GETTING STARTED

Throughout this event pack, you’ll find tons of games, activities and suggestions to celebrate Diary of a Wimpy Kid: Double Down. You’ll have to gauge the size and age range of your group to determine which of these activities will work best, and you can put the activities in whatever order you’d like. Some activities are great for a big group, while others can be done with just a couple of friends. You might want to do only one or two of these, or you can do them all. We’d like to ask that you please kick off by reading the following letter from Jeff Kinney to the group.

Hi, everyone!

Thank you so much for coming out for the Diary of a Wimpy Kid: Double Down launch party! I wish I could be there with you in person. I want to say thanks to each and every person here. You’ve made the Diary of a Wimpy Kid series a hit, and I want you to know how much I appreciate that. I hope you like the new book! It was a lot of fun to write. I’ve put together a few activities to help celebrate the launch of the book. I hope you have a good time!

Sincerely,

Jeff Kinney

HERO POINTS

As an extra incentive for everyone to participate, we’ve provided Hero Points on the next page as a way to reward players and winners. At the end of each game, give some Hero Points to the winners, runners-up and anyone who participates! The more liberally you give out Hero Points, the more fun everyone will have. At the end of the event, have everyone count up his or her Hero Points, and the person with the most can win a small prize, such as The Wimpy Kid Do-It-Yourself Book, some Wimpy Kid stationery products or any other fun prize you might come up with!

PLAY DRESS-UP

Encourage Wimpy Kid fans to come dressed as Greg, Rowley or another favorite character. You could have them wear the colour of their favourite book, or wear red as a celebration of Double Down! Halloween is prominently featured in Double Down, so perhaps you could even invite kids to wear their Halloween costumes to the party. Masks can also be downloaded from wimpykidclub.co.uk/kids-downloads. Arrange a parade through your bookstore, library or classroom and give Hero Points to all who participate!

SERVE RED SNACKS

Load up a table with raspberries, strawberries, red M&M’s®, red jelly beans, red velvet cake (or cupcakes) and red punch. Since Halloween candy and gummy worms are featured in Double Down, it’d be ideal to set those out, too. You could also serve food that Greg commonly eats, such as chicken drumsticks (Drummies), bags of crisps or ice cream.

SET THE MOOD

Put together a playlist of fun songs that kids will want to dance to. Greg and his friends have a Halloween party in Double Down, so it’d be fun to recreate that scene with classic Halloween songs like “Monster Mash” or “I Put a Spell on You”. You could also choose a fun playlist from a music-streaming site such as Spotify.
DOUBLE THE FUN

Diary of a Wimpy Kid: Double Down is finally here, and we’re here to help you with ways to double the fun at your event or party.

ACT IT OUT

Greg and Rowley try their luck at film-making in Double Down, and your party attendees can do the same! Encourage the kids to get into groups, cast themselves as characters from the books and write a short script. You can let them be as creative as they want to be, or you can assign a singular conflict for everyone to write about (e.g. Greg and his friends need help picking out the right Halloween costumes!) Then, once they have a short script ready, the kids can act out their scenes at the party. Ideally, each sketch will be filmed and posted to the Internet for the world to see. Feel free to use the hashtag #WimpyKid11 when posting!

TRUTH OR DARE: BALLOON BRIGADE STYLE!

In Double Down, Greg’s class participates in the Balloon Brigade, and now your party attendees can, too! Get red and yellow balloons (in celebration of the two-toned cover), designating one colour for “truths” and the other colour for “dares”. Then write out the challenges on small slips of paper and put them inside the balloons before blowing them up. (We’ve provided some fun truth-or-dare examples on page 16 of this guide.) Then each kid can take a turn popping a balloon and fulfilling the challenge.

PIN THE BOO ON THE GHOST

Inspired by the Halloween party in Double Down, invite your kids to play this fun take on “Pin the tail on the donkey.” Give each kid a “BOO” to design and decorate as they wish. Then, once everyone is done, blindfold each kid and invite them to attempt to pin the BOO on the ghost. Whoever gets their BOO closest to the ghost’s mouth wins a Hero Point! On page 14-15, you’ll find the ghost and the BOO to photocopy for all your attendees.

TWO TRUTHS AND A LIE

Greg has to deal with lots of lies in Double Down, from both his brother Rodrick and the adults in his life. Give the kids a sheet of paper and ask them to write down two truths about themselves and one lie. Each kid takes a turn to read aloud the “facts”, and the other kids in the group must discuss to figure out which one is the lie. If the group guesses the wrong one as the lie, the teller/speaker gets a Hero Point.
DRAWING STATION

Though Jeff Kinney now draws on an electronic tablet, he started writing his ideas for the Wimpy Kid series with pen and paper. Invite your Wimpy Kid fans try their hand at drawing the old school way! If possible, post the instructions on page 6-7 on a wall or bulletin board near a table so that Wimpy Kid fans can easily see and follow them. If you’d prefer to take these instructions into the digital age, you can also set up a smart-TV or computer screen to display a step-by-step drawing-guide video by Jeff Kinney. The video is available at www.youtube.com/wimpykid.

On the table, provide paper with pencils, pens, markers or crayons. Make sure you give Hero Points to everyone who tries! Want to make it even more fun? Instead of using paper and pencils, provide plain round biscuits with white icing or fondant and edible-ink “pens”! You could also provide marshmallows instead of biscuits for a very simple, clean, edible “canvas”.

You can also use the drawing space below to create your own “Zoo-Wee Mama!” cartoons! Encourage Wimpy Kid fans to write their own “Zoo-Wee Mama!” jokes, then post the best ones on a wall or bulletin board. Be sure to give Hero Points to the winning cartoons!

Zoo-Wee Mama!
HOW TO DRAW GREG, STEP-BY-STEP

1. 

2. 

3. 

4. 

5. 

6.
HOW TO DRAW MANNY,
STEP-BY-STEP

1.

2.

3.

4.

5.

6.
**NAME-TAG GAME**

**Setting Up:**
Cut out the name tags below and tape one to the back of each player. Players should not be told what their name tag says. For a larger group, make several copies of this page — it’s fine if more than one person has the same character name.

**How to Play:**
The object of the game is for players to go around the room and talk to each other is on their back. The player may ask yes or no questions only to figure out who they are (for example, “Am I best friends with Rowley?”). When a player discovers who they are, they can step out of the game. The goal is to not be the last person remaining.

<table>
<thead>
<tr>
<th><strong>EASY</strong></th>
<th><strong>MEDIUM</strong></th>
<th><strong>HARD</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Greg</td>
<td>Gramma</td>
<td>Mr Nern</td>
</tr>
<tr>
<td>Rowley</td>
<td>Mr Jefferson</td>
<td>Leland</td>
</tr>
<tr>
<td>Manny</td>
<td>Chirag Gupta</td>
<td>Bryce Anderson</td>
</tr>
<tr>
<td>Rodrick</td>
<td>Ruby Bird</td>
<td>Heather Hills</td>
</tr>
<tr>
<td>Frank (Dad)</td>
<td>Holly Hills</td>
<td>Jordan Jury</td>
</tr>
<tr>
<td>Susan (Mom)</td>
<td>Joshie</td>
<td>Meckley Mingo</td>
</tr>
<tr>
<td>Fregley</td>
<td>Abigail</td>
<td>Meemaw</td>
</tr>
<tr>
<td>Grampa</td>
<td>Patty Farrell</td>
<td>Aunt Veronica</td>
</tr>
</tbody>
</table>
DOUBLE THE LAUGHS, WIMPY KID-STYLE

MASH

MASH is a classic game that is even better with Wimpy Kid. Make copies of page 10, and invite kids to predict their own Wimpy Kid future! This game is played in pairs. Start by choosing which team-mate will have his or her future predicted (Player 1) and who will write down the answers (Player 2). Player 2 asks Player 1 for two choices from each category and fills them in on the blank lines. When the entire board is full, Player 2 draws lines in the centre of the board. Without looking, Player 1 says “stop” after a few seconds. However many lines are drawn is the number that is used to find the answers. For example, if three lines are drawn, Player 2 will cross out every third answer. When Player 2 gets to the end of the board, they must go back to the beginning until only one answer is left in each category. Player 2 then circles that answer and skips over the section as he or she keeps eliminating answers. At the very end, when there is only one answer in each category, Player 2 must eliminate all but one of the WIMPY letters at the top of the board to figure out what kind of house Player 1 will live in!

FORTUNE-TELLER

Another fun activity is making and using paper fortune-tellers. Pages 11 and 12 of this guide have photocopiable pages with folding instructions to create your own Wimpy Kid fortune-teller!

ROCK, PAPER, SCISSORS

We’ve all played Rock, Paper, Scissors before, but how about the Wimpified version? In this version, players have a choice of the Cheese Touch from Diary of a Wimpy Kid (a flat hand, palm down), the Muddy Hand from Dog Days (bending fingers like a claw, palm out) and a snowball from Cabin Fever (making a fist). Players say “Hand, Cheese, Snow, shoot!” then make one of the three gestures. The Muddy Hand beats Snowball, Snowball beats the Cheese Touch, and Cheese Touch beats the Muddy Hand.
Best Friend:
Greg Rowley
Silas Scratch

Occupation:
Movie Star
Super-secret Spy
Magician

Band Name:
Löded Diper
Twisted Wizard
The Muddy Hands

Superpower:
X-ray Vision
Telepathy
Ability to Fly

Favourite Activity:
Playing Video Games
Bird-watching
Selling Lemonade

Transportation:
Jet Pack
Car
Tricycle

Pet:
Sweetie the Dog
Tarantula
Crazed Goose

You Will Live:
In the Woods
On a Desert Island
In Australia

Draw Your Lines Here
You will be rich and famous one day, but you'll still be surrounded by morons.

You will have your own awesome band, but your world tour will include the bowling alley.

Out of all your friends, you will have the most impressive belly-button-skills.

You will bump into your crush when you least expect it. Make sure you don't have chocolate on your butt!

You will get a date to the big dance, but that morning you'll wake up with a huge zit.

You will get a surprise day off from school, but you'll have to spend it at a Civil War re-enactment.

You will start a new club . . . just make sure people show up!

1. Crease paper diagonally
2. Fold a corner to centre
3. Fold all corners to centre
4. Turn over to other side
5. Fold a corner to centre
6. Fold all corners to centre
7. Turn over to other side
8. Insert fingers and play!
Fortune-Teller

Fill in your own fortunes to see what the future holds!

1. Crease paper diagonally
2. Fold a corner to centre
3. Fold all corners to centre
4. Turn over to other side
5. Fold a corner to centre
6. Fold all corners to centre
7. Turn over to other side
8. Insert fingers and play!
HAND, CHEESE, SNOW, SHOOT!

MUDDY HAND

CHEESE TOUCH

SNOWBALL

CHEAT SHEET

VS =

VS =

VS =

Shoot!
null
How to Play:
Label one jar, bin or container Truth and the other Dare. Fill the Truth container with revealing questions, and the Dare container with clever and funny but harmless dares. You can use the questions and dares below or create your own.

All the players should sit on the floor in a circle. One volunteer begins and then selects the next player once his or her turn is up.

At each turn, the players have to choose between revealing a truth about themselves or completing a dare challenge. Once they’ve decided which type of challenge, they draw a “truth” or “dare” from their chosen bin and either reveal the truth or perform the dare.

<table>
<thead>
<tr>
<th>Truths</th>
<th>Dares</th>
</tr>
</thead>
<tbody>
<tr>
<td>What’s the best joke you know?</td>
<td>Do your best impression of your favourite TV character.</td>
</tr>
<tr>
<td>What are three things about yourself you really like?</td>
<td>Do a hula dance.</td>
</tr>
<tr>
<td>What was the nastiest trick you ever played on someone?</td>
<td>Jump on one leg for thirty seconds, with both hands on your head.</td>
</tr>
<tr>
<td>What’s your favourite guilty pleasure song?</td>
<td>Introduce yourself to someone playing this game who you don’t know and tell them why you should be friends.</td>
</tr>
<tr>
<td>What’s the most embarrassing thing that’s ever happened to you?</td>
<td>Stand on your tippy toes until the next person’s turn is over.</td>
</tr>
<tr>
<td>Would you rather never eat your favourite food again, or ONLY eat your favourite food for the next two years?</td>
<td>Try to guess the favourite colour of five people who are playing this game.</td>
</tr>
<tr>
<td>If you could only watch one TV channel for the rest of your life, which would you choose?</td>
<td>Turn out your pockets and show everyone what you have in there.</td>
</tr>
<tr>
<td>What do you hope your life will look like in 20 years?</td>
<td>Name all the Wimpy Kid books in order. If you get one wrong you have to dance across the room like a ballerina.</td>
</tr>
</tbody>
</table>