** - What is everyone's first impression of other partygoers? As guests arrive, make sure that each person gets an index card taped to their back as well as a pencil. Have your guests mingle, and meet each other. As people get to know each other a little bit better, have each guest write their first impressions of the people they meet on the cards on their backs. Make sure to tell your guests to write funny things, but to stay away from anything resembling rude or mean comments. Write things like "quick wit," "bedroom eyes," "million dollar smile," "hot stepper," etc. After about 15-20 minutes, have each person read the card off the adjacent person's back for a few laughs.
- **Sticker Stalker** - When guests begin to arrive at your house, give each guest a pack/sheet of 10 stickers. The object of this game is to get rid of all your stickers by sticking them on the other guests (One sticker per guest). However, if the guest you are "stickering" catches you, he/she gets to stick one of his/her stickers on you. If you are "caught", you must temporarily take your sticker back, and you can try to sticker that same person later (at your own risk). But if someone falsely accuses you of "stickering" him/her, then you can automatically put one of your stickers on that person. The first one to get rid of all 10 of their original stickers is the winner!

- **Quick Name** - This game combines quick knowledge of the names of the people at the party, as well as various items from different categories. Have everyone sit/stand in a circle. Go around the circle and have everyone say their first name, and then reveal a good way to remember their name. The first person begins the game by announcing what the category is. For example, let's say that the category is cars. The first person would then throw the ball at someone of his/her choice, and that person would have to say something that relates to the category of cars, as well as the name of the person who threw the ball. Then as quickly as possible without skipping a beat, that person must throw it to another person of his/her choice. When the next person gets the ball, he/she must say another thing that relates to the car category as well as the name of the person who just threw the ball- and so on. If someone flubs a name or a category then he/she is out. The person who is left sitting in the circle last is the winner. However, if you would rather just focus on getting to know everyone and having fun, you can award prizes at the end for "Quickest Thinker," "Worst With Names," "Best/Worst Passer" etc.
- **Hand To Hand** - Guests need to get into pairs and form two circles, one inside of the other. One person needs to be in charge of starting and stopping the music, and another person gets to be the leader. When the music begins, the two circles are to begin moving in opposite directions. The leader remains in the center of the circles barking out commands such as "Hand to foot," "Nose to back of head," "Elbow to hip," "Cheek to cheek," etc., and every time the music is stopped the people facing each other must obey the commands. When the music stops, the leader must find someone to pair up with, and then the person who is left out becomes the leader.
- **Sign My Arm** - No, this is not a game like "Pull My Finger"! Give all of your guests a marker, and have everyone at the party put a paper bag over their signing hand (arm). When the host/hostess says, "Go," then everyone in the room must obtain as many signatures as they can. It isn't as easy as it sounds though, because each person has to keep the paper bag on their signing hand (so they must sign with the opposite hand). At the end of 5 minutes, the person with the most signatures is the winner!

## Party Games to Break the Ice

**GAME PLAN:** Need an icebreaker for a group of people who don't know each other? Try "Get-Acquainted Bingo!" It's the perfect icebreaker for warming up your guests and helping them find common interests.

First, jot down some interesting facts about each guest attending the party, such as "Susan -just got pregnant" or "Matt - hired by the FBI." Buy enough 5-by-8-inch index cards for each guest. Draw a grid on each card, three squares across by three down. In each square, write a question about one of the other guests, using your list as a guide.

For example, if Susan "just got pregnant," you might write, "Who's expecting the stork?" If Matt was "hired by the FBI," you might write, "Who's come to the party undercover?" Distribute the questions throughout the cards so that all players have equal amounts.

When guests arrive, hand them a card and a pencil. Tell them to find the answers to the questions on their card by asking the other guests creative questions. When they find a match, have them get an initial from the matching player in the appropriate square. The player who fills the card with initials first wins a prize.

