

PUBLISHED BY PAVILION

www.pavilionbooks.com/book/60-classic-indoor-games

60 Classic Indoor Games



Katie Hewett

SAMPLE
GAMES

This edition first published in the United Kingdom in 2020 by
Collins and Brown
43 Great Ormond Street
London
WC1N 3HZ

An imprint of Pavilion Books Company Ltd

Copyright © Pavilion Books Company Ltd 2012, 2020
Illustrations © Advertising Archives and Bridgeman Art Library
Additional hand-drawn illustrations by Toby Triumph

Distributed in the United States and Canada by
Sterling Publishing Co., Inc. 1166 Avenue of the Americas, New York, NY 10036

All rights reserved. No part of this publication may be copied, displayed, extracted, reproduced, utilised, stored in a retrieval system or transmitted in any form or by any means, electronic, mechanical or otherwise including but not limited to photocopying, recording, or scanning without the prior written permission of the publishers.

ISBN 978-1-91116-355-8

A CIP catalogue record for this book is available from the British Library.

10 9 8 7 6 5 4 3 2 1



Reproduction by Mission Productions Ltd, Hong Kong
Printed and bound by Toppan Leefung Printing Ltd, China

www.pavilionbooks.com

60 Classic Indoor Games

Katie Hewett

COLLINS & BROWN

Light and Shade

Play time!

20 mins

This game reminds me of shadow theatre. How will you hide your true identity from the audience?

Stuff to Find

- Six or more players.
- A white sheet.
- A lamp or torch.

House Rules

Hang the sheet across the room – a length of washing line and clothes pegs is probably the best way – and set up a lamp or shine a torch behind it.

Divide the players into two teams; members of the first team walk behind the sheet one at a time so their shadows are visible to the opposing team. This team then tries to guess the identity of the person behind the sheet – who is doing their best to disguise their silhouette. The team guessing gets two attempts per shadow and scores a point for each correct guess. Then the other team has their turn.

At the end of the game, the team with the most points wins.



Things Grandmas Say

.....
'Don't pull that face: the wind will change
and it will stay that way.'

Murder in the Dark

Play time!

20 mins

Played in the dark, this detective game is especially atmospheric. It is also good practice for anyone who has always longed to be Hercule Poirot for the evening.

Stuff to Find

- Six or more players.
- Pack of cards, or some paper, a pencil and a bowl or hat, and a house with lots of hiding places!

House Rules

If you are playing with a pack of cards, find the following: Ace, Jack, Queen, King and number cards for the remaining players. Give a card to each person. The player with the Ace is the murderer and the person holding the Jack is the detective. The King becomes the detective if the Jack is murdered, and the Queen becomes the detective if both the Jack and King are murdered.

If you are playing with pencil and paper, tear the paper into as many pieces as there are players. Mark a cross on one piece and a circle on another. The rest of the pieces stay

blank. Fold up the paper slips and put them in a hat or bowl. Each player then picks one. The player that chooses the cross is the murderer and the person with the circle is the detective.

Before the game starts, the detective identifies him- or herself. Turn off the lights, and everyone find a place to hide. The murderer then finds a 'victim', touches them on the shoulder and whispers 'You're dead'. The player falls to the floor while letting out a bloodcurdling scream as the murderer creeps away.

When the players hear the scream, they must stay where they are. The detective then needs to go to the crime scene and switch on the lights, noting where everyone is. Now the detective calls everyone into the main room and asks the suspects a series of questions. Those that are innocent must tell the truth but the murderer can lie unless they are asked directly whether or not they are guilty. Once all the evidence has been collected, the detective then has two chances to guess the identity of the murderer.

Things Mums Say

.....
'Put that down! You don't know where it's been!'

Consequences

Play time!
15 mins

Guaranteed to produce both hysterical laughter and some of the most unlikely couples since Arthur Miller and Marilyn Monroe, this game works for all age groups and across generations.

Stuff to Find

- Two or more people.
- A pencil to share or one each and lots of paper – once you start you'll want to keep going!

House Rules

The aim of this game is to produce a hilarious short story by taking turns to write the different stages of the story without the other players knowing what you have written.



Tips

- It is always funny to use the names of famous people and historical figures.
- Famous quotes make good entries for 'he said' and 'she said'.

Choose someone to start and, using one piece of paper, begin the story by writing at the top. Once you have finished, you must fold the paper over so what is written cannot be seen, and pass it to the next player.

A number of different versions of the story formula exist but most include the following:

1. [Boy's name] met
2. [Girl's name] at
3. [Where they met]
4. He did [what he did]
5. She did [what she did]
6. He said [what he said to her]
7. She said [what she said to him]
8. And the consequence was [describe the consequence]
9. And the world said [what the world said].

Variation

Alternatively, and this works better with a larger group of people, you can play a version where everyone has a piece of paper and a pencil and starts at the beginning. Once the first stage has been written, pass the paper to the player on your right.

Alphabet Race

Play time!

30 mins

A homemade version of a very famous game, but no less of a challenge. You can make your own rules to cater for everyone in your family.

Stuff to Find

- Two or more players.
- A pencil, one piece of paper for each player and a large piece of paper to be the board.

House Rules

Before the game begins, each player must list the letters of the alphabet on their piece of paper. On the larger piece of paper draw a grid 10 squares by 10 squares. Toss a coin to see who will start.

The first player writes down a word on the piece of paper being used as the board (make sure the letters are spaced out carefully) either vertically or horizontally, then they cross off those letters on their own alphabet list. The next player adds a word to the grid that intersects with the first word and crosses off the letters they have used on their alphabet list.

Letters can only be used once and if you are stuck you can 'pass' and play passes to the next person. The first player to use all their letters is the winner but it can be tricky, so you may prefer to set a time limit and see who has used the most letters at the end of the game.

j
a
m o t h e r
 o y
z i p b
o
n
e



Tips

- **To make it easier, you can allow double or even triple the number of vowels available to each player.**
- **Make sure you agree all rules before you start to avoid arguments.**

Hangman



This works well as a game for two slightly older children playing together, but at the moment my two play as a team against me so they can help each other out.

Stuff to Find

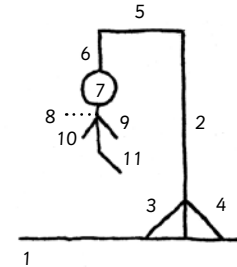
- Two players.
- Some paper and a pencil.

House Rules

The first player thinks of a word and draws a row of dashes to represent each letter of the word. The second player then needs to guess the letters in the word. If they guess a letter that does occur, the first player writes it in where it appears (this may be more than once). If the suggested letter does not appear, the first player draws one element of the hangman diagram instead.

Features of the diagram vary depending on where you learned to play this game. The version I know contained 12 elements, as seen opposite. This means you can suggest up to 11 incorrect letters before you lose the game.

The game is over when the word is completed or guessed correctly or the first player completes the hangman diagram.



T _ _ U M _ H
e a o s n



Tip

Choose vowels and other common letters first (for example, R, T, N, S, L, C) – there is more chance of these letters appearing in the word and a greater chance that you will guess it.

Who Am I?

Play time!

20
mins

This is another celebrity name-guessing game that is slightly easier for younger players as they can ask straightforward 'yes' or 'no' questions.

Stuff to Find

- At least four players.
- Some sticky notes or labels and some pens.

House Rules

All the players sit in a circle. Everyone writes down the name of a famous person on a piece of paper and sticks it to the forehead of the person next to them, without them seeing what it is. The idea is for all the players to be able to see everyone else's celebrity name apart from their own.

Each player then takes it in turns to ask the group 'yes' or 'no' questions to discover the name on their forehead. If the answer to their question is 'yes', they can ask another question but, if the answer is 'no', the turn passes to the player on their left. The first person to guess correctly is the winner.



Tip

To make the game fun for all the family you can use the names of cartoon characters as well as real people.

Variation

You can also stick the labels to people's backs and the game can be played in pairs. As before, the first player asks their partner a question, and, if the answer is 'yes' they get another go. If the answer is 'no', the second player gets to ask their questions. The first person to guess correctly is the winner.

Things Dads Say

'I am not running a taxi service!'