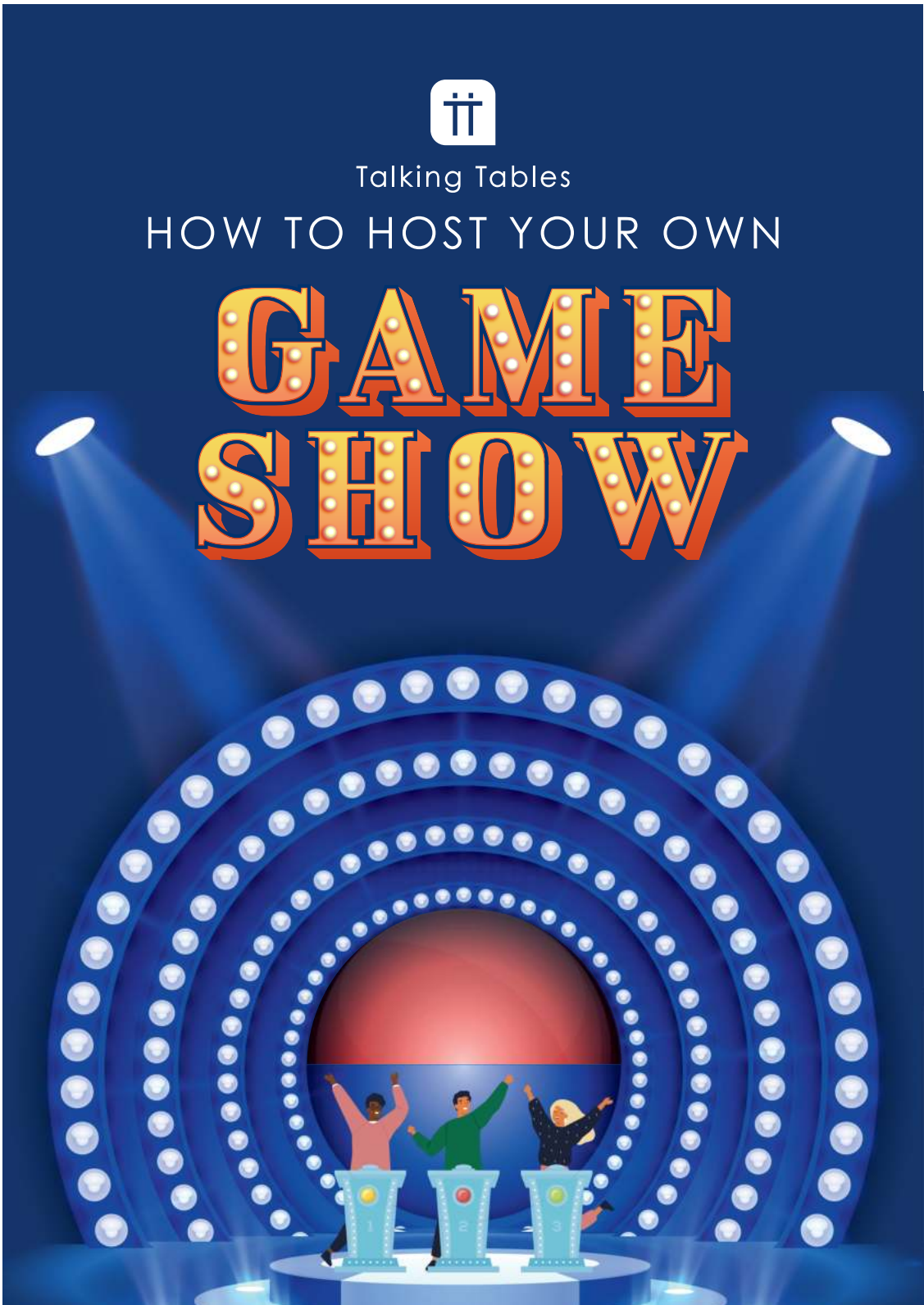




Talking Tables

HOW TO HOST YOUR OWN

GAME SHOW



HOST YOUR OWN FRIENDS & FAMILY GAMESHOW (5 + PLAYERS)

FIRST THINGS FIRST, YOU'LL NEED TO PICK TEAMS AND SUSS OUT WHO'S GOING TO PLAY THE COVETED ROLE OF GAMESHOW HOST. TEAMS SHOULD CONSIST OF A MINIMUM OF TWO PEOPLE, AND YOU'LL NEED AT LEAST TWO TEAMS TO GO HEAD-TO-HEAD. YOU CAN EITHER CHOOSE TO HAVE ONE PERSON PLAY THE GAMESHOW HOST FOR THE DURATION OF THE GAME OR SWAP HOSTS HALF-WAY THROUGH. YOU CAN HAVE LARGER TEAMS, AS LONG AS EVERYONE IS WITHIN REACHING DISTANCE OF THE BUZZER.

HOW TO PLAY

AT THE START OF THE GAME, THE HOST SHOULD TAKE FOUR CARDS FROM EACH MAIN ROUND SO THAT THEY HAVE TWENTY CARDS IN TOTAL. THERE ARE FIVE MAIN ROUNDS CONSISTING OF

- SHOUT OUT
 - SCAVENGER HUNT
 - SAY ANOTHER WAY
 - STRANGE OR FICTION
 - WHERE IN THE WORLD
- AT THE START OF EACH ROUND, THE HOST SHOULD READ OUT THE INSTRUCTIONS ON THE CARD TO ALL THE PLAYERS.
 - BOTH TEAMS SHOULD BE SAT/STOOD WITHIN EASY REACH OF THE BUZZER, BUT ALL PLAYERS SHOULD KEEP THEIR HANDS ON THE TABLE WHILE THE QUESTIONS/CHALLENGES ARE BEING READ.

- THE FIRST PERSON TO HIT THE BUZZER WILL GET TO ANSWER. IF THEY ARE INCORRECT, THE OTHER TEAM WILL HAVE ONE CHANCE TO BUZZ IN TO WIN THE POINT. AFTER THIS, THE HOST WILL MOVE ON TO THE NEXT QUESTION.
- EACH TIME A TEAM GIVES A CORRECT ANSWER, THE HOST AWARDS THE TEAM ONE MARK ON THE SCORE PAD FOR THAT ROUND.
- AT THE END OF EACH ROUND, THE HOST TALLIES UP THE SCORES, SO THE TEAMS KNOW WHERE THEY STAND IN THE COMPETITION.
- AT THE END OF THE GAME, THE TEAM WITH THE HIGHEST SCORE WINS!

CRAZY CARDS

- AS WELL AS SCORING POINTS ON THE MAIN ROUNDS, THERE ARE CRAZY CARDS WITH MINI CHALLENGES. THE TEAM WHO WINS THESE CHALLENGES WILL WIN THE CARD AND DOUBLE THEIR POINTS FROM THE LAST MAIN ROUND.
- WE SUGGEST EACH TEAM PLAYS TWO CRAZY CARDS PER GAME. IN ORDER TO PLAY, THEY SHOULD HIT THE BUZZER AFTER THE HOST HAS ANNOUNCED THE SCORES FROM THE PREVIOUS ROUND. THE HOST WILL THEN DRAW A CRAZY CARD AND CHALLENGE A MEMBER OF THE TEAM TO THE MINI GAME.
- SOME OF THE ROUNDS MIGHT NEED PLAYERS TO GET ACTIVE SO MAKE SURE YOU HAVE ENOUGH SPACE IN THE AREA YOU ARE PLAYING IN.

HINTS AND TIPS

- HAVE A PEN, PAPER, AND TIMER HANDY AS YOU MIGHT NEED THESE FOR THE CRAZY CARD MINI GAMES.
- YOU CAN CHOOSE MORE OR LESS CARDS PER ROUND DEPENDING ON THE TYPE OF GAMEPLAY YOUR FRIENDS OR FAMILY PREFER AND HOW LONG YOU'D LIKE THE GAME TO LAST.
- IF PLAYING WITH A YOUNG OR VERY ACTIVE GROUP, FOR EXAMPLE, YOU MIGHT WANT TO TAKE MORE SCAVENGER HUNT CARDS AS THESE ARE LIVELIER.
- IF PLAYING IN A SMALLER SPACE, YOU MIGHT WANT TO ELECT ONE HUNTER PER SCAVENGER HUNT, SO PEOPLE DON'T TRIP OVER EACH OTHER.

TIPS ON PLAYING THE HOST

- REMEMBER, THE HOST'S WORD IS FINAL, AND THEY CAN LAY DOWN THE LAW IF THEY HAVE TO. IF TEAMS ARE BUZZING WITHOUT HAVING AN ANSWER READY, THEY SHOULD HAVE A POINT DOCKED.
- IF YOU WANT TO HAVE TWO HOSTS, JUST SWAP HALFWAY THROUGH THE GAME.
- WE'VE ALL SEEN GAMESHOWS AND THE HOST IS KEY IN KEEPING UP THE EXCITEMENT AND GETTING THE PLAYERS COMPETING FOR THE WIN. BIG SMILES, BANTER AND A SENSE OF CONFIDENCE ARE ALL KEY.
- CHOOSE A STAGE NAME AND INTRODUCE YOURSELF.
- MAKE SURE TEAMS ARE CLEAR ON THE RULES PRIOR TO PLAYING.

Battery removal instructions: This product contains 2 x AAA batteries. To replace batteries, open battery compartment. Ensure spent batteries are appropriately disposed of immediately. Spent batteries may still produce serious burns and injury to children particularly if ingested.

If you suspect your child has ingested a battery, seek medical attention immediately. Do not mix old and new batteries. Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.

The WEEE symbol on the product and packaging indicates that this product must not be disposed of with normal household waste. Instead, such marked waste electrical equipment should be disposed of by arranging to return to a designated collection point for the recycling of waste electrical and electronic equipment.