

Proposed Game Night Breakdown

7:00 Pm	Opening Prayer and everyone gets a sticker they can write their names on
7:10 Pm	Create 2 teams by assigning everyone either the number 1 or 2. This will be the teams for the night for all three games
7:15 Pm	Explain the first game: Taboo
7:25 Pm	Each team goes in order having a team member go up to perform the taboo card, Game is played till either 1 complete round, where each player on the team has had a turn, or until 7:55. Once each team has had the same number of turns then count up points and the winning team gets first pick of powerpoint in the next game.
8:10 Pm	Explain the Second game: The PowerPoint Game
	Winning team will get to choose first from a selection powerpoint presentation names and then elect either 3 or 5 people (depends on how many are present) from their team to come up and present the powerpoint with no practice. Powerpoints should all have the same number of slides and players should each be able to present the same number of slides. The object is not to win or have the best presentation but to just have fun presenting and to the audience enjoy watching your peers present something completely on improvisation. All presentations should be no longer than 5-10 minutes.
8:55 Pm	Explain the third game: 1000 Blank Cards Game
	Everyone is handed 3 blank cards and has 5-10 minutes creating their own cards, for the sake of time about 50 -100 cards should be premade and we'll add the just made cards to that deck.
9:10	Start game: Everyone is then dealt a hand of 5 cards and teams take turns with plays.
9:45 Pm	Game ended: Clean up and Closing Prayer

Game explanations

Taboo: A guessing game in which 2 teams each have a player go up and take turns alternating between the roll of trying to describe the item on the card without saying any of the forbidden words under the main item of the card to your team and get through as many cards before the timer runs out and the taboo holder, who makes sure one of the forbidden words isn't said.

Point System: +1 point for every Correctly guessed card

-1 point for every taboo

-1 point for every skipped card

PowerPoint game: A game in which a small group of people must present a powerpoint presentation with no practice or synopsis of what the powerpoint is about. They must go through the presentation filling in information and improvising as the presentation progresses, either taking turns presenting each slide or choosing to each present a number of slides. Each presentation should last no longer than 10 minutes. Will have a selection of available powerpoints to choose from however teams will only be able to choose by the title of the presentation.

Point System:

There is none, just have fun!

1000 Blank Card Game:

A game in which the rules are wild and determined by the cards created by the contestants (in a regular game all the cards are created at the start of the game where everyone each creates probable 10-20 cards, but for the sake of time we'll have about 50-100 cards already made and allow everyone to create 3 cards and that will be the deck.

What makes a card: The cards are completely up to your imagination and can practically be anything, from a card that simply grants points or takes them away, to action cards that give people a task, ex: Take a random card from another player's hand. The only criteria are that each card should have 3 things: A title-come up with a creative or funny name for your card, ex: "Johnny Bought 200 Melons"; A picture- Draw a little picture in the middle that describes what the card is about; and a description-explanation of what the card does, ex: +200 Points, or -500 Points, or Switch hands with another player on your team

Plays: So, each team will take turns playing by one person coming up per turn. The player first draws a new card from the main deck and then can choose one card from their hand to play in one of 3 Places: to their team (or specifically one person on the team, while the points do go to the entire team), to the other team (or specifically one person on the team, while the points do go to the entire team), or to everyone.

Point System:

The points do get wild in this game really quickly, so the object really isn't about winning. The game is ultimately known, throughout all its variations, to be more of a play to have fun sort of game.

So, I'd say, like the last game, there is no solid or actual point system besides whichever team has the most points total in their play deck at the end of the game "wins".

Some Card examples:

Oh-No
Tornado!



The crops were
blown away
-500

Johnny Bought
200 Meats



+200

It's free
Real Estate



Give a player on the
other team 3 random
cards from your hand,
and say "It's free for
you, Jim."

The fate of
the universe



Keep one hand
on top of head
for 3 turns.

Can only be used for
entire team. +300

What does
the fox say?



He says place all current
played point cards in
discard pile.