



Clothes-pegs

Fasten as many clothes-pegs as you can on each other's clothes (simultaneously). It's not allowed to remove any of those that have been fastened by your opponent.

25 points to the winner

Goldrush

Place a gold nugget between yourself and your opponent, ask another player to put on a secret alarm (05-60 sec.). Keep still with your hands raised over your head. Be the first to grab the gold at the sound of the alarm.

20 points to the winner

Tongue-twister

Talk for up to 1 min. about a subject chosen by the other players. Do not repeat the same word twice unless it consist of three letters or less. Best time wins. In case of a tie both get points.

25 points to the winner

Ribbons, paperclips and cups

Fasten the paperclips one by one onto your ribbon so that they can't fall off. You can only do so while your cup is facing down. Turn each other's cups as many times as you want.

25 points to the highest number of paperclips

Chopsticks

Chopsticks, gold nuggets, dice.
Take turns rolling the dice until one of you gets an 8. Using the chopsticks pick up as many gold nuggets as you can before the other player gets an 8, and so on.

20 points to the winner with most nuggets

A mustached gentleman

Quiz time! Be the first to answer 3 flash cards correctly. Start your answers with "A man with a mustache said...". If a player forgets to say the line, the card automatically goes to their opponent.

20 points to the cleverest witch or wizard

Tell the tail

Place the tail on Mrs. Norris.
Use a blindfold and try to place her tail in the right frame.

The winner gets points equal to the number marked where he/she placed the tail.

Foot fight

Use your feet to write a word chosen by the other players. The one with the most comprehensive and elegant footwriting wins. No use of hands allowed.

15 points to the winner

4 Paperclips

Get 4 paperclips one by one into the bottle by dropping it from nose or waist height. Each time you get a paperclip into your bottle, sing a stanza from a children's song while spinning around your axis. The second paperclip = the second stanza etc.

20 points to the winner of the race

Quiz

Duel using flashcards. The first to get three questions right wins. If you answer a question wrong the other player gets a point.

20 points to the cleverest witch or wizard

Pencil match

Tie a string to the back of your trousers (use a cloths-peg or a safety pin) with a pencil hanging down at the end in knee-height. Put a bottle behind you and try to get the pencil into the bottle before your opponent.

25 points to the winner

Quiz

Duel using flashcards. The first to get three questions right wins. If you answer a question wrong the other player gets a point.

20 points to the cleverest witch or wizard

Duell

Duell

Duell

Duell

Duell

Duell

Duell

Duell