



HOST YOUR OWN

KIDS VS. GROWN-UPS

GAMES TIME



CHARADES | **PLACE** **IN** **ORDER** | **SHOUT**
QUICK | **THREE** | **YOU CAN'T SAY THAT!** | **OUT**
DRAW | **CLUES**

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| 1 game board | 180 games cards |
| 1 spinner | 1 paper pad |
| 4 playing pieces | 1 pencil |

AIM OF THE GAME

To be the first team to reach the finish line on the games board!

SETTING UP

- Attach the spinner to the board and lay it out in the centre so all players can reach.
- Either lay the cards face down around the board or keep them in their piles in the box.
- Divide into equal teams. A minimum of two teams with two players in each can play this game. Kids and grown-ups can either be on separate teams or they can team up together – more on this in the next section.
- Each team chooses a playing piece and places it on the start mark on the game board in the matching colour. This will be that team's path for the whole game.
- Players can only move their playing piece onto spaces on their own path; where paths overlap you may need to jump over another team's path to reach your next space. Every path has 26 spaces including the start and finish marks.
- Place the notepad and pencil in the centre for all teams to reach.



Scan here to access a spotify playlist, perfectly picked to accompany your game!

HOW TO PLAY

- There are two ways this game can be played: either kids and grown-ups can play on teams together or teams can be made up of just kids and just grown-ups.
- Each question card has a Kids question on the left side and a Grown-Ups question on the right side. For the Charades, Three Clues and Place in Order games, no matter who is teamed up with who, just be sure to read the correct side out to the player answering at that time. For example, if it is a kid's turn to answer, whoever is reading out the question or challenge should read out the Kids side of the card. For the Quick Draw and You Can't Say That games, the player that is drawing or describing and not answering should take the challenge from their side of the card. For example, if it is a kid's turn to draw, they should draw what is on the Kids side of the card, no matter who is guessing.
- The team with the youngest player starts the game by spinning the central spinner. If the arrow points to one of the six game names, one player from that team must pick up a matching game card. Details to follow on how to play each game.
- If the playing team answers correctly, they must move their playing piece the number of spaces on the board as stated on the card. Play then continues in a clockwise direction with the next team spinning the central spinner and taking a card.
- If the spinner arrow lands on 'your choice', your team can choose which game to play for that round.
- If the spinner arrow lands on 'next team's choice', the team clockwise from you can choose which game you play for that round.
- Mixed in with the games cards are some surprise cards that contain a mixture of forfeits and rewards. If you draw one of these cards, follow the directions on the card before play moves to the next team.
- Keep taking turns to spin the wheel, pick a card and complete each challenge to move across the game board. The first team to reach their finish mark wins the game!

Note: points = spaces

E.G. If you win two points, you move two spaces!

CHARADES

Act out the book, film, tv show, play or song for your team to guess. Song cards contain the artist's name as a guide, but only the song name is required to win the point(s).



You have 60 seconds for this game – use a watch or phone to track the time!

QUICK DRAW

Draw the phrase from the card on the paper pad for your team to guess. Each card contains two parts: an object and an action. Your team must guess both parts in order to secure the points. The combinations are a bit wacky so let your imagination run wild!



You have 60 seconds for this game – use a watch or phone to track the time!

THREE GLUES

Read out each clue one by one for your team to guess what is being described. If your team guess after the first clue, win 3 points; if they guess after the second clue, win 2 points; if they guess after the last clue, you guessed it – win 1 point!

PLACE IN ORDER

Read out the question for your team to guess the right order. They must guess the entire order correctly to win the points on the card.

YOU CAN'T SAY THAT!

Describe the word at the top of the card without using any of the words written below. You may not use any part of the word you are describing or any variation of the words you are not allowed to say.



Your team have only three guesses to win the points for this game!

SHOUT OUT

The only game where all teams can play at once. Read out the category on the card and the first team to shout a correct answer wins the points. If it is a kid reading out the card, only other kids playing can answer (and should therefore read the Kids side of the card). If it is an adult reading out the card, only other adults playing can answer (and should read out the Grown-Ups side of the card).