

RR:R4

Each player is permitted to use their free hand to interfere with the other player, but may not use it to grasp this card, or they lose instantly. Whichever player lets go first, loses, and the remaining player wins.




By Godahl

For two players--each player holds one end of this card between the index and middle fingers of one of their hands, and, on the count of three, must pull it away from the other player's hand so that they let go of it.

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By Godahl

A game for two players, each with their own purse, at a party. To start, one player volunteers to keep this card in their own purse. For the other player to win, they must obtain this card and put it in THEIR purse. They may not keep this card anywhere other than their purse once they obtain it, or they lose the game instantly. Whoever has this card in their purse by the time the party ends, wins.



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By Godahl


Using this card and absolutely nothing else, make the loudest sound you can. The louder the sound, the bigger winner you are.



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By Godahl


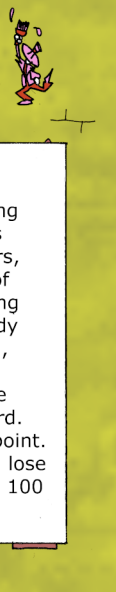
For two players. While one player looks away, the other places an object on top of this card, covering it completely. The first player then guesses whether the card's instructions are facing up or not. On hearing their guess, the second player may either offer a gift (could be money, could be candy, could be anything at all, as long as it's pleasant) for the first player to change their answer, or may offer nothing and say it's fine. At this point, the first player, MAY or MAY NOT change their answer, if they wish. The card is then revealed. If the first player's final guess was wrong, their opponent wins. Otherwise, THEY win! And if the second player offered them a prize and they changed their answer AND WON, the second player MUST give them what they were promised!



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Requires a small light object like a cheap earring or marble. Balance this card between your fingers, with the object on top of the card. Without touching the marble with your body or letting go of the card, toss the object in the air--it MUST land on the OPPOSITE side of this card. Succeed, and you get one point. If it falls to the ground, you lose all your points. Get at least 100 points to win!

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Balance this card on the back of one of your hands. You may not touch it with any other body part. Now, run as fast as you can, for as long as you can, without dropping it. When it lands, the game is over--your score is how many feet/miles this card landed from where you started.



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2 players stand 3 feet apart in roughly the center of a medium sized room. Players then take turns throwing this card at each other to catch--neither player may move from their spot, UNLESS a player misses a thrown card, in which case, the other player must walk to the fallen card's location and pick it up to throw again, now while in a different spot. If a card is thrown and it would've been impossible for the other player to catch (a referee might be useful for determining this), the other player doesn't have to move to the new location, but may ask that the player who threw it to move there instead. Game ends when one player ends up leaving the room, at which point the other player wins.



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Pick a target far away from your current location and throw this card towards it, as hard as you can. If it doesn't land at the target, give yourself one point, walk to where the card landed, and try again. The game is over when this card reaches its target, at which point, the LOWER your score is, the BETTER you win. If your score is too high, you should play again!



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Throw this card in the air. As it falls, slap it from below (do NOT grab it) to keep it airborne. The game is over when it hits the ground--your score is the number of times you slapped it.

Can optionally be played with two players in which case each player must alternate slapping the card--if the card hits the ground, whichever player slapped it last gets one point--whoever first gets ten points, wins.

