



HOST YOUR OWN

FRIENDS & FAMILY

GAMES NIGHT

CHARADES

QUICK
DRAW

THREE
CLUES

PLACE
YOUR

ORDER

YOU CAN'T SAY THAT!

WHAT
COMES
NEXT?

CONTENTS

1 GAME BOARD

1 SPINNER

4 PLAYING PIECES

180 GAMES CARDS

1 PAPER PAD

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 OF TWO PLAYERS CAN PLAY THIS GAME. A MAXIMUM OF FOUR TEAMS CAN PLAY, BUT THERE IS NO MAXIMUM NUMBER OF PLAYERS PER TEAM, AS LONG AS EACH TEAM IS ROUGHLY EQUAL IN SIZE.
- 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.

HOW TO PLAY

- EACH QUESTION CARD HAS A LIGHT BLUE LEFT SIDE AND DARK BLUE RIGHT SIDE. BEFORE YOU BEGIN THE GAME, DECIDE WHETHER YOU WILL PLAY THE LIGHT SIDE OR DARK SIDE AND STICK TO THIS CHOICE THROUGHOUT THE GAME.
- THE TEAM WITH THE YOUNGEST PLAYER STARTS THE GAME BY SPINNING THE 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 THEIR 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 SPINNER TO DECIDE WHICH CARD THEY SHOULD TAKE.
- IF THE SPINNER LANDS ON 'YOUR CHOICE', YOUR TEAM CAN CHOOSE WHICH GAME TO PLAY FOR THAT ROUND.
- IF THE SPINNER 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 GIVEN BEFORE PLAY MOVES TO THE NEXT TEAM.

NOTE: POINTS = SPACES

E.G. IF YOU WIN TWO POINTS, YOU MOVE TWO SPACES!



SCAN HERE TO ACCESS A SPOTIFY PLAYLIST, PERFECTLY PICKED TO ACCOMPANY YOUR GAMES NIGHT!

CHARADES

ACT OUT THE BOOK, FILM, TV SHOW 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 CLUES

READ OUT EACH CLUE ONE BY ONE FOR YOUR TEAM TO GUESS THE FAMOUS PERSON 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 THIRD CLUE, YOU GUESSED IT – WIN 1 POINT!

PLACE YOUR ORDER

READ OUT THE QUESTION FOR YOU 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 FIVE 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!

WHAT COMES NEXT?

READ OUT THE SONG LINE OR MOVIE QUOTE FOR YOUR TEAM TO GUESS THE NEXT LINE. THEY MUST GUESS EXACTLY TO WIN THE POINTS ON THE CARD.