

I'm not a bot



[illegible]

One person describe what might be in your perfect world. Your perfect world would only double letter letters: schools but not universities, for example, or apples but not bananas. If someone gets it right, say, "Yes, that would be in my perfect world." If they don't, say so. Continue around the circle until everyone figures it out. Have everyone sit or stand in a circle and pick a person to be a motion person. The motion person will do their own motion, then the motion of a third person, who will do the same. There are no passbacks and no hesitations. Whoever messes up first is out; continue indefinitely. Find a pad of paper and writing tools. Have everyone write an outrageous phrase on a slip of paper and collect everything in a hat. This is a mixer group set. Propriety guidelines ahead of time; if it's adults-only, go wild.) Gather in a circle. Give one person the hat. They must draw a piece of paper and state the statement aloud to the group. The goal is to keep a straight face. Whoever laughs or smiles loses. Pass the hat around until everything has been read. Have everyone sit around a table. Everyone will put their heads down; count down from three, and have everyone sit up and look at someone else in the circle. If you make eye contact with someone else, you're out. If the person you're looking at is looking at someone else, you're safe. Repeat until everyone is in. Pick one person to be Mr. Freeze. Have everyone playing the game move around the party as usual. When Mr. Freeze freezes, though, everyone else must freeze too. Whoever freezes last is out. Repeat for the duration of the party. Get your group in circle and choose one person to say the number "one" out loud. After that, everyone in the group has to count as high as they can without saying a number at the same time. So, if only one person says "two," then you'll keep counting to three. If two or more people say "three" at the same time, the game starts over at "one." See how high your group can count without saying a number at the same time. Have one person hum a tune to a song (no lyrics allowed). Whoever in the group guesses the correct song first wins and gets to hum the next one. Okay, it's a popular party game for kids, but adults can also get in on the fun. Set up chairs (or seat cushions) in a circle facing outward, with enough seating for everyone playing, minus one. Designate one person as the music player and have everyone else stand in a circle around the circle of seats. When the music starts, walk around the circle of seats, for example, or make your own alterations. This tried-and-true party game can be as simple or as complicated as you make it. Have everyone write down concepts, movies, people, shows, and more to act out and divide into teams. One person will act out something drawn from the assortment while their team members guess what it is. When time is up, switch teams and repeat. Add time limits, scoring systems, silence rules, and more as desired. Gather in a circle. Pick one phrase to whisper in the ear of the person next to you/no repeats. That person will whisper what they heard to the person next to them, and so on until the phrase gets back to you. Prepare to laugh at how distorted it is. Go to make it more difficult, play music in the background. Pick one person to go first. That person will think of an item, animal, movie, public figure, etc. Everyone else will ask yes-or-no questions about what or who they are; they have 20 chances to guess, or the other person wins. Whoever guesses correctly can win a prize, or be the next to answer questions. Two opposing teams (of any number of people) will line up on each side of the table, with one empty plastic cup in front of one member of each team. The two with the cup in front of them will put it upside down on the edge of the table and attempt to flip it to an upright position. Once they successfully flip the cup, they pass it down to the next player in line on their team. The first team to have every member flip the cup wins, and the other team has to finish their drink. Get a group together and stand in a circle. Everyone looks down, then someone will count down from three. On "one" everyone will quickly look up at one person in the group. If two people are looking at each other, they will shout "Medusa" and take a drink or shot. Keep going until everyone is out of their drink. Similar to Never Have I Ever, people in your group take turns finishing the sentence "who is most likely to." The question asker will count down from three, and on "one" everyone has to point to whoever in the group they think is the most likely to do whatever funny thing was said. Whoever has the most fingers up at the end of the round wins. (If you want things to get a little wild, just add alcohol. For most games, instead of someone being "out" after losing, have them take a sip of their drink (or a shot, if you're feeling particularly rowdy).) In games involving rule-making (Kings, Cheers to the Governor, etc.), any rule can be turned into an instruction to drink: Women drink, men drink, people wearing black drink, etc. If you are introducing drinking games to your gathering, drink responsibly, and stay safe. (And don't forget to offer non-alcoholic mocktail options for designated drivers and people who are staying sober.) Tear or cut sheets of paper into pieces, or give each person playing a notepad, and pass around pens or pencils. Each person should have as many pieces of paper or pages as people playing: If it's a group of 10, each person should have 10 pieces of paper, for example. Without letting anyone else see, write a word or phrase on the first piece of paper. Everyone should pass their stack of papers or notepad clockwise. 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Shuffle a deck of cards and gather everyone around a table. Place a can of beer or soda in the center, and arrange the cards face-down around it. Follow the assigned rules for Kings or assign your own rules for each card. After drawing a card, slide it under the can's tab before performing the card's rule. When the can pops, whoever placed the last card must drink. If one person is left, that person will pick the next card in the won and describe it with my little eye, something green." Everyone else will guess what it is, asking only yes or no questions. Whoever guesses correctly first can win a cup of prize, or be the next Spyer. Draw a ball of string or yarn. Have everyone stand in a circle and throw the ball of string over their shoulder. The person who catches the ball has to give the next person an instruction to drink: Women drink, men drink, people wearing black drink, etc. If you are introducing drinking games to your gathering, drink responsibly, and stay safe. 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Nadia Comăneci (pictured) became the first person to score a perfect 10 in a modern Olympics gymnastics event.1989 American actress Rebecca Schaeffer was shot and killed by Robert John Bardo, eventually prompting the passage of anti-stalking laws in California.1995 Selena's album *Dreaming of You*, instrumental in popularizing Tejano music, was released posthumously.Benito Jurez (d.1872)Richard Branson (b.1950)M.I.A. (b.1975)Amy Gillett (d.2005)More anniversaries:July 17/July 18July 19ArchibvemyEmailList of days of the yearAboutPainted batThere are 30 extant kerivoulinae species, which are members of Kerivoulinae, one of the four subfamilies of Vespertilionidae, itself one of twenty families of bats in the mammalian order Chiroptera, and part of the microbat superorder. Kerivoulines, or woolly bats, are found in Africa and Asia, primarily in forests and caves, though some species can also be found in grasslands, savannas, or wetlands. They range in size from the least woolly bat, at 2cm (1in) plus a 2cm (1in) tail, to the Kachin woolly bat, at 6cm (2in) plus a 7cm (3in) tail. The 30 extant species of Kerivoulinae are divided between two genera, with 26 species in Kerivoula and the remaining four in Phonicus. (Fullist...)[Recently featured: Accolades received by Inception1956 Summer Olympics medal tableMunicipalities in Prince Edward IslandArchiveMore featured listsThe Basilica of StPaul is a Catholic parish church in Rabat, Malta, located on the edge of the site of the Roman city of Melite. The present church was built between 1653 and 1658, replacing a church that was completed in 1578. It was constructed with funds from the noblemen Cosmana Navarra, on plans prepared by Francesco Buonamici. The final stages were carried out completed by Lorenzo Ga. It was elevated to the status of a minor basilica in 2020. The church features a grotto where, according to tradition, Paul the Apostle lived and preached during his three-month stay in Malta in AD60. This photograph shows the facade of the Basilica of StPaul in 2021.Photograph credit: Diego M. G. P. / Wikimedia CommonsA Wikimedia project is a project that has been created on the Wikimedia Foundation, which is a non-profit organization that also hosts a range of other volunteer projects: CommonsFree media repository MediaWikiWiki software development Meta-WikiWikimedia project coordination WikibooksFree textbooks and manuals WikidataFree knowledge base WikinewsFree-content news WikiquoteCollection of quotations WikisourceFree-content library WikispeciesDirectory of species WikiversityFree learning tools WikivoyageFree travel guide WiktionaryDictionary and thesaurusThis Wikipedia is written in English. Many other Wikipedias are available; some of the largest are listed below. 1,000,000+ articles DeutschEsperantoFrancaItalianoNederlandsPolskiPortugusSvenskaTibet Vi 250,000+ articles Bahasa IndonesiaBahasa MalayuBn bnGaletoLatinDanskFesttiEsparentoEuskaraMagyarNorok bokmlRomiSimple EnglishSlovenianSrpskiSrpskohrvatskiSuomiTrkeOzbekcha 50,000+ articles AsturianuAzərbaycancaBasoskijFryskGaeltigeGallegoHrvatskiKiswahiliLatviešuLietuviųLitovųNorsk nynorskSloveneSlovakRetrieved from "2" This article needs additional citations for verification. Please help improve this article by adding citations to reliable sources. Unsourced material may be challenged and removed.Find sources: "1290"news newspapers books scholar [JSTOR August 1977] (Learn how and when to remove this message)Calendar year/yearYearsMillennium2ndmillenniumCenturies12thcentury13thcentury14thcenturyDecades1270s1280s1290s 1300s1310sYears1287128812891290 129112921293Vote1290 by topicLeadersPolitical entitiesState leadersReligious leadersBirth and death calendar2240English Regnal year18Edw.119Edw.11Budhist calendar1834Burmese calendar652Byzantine calendar679679Coptic calendarEarthOr3987 or 3780(Meta)Time12798 or 3780(Calendar)10061072Discordian calendar2456Ethiopian calendar12821283Hebrew calendar15050505Hindu calendars-Vikram Samvat13461347 Shaka Samvat11212- Kalq 934934939Holocene calendar14171290Iqigob calendar290291Iranian calendar668669Islamic calendar686689Japanese calendarShōwaJapanese calendar2001201Julian calendar1290MCXCCKorean calendar3623Mingo calendar622 before ROC622Naanakshik calendar1778Tai solar calendar18321833Tibetan calendar(female Earth-Ox)1416 or 1035 or 263(Male Lion-Tiger)1417 or 1036 or 264 King Edward III (r.12901301)Year (1290 MCCXC) was a common year starting on Sunday of the Julian calendar, July 10 King Ladislav IV of Hungary ("the Cuman") is assassinated at the castle of Krzzzeg (modern Romania). He is succeeded by Andrew III ("the Venetian"), after an election by Hungarian nobles, who is crowned by Archbishop Lodomer as new ruler of Hungary and Croatia in Szkesfehrv on July 23.[1][2]December 18 King Magnus III of Sweden ("Birgersson") dies after a 15-year reign. He is succeeded by his 10-year-old son Birger ("Magnusson"). Although, Sweden is an elective monarchy, Birger had already been appointed heir to the throne in 1284, July 18 Edict of Expulsion: King Edward I of England ("Longshanks") orders all Jews at this time probably numbering around 2,000 to leave the country by November 1 (All Saints' Day)(3). The edict was decreed on Tisha B'Av on the Hebrew calendar, a day that commemorates many calamities. They are eventually allowed back in 1656.September:The 7-year-old Margaret, Maid of Norway, queen-designate and heir to the crown of Scotland, dies en route to the British Isles in Orkney, leading to thirteen competitors for the crown of Scotland, a succession crisis.November 28 Eleanor of Castile, wife of Edward I, dies while traveling in the North. She has no children.Eleanor crosses.Winter:The second of the Statutes of Mortmain passed during the reign of Edward I prevents land from passing into the possession of the Church.Quia Emptores, a statute passed by Edward I, puts an end to the practice of subinfeudations. The statute allows land to be sold according to royal approval, as long as the new owner answers directly to his lord or the king.June Genoa concludes a new commercial treaty with the Mamluks; five galleys sent by King James II of Aragon ("the Just") join the Venetian Crusader fleet (some 20 ships) on its way to Acre. On board the fleet are Italian urban militias and mercenary forces under Seneschal Jean I de Grailly, who have fought for the Papal States in the so-called Italian Crusades.[4]August Italian Crusades massacre Muslim merchants and peasants, and some local Christians in Acre. Some claim it began at a drunken party others that a European husband found his wife making love to a Muslim. The barons and local knights try to rescue a few Muslims and take them to the safety of the castle, while some ringleaders are arrested.[5]August 30 Survivors and relatives of the massacre at Acre take bloodstained clothing to Sultan Qalawun ("the Victorious") in Cairo, who demands that the leaders of the riot be handed over for trial, but the nobles refuse to send them and Qalawun now obtains legal clearance from the religious authorities in Cairo to break the truce with Crusader states.[6]October Qalawun orders a general mobilization of the Mamluk forces. In a council, it is decided that a peace delegation be sent to Cairo under Guillaume de Beaujeu, Grand Master of the Knights Templar. However, Qalawun demands huge compensation for those killed in Acre, and sends a Syrian army to the coast of Palestine, near Caesarea.[7]November 10 Qalawun ("the Victorious") dies as the Egyptian Mamluk army sets out for Acre. He is succeeded by his eldest son Al-Ashraf Khalil as ruler of the Mamluk Sultanate. Khalil orders his allies and tributaries in Syria to prepare for a campaign next spring. Governors and military commanders are ordered to assemble troops in Hama and Aleppo, and to begin preparations for the campaign against the Kingdom of Jerusalem and the Kingdom of Cyprus. The campaign against the Kingdom of Cyprus affects the province of Zhili in China, with a maximum Mercalli intensity of IX (Violent), killing 7,270,010,000 people.June 8 Beatrice Portinari, muse of the Italian poet Dante Alighieri, dies in Florence, in his Divine Comedy (*La Divina Commedia*), he transforms his memory of Beatrice into an allegory of divine love.[10]"Year without winter" An exceptionally rare instance of uninterrupted transition, from autumn to the following spring, in England and the mainland of Western Europe.[11]March 1 The University of Coimbra is founded in Lisbon by Denis I ("the Poet King"). He decrees that Portuguese is the official language of Portugal, replacing classical Latin in that capacity.The Dnyaneshwar is written in India. This holy book is a commentary on the Bhagavad Gita and is narrated by Dnyaneshwar.January 3 Constance of Portugal, queen consort of Castile (d. 1313)January 6 Otto Bodrugan, English landowner and politician (d. 1331)June 23 Jakushitsu Genk, Japanese Rinzaï master and poet (d. 1367)August 4 Leopold I, Duke of Austria ("the Glorious"), German nobleman (d. 1326)October 15 Anne of Bohemia, queen consort of Bohemia (d. 1313)December 24 Khwajâ Kermani, Persian poet and mystic (d. 1349)Agnes Haakssondatter, Norwegian noblewoman and princess (d. 1319)Andrea Pisano (or Pontederà), Italian sculptor and architect (d. 1348)Barlaam of Seminaria, Italian cleric, scholar and theologian (d. 1348)Beatrice of Silesia, queen of Germany (House of Piast) (d. 1322)Bohem (Rinchen Drub, Tibetan Buddhist religious leader (d. 1364)Daichi Sokoi, Japanese Buddhist monk, disciple and poet (d. 1366)Giovanni Visconti, Italian cardinal, archbishop and co-ruler (d. 1354)Giorgio Gonzaga, Italian nobleman and knight (condottiero) (d. 1369)Hughes Outret, French nobleman, admiral and advisor (d. 1340)Jacob van Artevelde, Flemish merchant and statesman (d. 1345)Jacopo Donati dell'Orologio, Italian doctor and polymath (d. 1359)Johannes de Muris, French mathematician and astronomer (d. 1344)John Maltravers, English nobleman, knight and governor (d. 1320)John of Capua, Spanish nobleman and prince (infante) (d. 1319)Pierre Bersuire (or Bercheur), French translator and encyclopaedist (d. 1362)Rabbenu Yerucham, French rabbi and scholar (posek) (d. 1350)Richard de Willeoughby, English landowner and politician (d. 1362)Rodolfo Hess, Margrave of Baden-Baden, German nobleman (House of Zähringen) (d. 1335)Session Yaku, Japanese Buddhist monk, priest and poet (d. 1347)Theodore I, Marquis of Montserrat ("Palaiologos"), Byzantine nobleman and writer (d. 1338)Willem van Duvenvoorde, Dutch nobleman and knight (d. 1353)January 28 Dervorguilla of Galloway, Scottish noblewoman (d. 1210)February 3 Henry XIII, Duke of Bavaria, German nobleman, co-ruler and knight (b. 1235)March 24 John dal Bastone, Italian monk, priest and preacher (b. 1200)March 26 John Kirkby, English bishop, vice-chancellor and statesmanApril 26 Gaston VII, Viscount of Barn ("Froissard"), French nobleman and knight (b. 1225)May 10 Rudolf II, Duke of Austria, German nobleman (House of Habsburg) (b. 1278)June 8 Beatrice Portinari, Italian muse of Dante (b. 1266)June 13 Shamsuddin II, Mamuk ruler of the Delhi Sultanate (b. 1285)June 23 Henryk IV Probus ("the Righteous"), High Duke of Poland (b. 1258)July 10 Ladislav IV ("the Cuman"), king of Hungary and Croatia (b. 1262)September 26 Margaret, Maid of Norway, queen of Scotland (b. 1280)November 10 Qalawun ("the Victorious"), Mamuk ruler of Egypt (b. 1222)November 28 Eleanor of Castile, queen consort of England (b. 1241)December 18 Herman I, German nobleman (House of Henneberg) (b. 1224)Magnus III (or I) ("Birgersson"), king of Sweden (b. 1260)December 21 Gerhard I, Count of Holstein-Itzehoe, German nobleman, knight and regent (b. 1332)Adelaide, Countess of Auxerre, French noblewoman and ruler (suo jure) (b. 1251)Allice de Lusignan, Countess of Gloucester, French noblewoman (House of Lusignan) (b. 1236)Celestia Cesarini (or Camellia), Italian noblewoman and nun (b. 1203)Eleanore, Duchess of Brittany, French noblewoman, knight and prelate (b. 1201)Elizabeth of Castile, Queen of Castile (b. 1252)James I of Majorca, Catalan monarch and warrior (b. 1243)John of Salisbury, English philosopher, theologian and statesman (d. 1206)John of Capua, Spanish nobleman and prince (infante) (d. 1319)Jean Bersuire (or Bercheur), French translator and encyclopaedist (d. 1362)Rabbenu Yerucham, French rabbi and scholar (posek) (d. 1350)Richard de Willeoughby, English landowner and politician (d. 1362)Rodolfo Hess, Margrave of Baden-Baden, German nobleman (House of Zähringen) (d. 1335)Session Yaku, Japanese Buddhist monk, priest and poet (d. 1347)Theodore I, Marquis of Montserrat ("Palaiologos"), Byzantine nobleman and writer (d. 1338)Willem van Duvenvoorde, Dutch nobleman and knight (d. 1353)January 28 Dervorguilla of Galloway, Scottish noblewoman (d. 1210)February 3 Henry XIII, Duke of Bavaria, German nobleman, co-ruler and knight (b. 1235)March 24 John dal Bastone, Italian monk, priest and preacher (b. 1200)March 26 John Kirkby, English bishop, vice-chancellor and statesmanApril 26 Gaston VII, Viscount of Barn ("Froissard"), French nobleman and knight (b. 1225)May 10 Rudolf II, Duke of Austria, German nobleman (House of Habsburg) (b. 1278)June 8 Beatrice Portinari, Italian muse of Dante (b. 1266)June 13 Shamsuddin II, Mamuk ruler of the Delhi Sultanate (b. 1285)June 23 Henryk IV Probus ("the Righteous"), High Duke of Poland (b. 1258)July 10 Ladislav IV ("the Cuman"), king of Hungary and Croatia (b. 1262)September 26 Margaret, Maid of Norway, queen of Scotland (

appears on the screen while the person with the phone guesses. They have one minute to make as many correct guesses as possible, and then the phone goes on to the next person. Categories include animals, movies, public figures and celebrities, and more. For a more cognitive game, play this brain teaser. Only people who bring the right contributions are given an invitation. Pick a secret rule. Typically, everyone must bring something that begins with the same letter as their name, but you can also get more creative with it. Don't tell anyone else your rule. Go around the room and have each person say what they're bringing; you respond to each suggestion with a "Yes, you're invited," or "No, you can't bring that." Continue until everyone figures out the rule. Pick three statements about yourself: "I have two siblings, I've been to three continents, and I love cats," for example. Two should be true; one should be a lie. Everyone else must guess which is the lie, and then the next person goes. This is a great getting-to-know-you game; if you're playing with family or friends, pick obscure details to trick each other to make it even more fun. Purchase a pack of stickers. (This one is a great Christmas party game or Halloween party game, so try to find stickers that suit the occasion.) Give everyone one sheet of five to 10 stickers (or less, depending on the size of the party). This game works best at a party where everyone is mingling, so you can incorporate it easily into your happy hour or neighborhood function. Each person must discreetly place all their stickers on other party guests; the first to use all their stickers wins. If they get caught stickering someone, they must accept a sticker. At the end of the evening, you can laugh about how sneaky some people areand wonder how you ended up with stickers all over your back without even noticing. Place chairs in a circle, using one less than needed. Have everyone take a seat; the one person without a seat must stand in the center of the circle. They'll say, "Mail Call for everyone" and pick a descriptor, such as "wearing red" or "has a cat." (There's a lot of room for creativity here.) Everyone that descriptor applies to must get up and find a new seat without retaking their initial seat or moving to the seats next to them. The person in the middle will also be racing for a chair; whoever is left standing at the end stands in the circle next, and the game continues. Find a deck of cards and a set of spoons. (Pieces of candy also work.) Have enough for each player, minus one. Deal four cards to each person playing. One person, the dealer, will keep the remaining deck next to them and draw one card at a time. They will look at the card and trade it out for a card in their hand or pass it along to the person next to them, who will do the same thing. The goal is to collect four of the same card, when that happens, reach for a spoon. When someone spots a spoon missing, they, too, can grab one; whoever is left without a prize at the end is out. Remove one more spoon and play again. Alternatively, play by sticking out your tongue when you've collected four of a kind. If others notice, they can stick out their tongues, too; whoever notices last loses. Pick a phone to pass around the group. Set it to self-timer mode10 seconds is bestand use regular photo mode, not selfie mode. Pass the phone around, with each person holding the phone up for a moment, posing for the camera. Pass until the photo is taken, then repeat. At the end, take a look at the (probably undignified) photos. This is a trickier take on I'm Hosting a Party. Sit in a circle and designate yourself as the host. (Just don't tell everyone the name of the game.) Say you are hosting a party but will only invite people bringing the right items. Go around the circle and have everyone suggest contributions; the host will say who is invited and who isn't. Instead of basing the invite on what they're bringing, though, base it on their posture: Whoever has their legs crossed can come, and whoever doesn't can't, for example. Continue until everyone figures it out. Similar to I'm Hosting a Party and Crossed, Uncrossed, have everyone sit in a circle. Say you're describing your perfect world: "In my perfect world, there are doors but no windows." Have the next person describe what might be in your perfect world. Your perfect world has only double letter items: schools but not universities, for example, or apples but not bananas. If someone gets it right, say, "Yes, that would be in my perfect world." If they don't, say so. Continue around the circle until everyone figures it out. Have everyone sit or stand in a circle. Each person should select a hand motion (or leg motion, if you're standing). Go around the circle and have everyone present their motion. Memorize these. Have everyone begin clapping or stomping a steady rhythm and pick one person to start: They will do their motion and then the motion of someone else in the circle. This next person will do their own motion, then the motion of a third person, who will do the same. There are no passbacks and no hesitations. Whoever messes up first is out; continue indefinitely. Find a pad of paper and writing tools. Have everyone write an outrageous phrase on a slip of paper, and collect everything in a hat. (If it's a mixed group, set propriety guidelines ahead of time: if it's adults-only, go wild.) Gather in a circle. Give one person the hat. They must draw a piece of paper and read the statement aloud to the group. The goal is to keep a straight face. Whoever laughs or smiles loses. Pass the hat around until everything has been read. Have everyone sit around a table. Everyone will put their heads down; count down from three, and have everyone sit up and look at someone else in the circle. If you make eye contact with someone else, you're out. If the person you're looking at is looking at someone else, you're safe. Repeat until everyone is out. Pick one person to be Mr. Freeze. Have everyone playing the game move around the party as usual. When Mr. Freeze freezes, though, everyone else must freeze too. Whoever freezes last is out. Repeat for the duration of the party. Get your group in circle and choose one person to say the number "one" out loud. After that, everyone in the group has to count as high as they can without saying a number at the same time. So, if only one person says "two," then you'll keep counting to three. If two or more people say "three" at the same time, the game starts over at "one." See how high your group can count without saying a number at the same time. Have one person hum a tune to a song (no lyrics allowed!). Whoever in the group guesses the correct song first wins and gets to hum the next one. Okay, it's a popular party game for kids, but adults can also get in on the fun. Set up chairs (or seat cushions) in a circle facing outward, with enough seating for everyone playing, minus one. Designate one person as the music player and have everyone else stand in a circle around the circle of seats. When the music starts, walk around the seats; everyone must find a seat when the music ends. Whoever doesn't is out. Remove one more chair and begin again, until two people are fighting for one seat. To make musical chairs more interesting, add your own rules. Allow people to sit on top of each other (as long as their feet are off the floor), for example, or make your own alterations. This tried-and-true party game can be as simple or as complicated as you make it. Have everyone write down concepts, movies, people, shows, and more to act out and divide into teams. One person will act out something drawn from the assortment while their team members guess what it is. When time is up, switch teams and repeat. Add time limits, scoring systems, silence rules, and more as desired. Gather in a circle. Pick one phrase to whisper in the ear of the person next to youno repeats. That person will whisper what they heard to the person next to them, and so on until the phrase gets back to you. Prepare to laugh at how distorted it gets. To make it more difficult, play music in the background. Pick one person to go first. That person will think of an item, animal, movie, public figure, etc. Everyone else will ask yes-or-no questions about what or who they are; they have 20 chances to guess, or the other person wins. Whoever guesses correctly can win a prize, or be the next to answer questions. Two opposing teams (of any number of people) will line up on each side of the table, with one empty plastic cup in front of one member of each team. The two with the cup in front of them will put it upside down on the edge of the table and attempt to flip it to an upright position. Once they successfully flip the cup, they pass it down to the next player in line on their team. The first team to have every member flip the cup wins, and the other team has to finish their drink. Get a group together and stand in a circle. Everyone looks down, then someone will count down from three. On "one" everyone will quickly look up at one person in the group. If two people are looking at each other, they will shout "Medusa" and take a drink or shot. Keep going until everyone is out of their drink. Similar to Never Have I Ever, people in your group take turns finishing the sentence 'who is most likely to'. The question asker will count down from three, and on "one" everyone has to point to whoever in the group they think is the most likely to do whatever funny thing was said. Whoever has the most fingers pointed at them drinks. For adults, if you want things to get a little wild, just add alcohol. For most games, instead of someone being "out" after losing, have them take a sip of their drink (or a shot, if you're feeling particularly rowdy). In games involving rule-making (Kings, Cheers to the Governor, etc.), any rule can be turned into an instruction to drink: Women drink, men drink, people wearing black drink, etc. If you are introducing drinking games to your gathering, drink responsibly, and stay safe. (And don't forget to offer non-alcoholic mocktail options for designated drivers and people who are staying sober.) Tear or cut sheets of paper into pieces, or give each person playing a notepad, and pass around pens or pencils. Each person should have as many pieces of paper or pages as people playing: If it's a group of 10, each person should have 10 pieces of paper, for example. Without letting anyone else see, write a word or phrase on the first piece of paper. Everyone should pass their stack of papers or notepad clockwise. The next person will look at the word or phrase, move it to the bottom of the stack, and then draw their interpretation of that word or phrase. Once everyone is finished, pass clockwise again. This person will look at the picture and interpret it into a word or phrase, moving the drawing to the bottom of the stack. Continue passing, alternating between drawings and words, until the stacks have gone full circle. Flip through the results, and prepare to roar with laughter. This game is also known as Assassin, Werewolf, or Village. If you have a large group, a deck of cards, a lot of time, and long attention spans, this intense puzzle of a game is a lot of fun, if a little complicated. See the full rules for Mafia; essentially, certain members of the group are the bad guys (the mafia, assassins, etc.); others are villagers, and still more are police officers. One is the game moderator. The police officers are trying to guess who the bad guys are before they can kill all the villagers. Shuffle a deck of cards and gather everyone around a table. Place a can of beer or soda in the center, and arrange the cards facedown around it. Follow the assigned rules for Kings or assign your own rules for each card. After drawing a card, slide it under the can's tab before performing the card's rule. When the can pops, whoever placed the last card must drink it. Pick one person to go first. That person will pick something in the room and describe it: "I spy, with my little eye, something green." Everyone else will guess what it is, asking only yes or no questions. Whoever guesses correctly first can win a cool prize, or be the next Spyer. Find a ball of string or yarn. Have everyone stand in a circle. Pick one child to go first; give them the yarn and have them begin describing their life. When they say something ("I like dogs," for example) that someone else in the circle has in common, the second child will shout "Connection!" The first child will toss them the yarn, and the second child will begin describing their life. Repeat until everyone has gone, and the yarn has created a web between all the children. If you've ever seen the old TV game show, these are funny physical or mental challenges that your party guests have to complete in under a minute (great for a lot of laughs). Think picking up Cheerios with a toothpick (and their mouths), reciting the alphabet backwards (without any mistakes!), sorting a big bowl of M&Ms or Skittles by color, or bouncing ping-pong balls into an egg carton. This time-honored party game lets kids try to see how low they can go. (All you need is a broom and some calypso music to make limbo happen!)

Fun group party games. Fun games to play at a party. Fun physical party games. Fun games to play during a birthday party. Activities during party. Games during party. Fun games during christmas party.

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