

# How to Cure Boredom

A Zine

By Ashton Jones



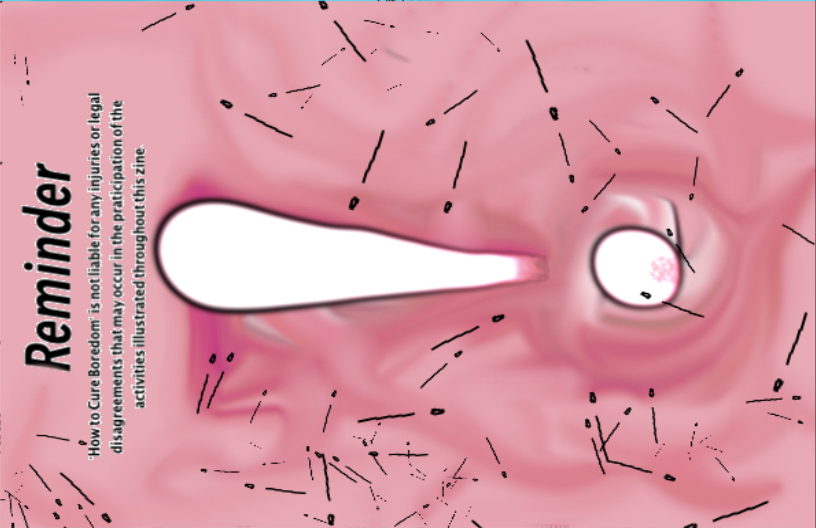
## Love at First Hand

This game works better in a large group of people. Even better if it is a group of strangers. Everyone in the group wears blindfolds. The best way to play this game is to round up a bunch of strangers and ask them to play a game that involves strangers touching you while blindfolded. With the blind folds on every person has to pair up with someone without knowing who the person is. This means no talking and no feeling anything other than the hands. The partners then feel each other's hands. After 30 seconds everyone has to mix up and lose their partners. Then every player has to find their partner by feeling each others hands. Once you find the hands you think are your partners you can look and see if you were right.



## Reminder

How to Cure Boredom is not liable for any injuries or legal disagreements that may occur in the participation of the activities illustrated throughout this zine



## Hidden Story

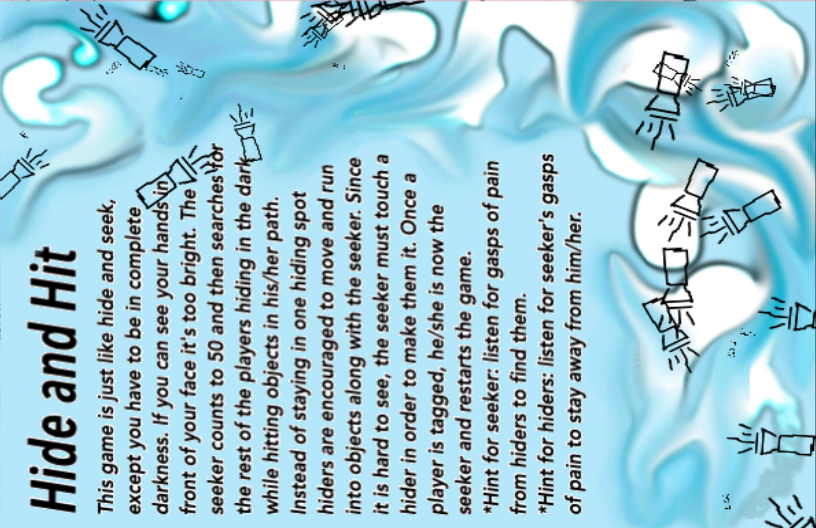
All you need for this game is a partner and a purse or a bag with items in it. Preferably a container that acts as a black hole such as your moms purse or your siblings junk drawer. One person will pull out three items from the container without the other person knowing what they are. The person will then come up with a story that contains these three items in some way. For example, if you pulled out a condom, a receipt from a motel, and a piece of paper with a man named Paul's phone number on it out of your mom's purse, what story could you come up with that combined all three items? The other person then has to guess what three objects in the story were the objects that were in the bag.



## Hide and Hit

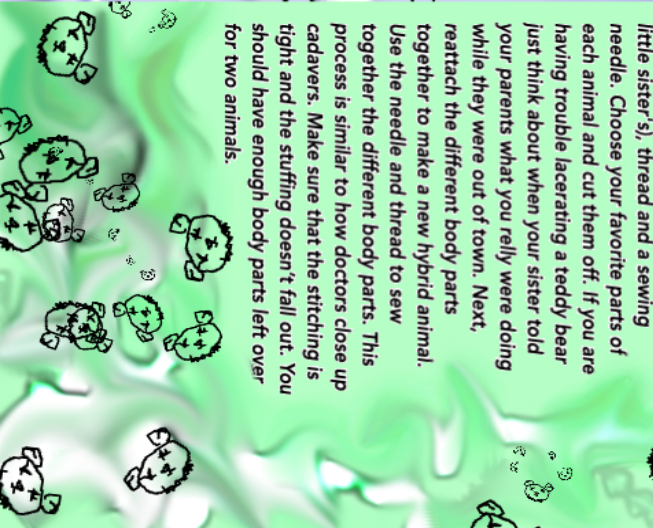
This game is just like hide and seek, except you have to be in complete darkness. If you can see your hands in front of your face it's too bright. The seeker counts to 50 and then searches for the rest of the players hiding in the dark while hitting objects in his/her path. Instead of staying in one hiding spot hiders are encouraged to move and run into objects along with the seeker. Since it is hard to see, the seeker must touch a hider in order to make them it. Once a player is tagged, he/she is now the seeker and restarts the game.

- \*Hint for seeker: listen for gasps of pain from hiders to find them.
- \*Hint for hiders: listen for seeker's gasps of pain to stay away from him/her.



## Mutated Animals

This activity requires two or more different stuffed animals (preferably your little sister's), thread and a sewing needle. Choose your favorite parts of each animal and cut them off. If you are having trouble lacerating a teddy bear just think about when your sister told you parents what you really were doing while they were out of town. Next, reattach the different body parts together to make a new hybrid animal. Use the needle and thread to sew together the different body parts. This process is similar to how doctors close up cadavers. Make sure that the stitching is tight and the stuffing doesn't fall out. You should have enough body parts left over for two animals.



## Cookie Face

You will need a cookie, a piece of candy or really anything that can fit into your mouth for this game. This game can be played by oneself or you can race against others. Start with the cookie on your forehead and slide it down your face by tilting your head. The goal of the game is to get the cookie into your mouth without using your hands and without dropping it. If you drop it you have to start over until you get it.

