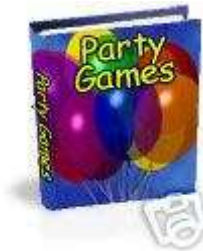


# Over 100 Party Games & Fantastic Forfeits



Party games are a perfect ice breaker. Play games with your guests and they'll soon feel welcome and comfortable. Make your games fun and with as much interaction as possible.



The idea of having games at your party is to help guests relax, have fun, sell your items and make new contacts/customers. If your guests have a good time and enjoy themselves, they'll be sure to come back to your next party! Or even book one themselves ;-)



In this ebook you'll find games that will help you with the following:

- Recruiting
- Hostess - increase guest attendance
  - The focus on your company
  - Focus on your presentation
- Getting Guests to know your products
  - Themed Party games
    - Icebreakers
  - Pen & Paper Games
    - Pub Games
    - Team Games
  - Balloon Games
    - Forfeits

Please be aware that some of the games listed are adult themed – use your judgement when playing these.

Most of all... Just Have Fun!

## 1. This game sheet is useful for hostesses to increase their guest attendance

### Hostess Treasure Hunt

There are 40 treasurers below just waiting for you to find them. Review the list and begin searching today!!!! The object is to find 12 buying guests that you know to match the categories below. On the day of your party, tick the guests off as they arrive. If you are successful in your treasure hunt by getting 12 or more different buying guests at your party, you will receive \_\_\_\_\_ absolutely free!!!!

- |  |  |  |
|--|--|--|
| <input type="checkbox"/> A family member           | <input type="checkbox"/> Someone who lives in Flat       | <input type="checkbox"/> An animal lover           |
| <input type="checkbox"/> Someone engaged           | <input type="checkbox"/> Someone who just bought a house | <input type="checkbox"/> Someone who is a boss     |
| <input type="checkbox"/> A doctors office worker   | <input type="checkbox"/> Someone who has 4 kids          | <input type="checkbox"/> Someone who drinks tea    |
| <input type="checkbox"/> A baby-sitter             | <input type="checkbox"/> Your child's friends mother     | <input type="checkbox"/> Someone who drives a Ford |
| <input type="checkbox"/> A co-worker               | <input type="checkbox"/> Someone who is left handed      | <input type="checkbox"/> A self employed person    |
| <input type="checkbox"/> A blonde                  | <input type="checkbox"/> Someone who loves chocolate     | <input type="checkbox"/> Your first booking        |
| <input type="checkbox"/> Someone looking for a job | <input type="checkbox"/> Someone who drives a car        | <input type="checkbox"/> Your next friend          |
| <input type="checkbox"/> Someone working 2 jobs    | <input type="checkbox"/> Someone you know from church    | <input type="checkbox"/> Someone in college / Uni  |
| <input type="checkbox"/> A redhead                 | <input type="checkbox"/> Someone you went to school with | <input type="checkbox"/> A teacher                 |
| <input type="checkbox"/> A nurse                   | <input type="checkbox"/> Someone who wears glasses       | <input type="checkbox"/> Someone who volunteers    |
| <input type="checkbox"/> A hairdresser             | <input type="checkbox"/> Another party plan consultant   | <input type="checkbox"/> Someone who owns a boat   |
| <input type="checkbox"/> A computer owner          | <input type="checkbox"/> Someone from a previous job     | <input type="checkbox"/> A mum from school         |
| <input type="checkbox"/> A Man!                    | <input type="checkbox"/> Someone who has a dog           | <input type="checkbox"/> A long lost friend        |
| <input type="checkbox"/> A neighbour               | <input type="checkbox"/> Someone who has a cat           | <input type="checkbox"/> Someone who can't drive   |
| <input type="checkbox"/> An expecting mother       | <input type="checkbox"/> Someone who Loves wine!         | <input type="checkbox"/> A newlywed                |

Remember you can only count a guest for one category

Good luck and happy hunting!!!!!!

# GAMES TO GET POTENTIAL RECRUITS

## **2. Hold That Pose**

Ask everyone to respond to these questions by following instructions, precisely.

- If you have a car and know how to drive hold up your right hand.
- If you enjoy being around people, wiggle your fingers.
- If you have a phone and love to talk, hold up your left hand.
- If you have lot of \_\_\_\_\_ products, raise your left leg.
- If you like money, and want more, raiser your right leg.

Now pick one of the most enthusiastic people from those who have two hands and legs in the air. Have everyone else hold their position until guest comes up front. Then have the guest introduce themselves to the group and select a product you offer that she wants to buy or has at home and have them demonstrate it. Tell them you have something special to talk to them about later. This is a great recruiting game. Give everyone a gift for being such a good sport (it doesn't have to be expensive (try the £1 shop, see what's available from head office, maybe some logo pens etc)

## **3. Ask Me About My Job**

**This game is great for slipping in lots of 'recruiting' seeds as well as having fun! It's called "Ask Me About My Job".**

**Prop** - Have a book of raffle tickets

Say "For the next 3 minutes we're going to play 'Ask me about my job'. The first person to come up with a question will get 3 raffle tickets, the 2<sup>nd</sup> person will get 2 and every question after that earns 1 ticket."

(Questions like "How many hours do you work a week?" and "How long have you been doing it?" will start coming at you. Answer them as positively as possible. e.g. "I only work evenings and weekend because I want to be home with my children." "I've been doing this job for 18 months and I've never had so much.")

At the end of the Q & A you can either draw for a prize right then and there, or you can tell the guests to hang on to their tickets and do a little more Q & A towards the end of the party (they may have thought of other questions by then).

It's a lot of fun when the questions start coming in fast and furious... guests try to out-do each other and ask the most questions (they want to be the one with the most tickets) and it's GREAT for teaching people about your business and how it might benefit them.

## Icebreaker Games

'Icebreakers' are games or activities that help "break the ice" at events where there are lots of people who don't know each other. These games are easy to play and help the group to mix. With icebreakers games no prize is needed, it's just for fun.

### **4. Party Pop**

Let each guest pick out a balloon from a bowl. Then explain, the first person to blow up their balloon, tie it, sit on it & pop it, will win a free gift. This is a great ice breaker for any group; it gets everyone up and laughing.

### **5. 15 Minutes of Fame:**

Put a name of a famous person on everyone's back. Asking only yes and no questions each person tries to figure out the name. You are only allowed to ask each person one question. This is a great way to get people to talk to new people

### **6. TWO TRUTHS AND ONE LIE**

Everyone sits in a circle and one person starts it by getting the person next to her to give her two truths and one lie about herself and the first person has to guess which the lie is. If she is right she sits down, if she is wrong she goes on to the next person.

### **7. PEAS**

This game is best played over a period of time - like the whole party. Each person is given a number of peas (say 10). Use dry split peas, not the frozen kind. The object of the game is to make someone else say either the word 'yes' or 'no'. If yes or no is said, then that person forfeits a pea to the person who catches them out. The winner is the person with the most peas at the designated time (i.e. the end of a party).

# GAMES TO HELP YOUR PRESENTATION

## 8. Exclusive Game

This game really keeps guests listening. Give one guest a gift (2 gifts if there are 9 or more guests). Tell them whenever you say the word "exclusive" they have to pass the gift to the person on their right. Tell them how they can identify an exclusive item in your catalogue (usually there's a special symbol) and that means that particular item is exclusive to your company. You might also want to mention that even though they may see an item very similar to yours in a local store or catalogue, it's not the same (inferior quality, a copy, etc.). The gift will keep being passed until you've finished your presentation, and the last guest holding it wins.

## 9. Pass the Gift (I love this game!)

This is a very easy one to play! Bring a wrapped gift to your party. After you have introduced yourself, have everyone stand up and get into a circle. Hand 1 person the gift and have them follow the following directions. The last one with the gift in hand wins.

You thought all the gifts were meant for you. But I have other items too.  
So hold up this gift and look around, and give it to the one with eyes of brown.  
You think you are the lucky one, but let us all share in the fun!  
Look around with eyes discreet, and give it to the one with the smallest feet.  
Your feet are tiny and very small. Now hand it to someone very tall.  
Please, take your time and don't be harried. Give it to the one who is longest married.  
You must be proud of your married life, now pass this on to the newest wife.  
Of this parcel you are bereft, give it to the one on your left.  
The largest earring I'm looking for now, if you're wearing them, step up with a bow.  
Now to the person with buttons-- big or small, any kind, the most you can find gets the gift at this time.  
Now don't get cross and please don't fight, but pass it to the lady third on the right.  
We should stop now, don't you agree? The gift is yours to open and see.

## 10. The Perfect Guest

This game too can be played throughout the entire party. You can even do this secretly if you'd like. Make a list of all the guests. Each guest that does one of the following gets a point. You can add anything that you'd like and the guest with the most points at the end of the game or party wins.

- Give one point for just being there
- Arriving on time
- Bringing a friend
- Making a purchase
- Books a party
- Asks a question about a product or business opportunity

### **11. Company Letters**

Have everyone write your company name across the top of a piece of paper. Set your timer for 2 minutes and have guests make up as many words as possible by rearranging the letters into other words. The guest that has the most words wins.

### **12. Hunt the item**

Pick out a certain amount of products (maybe 10 - 15 depending on the amount of guests). Give the guests a product name. The first guest to tell you what page it is located on gets a point. Guest with the most points wins.

### **13. Scrambled Words**

Pick out maybe 10 - 15 (depending on the amount of guests) different products. Scramble the product names (you'll need to have these typed up beforehand). Hand out one card per guest. The first guest to unscramble the word gets a point. Guest with the most points wins.

### **14. Hostess Scavenger Hunt – The "Free" Game**

Props needed: 2 or more decks of cards and your imagination.

Tell all guests at the beginning of your party that whenever you say the word "Free", the first person who yells out "I want it", will get a card (give them the card face down, no peeking, if they peek they must give the cards to the Hostess). At the end of the demo whoever has the most points wins. No's 2-10 are worth face value; Kings, Queens & Jacks are worth 25 and Aces are worth 50 points, you can use jokers if you like and give them any value you want. (They could even be used to deduct points)

Now to play: Make sure you mention the word "free" as many times as possible throughout your flip chart or program talk as well as product demonstration.

Use phrases such as: You will receive £££ in FREE; When you have "free" time' wouldn't you like this for "free". Having a fun night in with friends is Free

If you can't tell who said it first? Give a card to anyone who said it. If there's quiet people at your party who refuse to speak up, then have one or two rounds where those who don't say "I want it" win a card.

This game is great to keep the groups complete and utmost attention. They hang on your every word to spring out of their seats!

At the end; they count up their cards and award a prize to the guests that have the highest and lowest totals.

## 15. PURSE GAME

Give everyone a piece of paper and pen. Let them know that you will be asking them to pull things out of their purse. Whoever pulls the most of these items wins the prize

- A pen, Say, "Now you can fill out your order."
  - MasterCard, Visa or Maestro cards "You can use one of these credit cards when you place your order tonight. I take cash and cheques too."
  - Address Book "You can use your address book to make a guest list for your own party"
  - House Keys "You can use your house keys to open your home to friends and family so that they can have fun like we are tonight."
  - Car Keys " You can use your car keys to drive to the friend's home who books tonight."
  - Cheque book "If your cheque book contains cheques, but not as much money as you would like, you can talk to me at the end of the party and I can help you put more money in there."
  - Calculator "You can use this to calculate your free products that you'd like when you have your own party."
  - Pen "You will need this to write a letter to tell your current boss goodbye when you start your new career with\_\_\_\_\_."
  - Lipstick "You will need this to freshen your lips after you talk to every one you know about\_\_\_\_\_, so that you can receive a £3 voucher FREE for every one you refer that does hosts a party or places a brochure order."
  - Mobile Phone "You need to call everyone you know to come to your party."
- Having a purse. You deserve that just for packing all those things around.

## Theme Party Ideas

**16. Banana Split Party** - Tell your friends to put their diet on hold! Each guest will be asked to bring her own banana and favourite topping and the hostess will provide ice cream. All bananas will be judged by the guests for the ripest, longest, and most bruised! The winners of each category will receive a free gift

**17. Garden Party** - Have a garden that everyone raves about? Let's take the party outside! Have guests bring their own decorated lawn chair or cushion . All participants will go into a drawing for a prize!

**18. Mardi Gras** - Fat Tuesday can be any Tuesday! Pick any Tuesday of the month for your party. Guests who dress in Mardi Gras colours or wear beads or masks will receive a free gift!

**19. Party & Tell Party** - Have your guests been to a MILLION home parties? Invite them for a "Party and Tell" party. Each guest will be asked to bring their favourite piece to the party and tell us why they brought it and where they use it in their home. Each guest that participates will receive a free gift!

**20. Men Only Party** - What an easy way for your significant other to shop for you! Whether it's your anniversary, birthday, Valentines, Christmas, or any other day, this is a great way to insure that you will receive something you'll love! Have your man host this party during Monday Night Football and the men can shop during half time! Send "Wish Lists" to every wife before the party so they can pick their favourites!  
ALL PURCHASES WILL BE GIFTWRAPPED FREE!

**21. Game to End Party**

Read this at the end of your demonstration. The person with the most points wins!  
You can give a prize to the person with the least points, also!

I wonder who came here from afar,  
Give yourself 5 if you came by car.  
Were you on time? Not one minute late?  
Punctuality pays so give yourself 8.  
A watch is 6 and each ring is 2  
10 more points if your eyes are not blue.  
Score yourself 5 if you party any pink,  
but take away 10 if you left dishes in the sink.  
Count all of your buttons...each gives you 1  
except if they are white and then you get none.  
For each bow that you have add on 2  
(Note: shoelace bows count)  
But safety pins are taboo,  
So for each one you're wearing  
you must subtract 2.  
1 point for each year that you have been wed,  
But take away 5 if you have on red.  
Now sons are neat, on that we agree  
So for each one you have you now may add 3.  
But when adding up points, girls are worth more  
So for each one that you have go ahead and add 4.  
If you kissed your husband or boyfriend today, add 12  
but into your personal life we must delve...  
If you kissed them both you must subtract 20  
Because you're in trouble and trouble aplenty!  
Now that's all there is so total your score  
Except if you're a special friend, there's one more.  
It's 50 points bonus for a V.I.P.  
If you'll be a hostess for a

\_\_\_\_\_ Party for me!



## Get Acquainted Games

### **22. It's Gotta Be Me**

Give each guest a piece of paper and ask each to list at least five of his or her personality traits. Collect papers in a bowl. Ask each person to draw one and match the personality traits to the person they feel is being described. Award a gift to those who correctly make the match

### **23. Adjective Game**

Have each guest introduce themselves by using a nice descriptive adjective which starts with the first letter of their name. For example: I'm delightful Diane. Each person, in turn, tells the names of the people before them and then adds their name and adjective. For example: Mary would say, "This is delightful Diane and I'm marvellous Mary." You can arrange it so the hostess is the last to name everyone and could receive a small prize.

### **24. Chubby Bunnies**

Contestants have to see how many marshmallows they can stuff into their mouths and still say "Chubby Bunnies". The winner is the one who can manage the highest number.

### **25. Memory Game**

On a tray, place about 10 to 15 small items (e.g. pencil, watch, comb, shoe lace, spoon, toy car, etc.) and cover with a cloth.

Sit everyone in a circle.

Place the tray in the middle of the circle and remove the cloth for 60 seconds. Everyone has to remember the objects. When the time is up, replace the cloth.

In turn, each person has to name an object on the tray. The first person to fail to name an object, repeat an object or name something not on the tray is out. The tray is then removed and some or all of the objects replaced, and the game re-started with the person following the one who is out. If the game is too easy for the group, add more objects or reduce the time.

### **26. Who am I?**

A Good game to get people talking together at the start of the party as they arrive each person has a piece of paper pinned to their back. The paper contains the name of a famous person. By asking questions which can only be answered with "Yes" or "No" such as "Am I still alive?", "Am I fictional?", etc. the person has to guess their name. Successful guessers may have another go.

### **27. Balloon Popping Contest – Outdoors or for a large venue**

Divide guests into two equal groups. About 25 yards away place two bags of inflated balloons in colours to match your theme colours. These balloons should be over-inflated to make popping easier. At the sound of a ringing bell or whistle, the first two relay contestants, one from each team, run to the bag, and remove one balloon. Each must sit on it until it pops. Once the balloon pops, the players run back to the starting line, and tag the next player in line. The first team to complete the course wins. Not a quiet game...but a guaranteed favourite! This one may sound like it is just for kids, but your party will live on in your guest's memories forever if you play this game!

Variation:

Using balloons in colours to match your theme - Divide the group into two teams. Tie the balloons to everyone's ankles. Say "go" and watch the teams trying to burst the other team's balloons first. The team with the last balloon wins. As your balloon is burst you withdraw from the game.

### **28.Name those Logos**

Go through several brochures and cut out advertisement symbols (i.e. the 7up dot, but not the word 7up). Paste each on the white side of a 3x5 card and have everyone go around the room with an answer sheet and try to identify as many of the symbols as possible.

### **29. Name Game**

Provide each guest with 5 small pieces of paper, and a pencil. Ask them to write down the names of 5 **famous** people...leaders, movie stars, authors, sports figures, politicians, artists, inventors, scientists, etc. Fold the papers, and put them into a hat. Seat guests in a large circle. Each round is limited to 30 seconds, so have a watch with a second hand available. The first player pulls out a name, and tries to get the person beside them to guess the name. After the name is guessed, the clue giver can continue pulling names out of the hat for the full 30 seconds. Here are the rules: They can talk, but can't point to items. They can't spell out the name, but can say the letter the name starts with. They can reference just about anything, but the person's name. As an example, if the name is "Sammy Sosa", the clue giver might say..."The guy who had almost as many homeruns as Mark McGuire in the 1998 baseball season." "He plays for the Chicago Cubs", etc. Both the clue "giver" and the clue "guesser" get points for as many names as they guess in the 30-second time frame. Have each participant track his/her own points. The turn then passes to the guesser, who now becomes the clue giver, and his/her neighbour becomes the new guesser. This game is a blast to play, and really is not as difficult as these instructions would make it seem! Give it a try!

### **30. Name That Tune**

You'll need a CD player and some compact discs with compilations of songs related to your theme (Luau, 50's, retro) or just some good favourites of an era appropriate for your party guests. Play the first few bars, and see which guest can name that tune the fastest. Keep track of points and award the winner a music CD. If your group is large, play a variation on this game. Using famous songs, list song titles on one side of a page, and the original Artists or songwriters on the other side. Make enough copies for all guests. Challenge guests to match as many as possible. A challenging but fun adventure!

### **31. Pass the Package**

Use two props related to your party theme, or wrap two boxes to look like beautiful gifts (approximately shoe box size). Divide guests into two teams and have them form two lines. At the signal to "go", the prop is to be passed from person to person. The catch is that guests can use any part of their bodies except their hands. If the gift touches the ground at any time, it must go back to the beginning of the line again. Whichever team manages to get the prop to the end of the line first wins the game. You may want to fill each box with little prizes or candy (enough for all), so that both teams can open the gift and be rewarded for their efforts. We have several very inexpensive prizes in our Party Favour Store. Giggling good grown-up fun!

As an alternative, provide one plastic spoon for each player. Divide guests into two teams, and have them form two lines. Have each player put the spoon handle into his/her mouth. To begin the game, put one piece of candy into the spoon of the first person in each line. Players have to pass the candy down the line – without using their hands! If the candy falls, it goes back to the start of the line. The team that gets the candy to the end of the line first wins!

### **32. Two Truths - One Lie - Get To Know You Game**

This is a great game for people who are trying to get to know each other. Everyone sits in a circle and takes turns telling 3 things about themselves, one of them is a lie.

Example:

I have been to every continent in the world.

I won't use green towels.

I once had a ferret but it was killed by my cat.

Then everyone else guesses/votes on which is the lie. It's really funny to see what people come up with for their lie and you learn a lot of funny truths too. Have fun!

### **33. Who am I?**

Pick a category such as cartoon characters, movie stars, vegetables, etc. Pin the name of one of these items on the back of each guest as they arrive. Tell them that they need to find out who they are by asking other people for help.

The rules are:

1. ask yes or no questions only
2. answer yes or no questions
3. No removing your own name tag to find out. If you ask, anyone will help you find out your identity.

If you need people seated or grouped up this may be a good way to do it. Have place cards at the seat of each item. Or have a few different categories of item to guess. Then when it comes time to group up have the cartoon characters go here, vegetables there, etc.

### **34. Celebrities**

Everyone writes the name of a celebrity, famous person or character on a piece of paper which they stick to the forehead of the player on their left (use tape or office Post-It notes). Make sure they don't see the name.

Everyone else can see your forehead. The objective is to work out who you are.

Going around the table, each player takes a turn to ask the party questions about who they are - answers can be YES or NO only. If you get a YES you may continue asking, if you get a NO play moves on to the left.

Last person to guess their name is the loser.  
Simple, but very absorbing.

### **35. Interview game**

One player is sent out of the room. The rest of the players (or more likely the hostess) chooses a novel occupation for that player (prostitute, condom tester, deodorant researcher etc). The rest of the players then interview the player for that chosen occupation. The player has to guess through the course of questioning what the job is.

### **36. The Name Game (a good ice breaker)**

The hostess should start off the game by saying:

"My name is ....., I came here tonight on a scooter"

Whatever the player came on must begin the same letter of the players' name.

The next player in turn must say:

"Her name is Susan, she came here tonight on a scooter, my name is Julie, and I came here tonight on a Jumbo Jet." Play continues with each player repeating all of those before, and adding the players' own name. Everyone will then know everyone else's name. TIP: try and finish on someone who will know everybody's name.

### **37. Silence is golden**

One player takes the role of the psychiatrist. The 'patient' has to remain silent whilst the person on their right answers for them. The psychiatrist asks each player in turn and may ask deeply personal questions. If a patient giggles, sighs, bellows in outrage or makes any remark, they are out and have to complete a forfeit. The next player to play the psychiatrist is then the next player who is still 'in'. The player with the longest 'quiet' time is the winner.

### **38. Rude rhymes**

The hostesses should start off the rhyme with a line of their own choosing. Then in turn each player adds a line. There may be no winner, but a lot of laughs!

Suggestions for lines: There once was a man from London, There once was a woman from Surrey, There once was a man from Blackpool, and there once was a woman from Kent. Etc.

**39. Dog On A Hot Tin Roof** A word game for as players as possible. The first player describes the aspects of one dog on a hot time roof (one dog, two eyes, four legs, goes woof on a roof) the second player then describes the aspects of 2 dogs (two dogs, four eyes, eight legs, goes woof woof on a roof) Each player in turn adds one dog to the mathematics. Any player who conjures up a mutant dog, or has it speaking a foreign language, or even pausing to add, deserves a forfeit! The next player can start from just the one dog.

#### **40. Treasure Hunt**

A large picture of a man will be needed for this game. Before players see the man, the hostess must choose the site of the 'treasure spot'. Players must then initial the place where they think the treasure would be hidden. Closest gets the prize, furthest gets the forfeit!

#### **41. Naughty word snap**

Get as many packs of cards you can find for this one. Everyone thinks of a naughty word. Ask everyone in turn to shout out his or her word, so all the other players know everyone else's. Deal out the cards so every one has the same amount of cards. All the players turn over their cards one at a time simultaneously. If another player has the same card, the player has to shout out that player's naughty word then their own word, and try to grab the others' cards. Any player who loses all his or her cards must complete a forfeit and sit out the rest of the game. The winner is the one with a foul mouth, who ends up with all the cards. If a player cannot remember the word of the other player, they will end up losing the upturned cards (a wrong naughty word results in a forfeit).

## Action Games

#### **43. Spin the bottle with a difference**

The bottle is spun in the same way as for the normal game. The player waits to see who is next to be picked by the bottle. The two people chosen by the bottle must swap an item of clothing. Play continues, with the bottle choosing two people at a time. The rules are: the player cannot exchange an item you have been given, and players cannot receive their own clothes back! Players will not only be transformed but forced to change everything right down to their underwear!!!

**44. The Penny Drops** Place a glass on the floor, and find some small coins, all the same size. Standing at least a meter away, the first player places one coin between their knees and waddles forward. When they are above the glass, they have to drop the coin in the glass. Each player gets two attempts at this. If they fail, they are and out, and are given a forfeit. The successful players then start again, but with two coins, the number of coins increases until there is only one player left, who should be hailed the 'powerful knee King (or Queen)'.

**45. Blow Job** Stick a small scrap of paper to your forehead (licking it if you need to), then ask a friend to count how many times you need to blow it to get it off. When you have blown it off, ask them if they think they could do it with less blows. Press the piece of paper onto their forehead as if you were sticking it there, but secretly and carefully keep hold of it as you move your hand away. Then move well away, and watch as they try to blow pointlessly up their own nose! If more people turn up later, previous victims will be very keen to repeat the trick!

**46. Slapper** All the players sit around a table with their hands on the tabletop. One player starts off by slapping in turn his hands on the tabletop. The person who starts decides which direction the slapping should take. Then at any point any player can make an alteration to the slapping pattern: Double slap – Reverse the direction, Treble slap – every other hand only (another treble slap will put the rhythm back to both hands), Quad slap – misses the next person. Any player slapping out of turn or missing slaps will be punished with forfeits.

#### **47. Baguette Melee**

Players all stand in a circle, with the starting player holding a baguette between his or her knees. The baguette should be passed from knee to knee without the use of any hands. If the baguette breaks, the longer end should be used. Forfeits are given when the baguette slips (any doubt over who's to blame – issue each with a forfeit). As the baguette gets shorter the passes will become increasingly intimate.

#### **48. Push over**

Players take turns to 'shove' a large coin to the end of the table, without it actually falling off. Subsequent players may then either try and knock other players coins off, or try to make sure that theirs does not fall off. The last players to take their turn obviously have an advantage, so do 3 rounds. Any players with any coins off the table have to be given forfeits. Also it pays to give forfeits to those who are not 'trying' to get their coin to the edge of the table, therefore leaving their coin 'safe' from assailants trying to knock off their coin

**49. Shake Your Booty** The first player makes a lewd or suggestive mime/movement. The second player then has to add on his own lewd or suggestive mime/movement and then performs the first player's movement. The third player performs his or her movement and then repeats the first two movements in order. Play continues round the room, with each player adding their own movement. Any player missing out a movement or failing to add their own in the allotted time deserves a forfeit.

### **50. Pass the parcel - 1**

The hostess is to wrap a small prize in a layer of playgirl brochure (or similar), before the game starts. The hostess then wraps several more layers around the first, inserting a forfeit card in every layer. The game is played as the children's version, but with much more fun!!!

### **51. Pass the parcel – 2**

The hostess wraps a small gift, with plenty of layers, with forfeit cards in every other layer. Players stand in a circle and pass the parcel from: 1st person = chin, 2nd person = armpit, 3rd person = knee, and back to chin. Every time a player drops the parcel, a layer is removed and a forfeit is performed and the player is out. Play continues until the prize is found (if there are any players left!)

### **52. Condom call**

Four players in teams of two are selected. One from each team is seated the other has to wear a blindfold. Place half a cucumber between the knees of the seated players. The blindfolded players kneel down in front of the seated players and are given a paper bag with a sealed condom in it. On command the blindfolded players have to unwrap the condom and 'dress' the cucumber. When the winner is established (and on command), the seated player then has to take off the condom and inflate and tie. After tying the condom, the player must then pass the 'balloon' to his blindfolded partner who has to sit on it and pop it. Losers take a forfeit!

### **53. Remember me? (Good Ice breaker game)**

The game requires one pack of cards. Separate one suit from the pack and give equal amount of cards from this suit to the players. A maximum of 13 players can enjoy the game. Have three 'prizes' to hand – this can be anything from a drink or two, or sweets or anything else. The hostess shuffles the remaining cards and calls out just the number (or picture). The person who holds the corresponding number grabs a prize. When all three prizes have been claimed, players should then shout out the name of the person and the prize that they hold, to claim that prize. No name – no prize. When there are no more cards left in the hostess' hand, players get to keep what they hold. TIP players should 'hide away' any prize that they have 'swiped' in order that no other player will see it and ask for it.

### **54. Flippin' Forfeits**

A jug is placed in the centre of the room. Each player takes turns in flipping a playing card into the jug. Each player who is taking a turn at flipping must be seated at least 3 feet away from the jug. If the player aims well and gets the card in the jug, everyone else has to pay a forfeit; otherwise the player has to perform one instead. Cajoling and cheating is allowed, but the jug must not be moved.

### **55. Blow Job 2**

A bottle is needed for this game, as well as a pack of cards. Place the cards on top of the bottle in a neat pile. Each player takes it in turn to try and blow off the top card only. Any player who blows off more than 1 card is given a forfeit. Players blowing off several cards (or even the whole pack) are given a particularly severe forfeit!!!

### **56. Gobble Gobble**

Each player is given a ball of string and a pair of scissors, and they should cut themselves a piece of string. They are then given a piece of foodstuff with a hole (e.g. Polo, biscuit, etc). Each player should tie one end of the string to the foodstuff, and put the other end in their mouth. The object of the game is to eat the foodstuff without using any hands. The first player to do this is the winner, the players could sit down and eat the foodstuff from their lap. Players do not/should not eat the string!!!

### **57. Body twister**

Each player is given four different coloured stickers. Each player finds a partner to stick them on – players may stick the stickers anywhere they like!!! After stickers are stuck, players should gather in a large circle/huddle. The hostess then shouts out a certain hand (left/right) and a colour. Players must quickly lay their hand on that colour. Stickers can only have one hand on them. Any player who does not find an empty sticker (nor has their hand on another player's hand) is out and takes a forfeit. There will be two players left who can only use their own stickers. The winner is the one who can reach his or her own coloured stickers! This may not be fair, but who said it was?

### **58. Naughty word charades**

The same as the original version, but with a twist!

## **Drinking Games**

**59. Little Suckers** Everyone gets into a circle, and someone should produce a credit card. If no-one has a credit card, then find you more affluent company, until then a library card or similar will do. The first player presses the card to their lips, and, using only the powers of suction, passes it to the next person, who must suck it away from them, and pass it on. Anyone who drops the card, or is caught using anything other than his or her lips, has to do a forfeit. If the card drops whilst being passed, and there is confusion as to that is responsible, play it safe and give them both a forfeit!



### **60. Supa-slurpa-strip**

For this game a jug full of something to drink (alcoholic punch or similar) and 2 dice, are needed. Each player throws the dice in turn. The first person to throw a double, has to remove a piece of clothing and drink a glassful. This player then removes a piece of clothing for every player in turn who throws the dice, and it not being a double. The next player to throw a double pours a glass to drink. The stripped person has to put all his or her clothes back on before the second person has finished drinking the glass. If the first player does not get their clothes on in time, a forfeit must be performed. The second player (to throw a double) must then remove a piece of clothing for every player who does not throw a double on his or her turn. Play continues in this way until the jug is empty and the players are quite drunk!!!

### **61. Slurpin'derby**

Ice cube trays are filled with a liquid (the hostess gets to choose what with...) each player is given a thin straw and allocated a 'well'. The player to empty their 'well' the last is given a forfeit. Any large 'residue' will also result in forfeit. HINT the hostess may decide to fill all of them with something nice – equally she may decide to fill half and half with something not so nice. OR the hostess may decide to fill all but one well with something nice and something revolting (but the same colour) in the unlucky 'Russian Roulette' style 'well'.

**62. Last orders** For this game everyone needs to sit around a table with a bottle, can or glass in front of him or her. Someone starts chanting "Left (wait) Left (wait) Left Right Left", and everyone has to pass their drink to the people next to them in that order, so there will be three passes to the left, one to the right, then one to the left, and then the routine starts again. When everyone seems to have got the hang of this, you should try doing it in silence. Whoever spills or gets it wrong, gets a forfeit.

### **63. Fill her up**

A jug is placed on the table and is filled to about  $\frac{3}{4}$ . A small glass is placed inside the jug, so it floats (it may be filled slightly, so it floats). Each player has to pour a little of their drink from their glass into the small glass. The player who sinks the glass, wobbles the table (to sink the glass) or knocks the jug and therefore sinks the glass pays the price with a forfeit!

## Games In the Pub

### **64. Quids in**

Each player needs three coins. On each round players should choose 1, 2 or three coins to hold in their hand which they place above table line (to avoid cheating). Each player should then guess the total amount of coins currently held. No two players can choose the same number. After all the guesses, the hands should be party and the coins counted. Then, either: the player furthest away from the amount should buy the next round, or, the winner (correct amount guess) is out of the game and safe from forfeit! Play continues whittling down players until only one is left, who should both perform a forfeit AND buy the next round!

### **65. Snatch and grab**

Place a beer mat on the edge of the table (half and half), with palm facing down, flip the mat upwards and grab with fingers. Players try with one card, then two and so on. The first person to miss the stack of cards gets in the next round.

### **66. Round the clock**

A dart and board game. To decide who starts first, the nearest to the bull's-eye is the winner. Each player starts by throwing a dart at the number one, having three darts in which to attempt this. Each player then works his or her way in turn around the dartboard in numerical order. If a player hits the target (whichever number is next) with dart 2 (3 darts per turn) then he or she may try for the next number. If a player hits a 'double' then they should miss a turn – a 'treble' would mean two turns missed. When a player has got to '20', they have to attempt outer bull's-eye and then inner bull's-eye, to win.

## Q & A (pen and paper games)

### **67. Chew on this (a good ice breaker game)**

Each player is given a sticky address label and a pencil. Each player is asked to write their name on the sticky label so that everyone should know their name. However, the only thing they are not allowed to use to write is their hands. Mouth or feet could be used...The winner (or most legible) gets to start the next game.

### **68. Agony column**

The players should divide into pairs, one set of pairs should write some questions – like you'd find in an agony column. The other set should write answers to some questions that may be asked in an agony column. Both sets should not confer while doing the writing. Questions should then be read out one by one, whilst answers should be given in a random order. The players should spare pity for the poor agony ridden person who's advised!

### **69. In other words**

The hostess should write down about twenty rude words on separate pieces of paper. Players take a piece of paper at random and are given 1 minute to write down as many alternatives as they can think of. The player with the most words wins and should be awarded 'foulest mouth' of the night!

### **70. Long words**

The hostess will choose a list of categories (as sublime or as raunchy as she chooses – boys/girls names or sex acts, etc). The players are given one minute to write down the longest word they can think of in that time for each category. At the end of the game, the players count all the letters in the words and this is then their score. Stand off for the winner. (Stand off - where the hostess counts upwards, and players sit down when the hostess shouts a number just above their score. Until only the person with the highest score remains.)

### **71. Meat & Two Veg**

Each player is asked to draw the outline of a man on his or her piece of paper. Once they have done this, they should place the paper on their forehead and draw in where they think the willy should go. The hostess should choose the funniest or most realistic as the winner. With the worst winning a forfeit!

Each of these games requires paper and a pen/pencil. Firstly read out the questions one by one and let the other players write down their answers. After all the questions have been asked, ask the players to read out their answers in response to the new questions!

## **Balloon games**

### **72. Pairs**

Players gather into pairs and are given one balloon between them. They have to pop it without using hands or feet. The last couple to pop their balloon get a forfeit.

### **73. Forfeit balloons**

As many balloons as players are needed. Each balloon is numbered and has a forfeit inside. The hostess holds balloon #1. The players then have to throw all the balloons in the air (at the hostess command) and try to grab another balloon. The player without a balloon then takes the balloon from the hostess, pops it, and performs the forfeit. The hostess then holds balloon #2 and the remaining players throw the remaining balloons. Play continues until there is one player remains. This player may assume that he or she is exempt from forfeits, however there is one balloon left, and that player, although the winner, might as well complete the forfeit before gaining a round of applause.

### **74. Line race**

The players divide themselves into two teams and form two lines. A balloon is placed at the beginning of the line, and must be passed down the line (by knee only) and back again. Dropping the balloon at any time means the balloon must be sent back to the beginning of the line. The winning team is the first one to receive the balloon back at the beginning. The losing team must all pay a forfeit.

### **75. Pop the balloon**

Players should divide into 2 groups and stand in line. The first player is handed a large pair of knickers. Each player has a balloon, but is not allowed to blow it up until they have the knickers on. The aim of the game is for all players to pop their balloons. Players put on the (large) knickers, and blow up the balloon (without letting the knickers fall). Then, tie the balloon, place it in the back of the knickers and pop it. Once the balloon is popped, the player removes the knickers and passes them on to the next player. The next puts on the knickers and blows up their balloon. Play continues until all players in the group have popped their balloon. The losing group have to put up with forfeits!

### **76. Ankle dance**

Part A

Each player is given a ball of string, and a pair of scissors. Players must cut themselves a length of string. Each player is then given a balloon, but they must not blow it up until the command is given. All players try and blow their balloons up at the same time. The first to blow up their balloon, tie it, and hold it aloft is the first winner. This winner may be given a certificate of 'best blow job of the evening'.

Part B

The players tie one end of their piece of string onto their balloon, and the other to their left ankle. On command, all players jump up and try and pop everyone else's balloon. The player who is last to have their balloon popped is the winner. If a player is found to be defending only, they are disqualified and punished with a forfeit.

### **77. Adult Bingo**

Each player should draw a big noughts and crosses board on their piece of paper. Then each player is to put any number (no higher than 30) in each box – so nine numbers in total. Players should then write down something that they would say, either during sex, or immediately after sex – the ruder the better! Assure players that they will not have to say this out loud. Players should then swap papers. Let the game commence! Every time the hostess calls out a number that the players have (and cross out) the player has to shout out (with feeling!) whatever is written on their piece of paper. When the player only has one number left, "I'm coming" should also be bellowed! When the player has crossed off ALL the numbers a rapturous "I've COME" should be declared. The player only receives the prize after a fair impression of a rather noisy orgasm!!!

## **Team games**

### **78. The mating Game**

Each player is given an animal (name or card). The object of the game is to find your mate or partner. Players are not permitted to talk or reveal their animal, but only to make the sounds and actions of that animal in love to which they are assigned. To make things more interesting, a couple of the players could be assigned animals which have no mate, (stand and watch as the two players left strut their stuff inanely...) wait to see how long it is before they realise their mating calls are in vane!

### **79. Willy waft**

The players are divided into two teams. Each team has a 'willy' shaped piece of newspaper, and a piece of thick card. The aim of the game is for each player to 'waft' the 'willy' to the end of the room and back, before the players in the other team complete the task. Losing team gets forfeits!

### **80. Ideas for Party Forfeits (ask the person to pick a number between 1-80)**

1. Suck on a ice-cube as seductively as you can
2. Tell us what you'd say to a man to ensure he came home with you.
3. Describe the sexiest outfit you could concoct.
4. Fondle a chair as you might fondle a man
5. Do an impression of the 'like a virgin'
6. Dance as provocatively as you can
7. Imagine you're with Patrick Swayzee and do some dirty dancing
8. Walk across the room parading your sexiest walk
9. Open the window and shout out something sexy at the top of your voice
10. You're hitchhiking – party a sure-fire way of being picked up
11. Pretend that the hostess is a hot man in a bar, how would you get attention
12. Fake an orgasm (raunchy and rapturous)
13. Party how you danced at age 13
14. At a dinner pay you notice a single guy, what pick up line would you use
15. Caress a cushion, like you'd like to be caressed
16. Borrow some batteries from next door, with knickers on head
17. What food would you use in a night of passion, how would you use it
18. What's the cheesiest chat up line you've heard
19. Do a loud impression of a fly, buzz right round the room
20. Kiss the person on your right
21. Repeat: Ken Dodd's dads dogs dead (4 times perfectly) no laughing
22. Do a line dance for 1 minute

23. Talk in an operatic voice for the next ten minutes (laughers get forfeits too!)
24. Kiss the person on your left
25. Speak with a Mexican accent for 10 minutes (laughers get forfeits too!)
26. Speak with a French accent for 10 minutes (laughers get forfeits too!)
27. Do whatever the person on your left tells you to for 3 minutes
28. The others will choose a player to sit on your lap for 2 minutes
29. Charge around the room pretending to be an amorous rhino
30. Do a loud impression of a chicken whenever the others say: here chicky chicky
31. The others will choose a new name for you tonight
32. Talk in a squeaky voice for the next 5 minutes
33. Talk about pants for the next 2 minutes
34. Do a loud impression of a cow when the others say: ooh little moo
35. Do an impression of the person on your right in the throws of passion
36. Chat up the person on your left for a full minute
37. Gargle the national anthem
38. Give details of your first sexual experience
39. Talk about an open air sexual experience
40. Name five things that would make a perfect lover
41. SING in praise of a part of your body for 60 seconds
42. Worship the person on your right for 1 minute
43. Give details of your most recent sexual experience
44. Pretend to be a chicken and lay a square egg.
45. Talk with a Spanish accent for the next 10 minutes (laughers get forfeits too!)
46. Lap dance for 1 minute
47. Talk with a German accent for the next 10 minutes (laughers get forfeits too!)
48. Demonstrate your favourite sexual position
49. Go to a stranger and tell them you're a man if you're a woman and vice versa

50. Take a partner of your choice and folk dance for 60 seconds
51. Remain completely silent for the next 10 minutes (must still play games!)
52. Call everyone sir for the next 5 minutes
53. Fit a condom on a carrot with your teeth
54. Expose your midriff and do a 1 minute belly dance
55. Say which of the other players has the most pleasant posterior?
56. Grip a coin between your buttocks and walk the room
57. Swap an item of clothing with the person on your left.
58. Allow another player to drop an ice cube down your shirt/blouse
59. Prove the colour of your underwear
60. Eat a hand full of peanuts from another players lap
61. Tell about a time you got caught in the act
62. Tell about your most embarrassing sex story
63. Tell a rude joke
64. Tell a sexy secret
65. Tell about a 'mobile' sexual experience
66. Tell about the weirdest thing said during sex
67. Moonwalk and pelvis thrust like Michael Jackson
68. Answer any question absolutely truthfully (hostess chooses)
69. Answer: Have you ever given a dirty phone call (who to)
70. Answer: Would you date a stripper or a vicar
71. Answer: Would you pose naked for money
72. Answer: How young would you date a man
73. Answer: Would you sleep your way up the ladder of success
74. Answer: How many men have you snogged whose name you don't know
75. Answer: Would you date a married man

76. Answer: the most embarrassing underwear combo you've been caught with

77. Answer: Would you go out with a former teacher, which

78. Answer: What have you bought from a sex shop

79. Answer: What's your favourite fantasy

80. Answer: What do you slip away to 'freshen' given one minute to do so