



A Small-Group Game Night

A full evening for four to eight people that builds from a two-minute warm-up to team clues and storytelling.

Players 4–8**Play time** About 83 minutes in total.

Who it is for: Four to eight friends in a living room, with a sofa, a few chairs and no special equipment.

BEFORE GUESTS ARRIVE

- ☐ Open host mode for Two-Word Clues on one phone and check that the large text is readable from an arm's length away.
- ☐ Decide the teams for Two-Word Clues in advance if your group includes very competitive players.
- ☐ Put snacks and drinks where people can reach them without crossing the "stage".

AGENDA

1 Word Association · 8 minutes · Warm-up
No scoring. Three or four chains are enough to get everyone speaking quickly.

2 Two-Word Clues · 25 minutes · Main game
Two teams, 90-second turns, one full rotation so everybody gives clues once.

3 Guess the Rule · 20 minutes · Change of pace
Start with a visible rule from the "gestures" list, then try one spoken rule.

4 Story Remix · 20 minutes · Finale
Base story — making a cup of tea. Volunteers first; stop while people are still asking for another turn.

5 Twenty Questions · 10 minutes · Wind-down
Optional. One or two rounds while people collect coats.

HOST NOTES

- Take a ten-minute break after the main game. Small groups tire sooner than hosts expect.
 - With only four players, play Two-Word Clues as two pairs and give each pair two turns.
 - Every game in this plan can be played seated.
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WORD ASSOCIATION — QUICK RULES

3–12 players · 5–20 min · No materials

1. The first player says any word.
2. The next player says the first word it brings to mind — and so on round the circle.
3. Anyone can call "Link?" and the speaker must explain the connection.
4. Hesitate, repeat a word or fail to explain and you take a point. Fewest points wins.

How the game ends: Play to a fixed number of chains — six is a good length — or stop when the first player reaches three points. The player with the fewest points wins. As a warm-up, simply play for five minutes and move on to the next game.

TWO-WORD CLUES — QUICK RULES

4–16 players · 15–30 min · No materials

1. Two teams. One player per turn is the clue-giver.
2. The clue-giver sees a secret word and gives a two-word clue.
3. Teammates get one guess per clue.
4. Score a point for each word guessed within 90 seconds. Fewer clues, more words.

How the game ends: Play until everyone has been the clue-giver once, then compare totals. If teams have different numbers of players, give each team the same number of turns and let someone on the smaller team give clues twice.

GUESS THE RULE — QUICK RULES

4–12 players · 15–30 min · No materials

1. One player — the detective — steps out of earshot.
2. The group agrees on a secret rule for how they will answer questions.
3. The detective returns and asks anyone ordinary questions.
4. Everyone answers following the rule. The detective has three guesses to name it.

How the game ends: A round ends when the detective names the rule or runs out of guesses. Play until everyone who wants to has been the detective once. There is no overall score — but a group can count how many questions each detective needed and applaud the lowest.

STORY REMIX — QUICK RULES

3–10 players · 15–30 min · No materials

1. Agree on a plain base story everyone knows — "making a cup of tea".
2. Each storyteller secretly gets a style, such as "nature documentary".
3. They retell the base story in that style for up to a minute.
4. The first listener to guess the style scores, and so does the storyteller.

How the game ends: Play until everyone has told the story once. Change the base story after four or five retellings so that it stays fresh. The highest score wins, though most groups stop counting after the first round and simply ask for more.

TWENTY QUESTIONS — QUICK RULES

2–10 players · 10–25 min · No materials

1. One player thinks of something and says only whether it is a person, place or thing.
2. The others take turns asking yes-or-no questions — twenty in total.
3. Anyone may use their turn to make a guess instead.
4. Guess it within twenty and the guessers win; otherwise the answerer does.

How the game ends: A round ends on a correct guess or after the twentieth question. Play one round per player so everyone is the answerer once, then stop — or keep a tally of rounds won by guessers and by answerers and call it after an agreed number.

Times are editorial estimates, not test results.