



THE COUNTRY GAME

SETTING UP:

This game can be played in a group of any size.

HOW TO PLAY:

1. One player is selected to go first and they have to name a country. The next player will then have to name a place that starts with the last letter of the first country. For example: Player one says Greece, player two says Egypt, player three says Turkey and so on . . .
2. If a player takes longer than 10 seconds to think of a country name they will be eliminated. The game will continue until there is a champion. This can also be played in teams to speed it up.

ALPHABET PACKING

SETTING UP:

The aim of this game is to decide what to pack to take on holiday from player to player going right through the alphabet.

HOW TO PLAY:

1. Player Number One thinks of an item to pack beginning with an A. For example, he might say: 'I went on holiday and I packed an Armband'. The second player carries the tale on by naming an object beginning with B: 'I went on holiday and I packed an Armband and a Bucket.' On it goes: 'I went on holiday and I packed an Armband, a Bucket and a Camera' . . . (if you're all clever enough) you get to Z.
2. Each item must have something to do with holidays, packing or travelling. Any player who fails to think up a suitable object within a short time-limit (say, five seconds) must drop out.

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