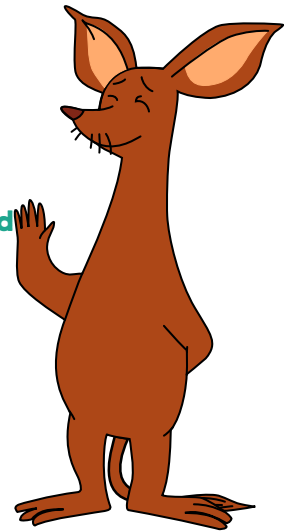


Water in your shoe

Divide the players into two groups of equal size. One group leaves the room while each member of the other group chooses a partner from the group waiting outside.

The group outside returns to the room one at a time and each one bows to a selected player. If the returning player bows to one who didn't select them as their partner, that person says "Water in your shoe" and the other player has to hop back outside the room on one foot to wait for their next turn.

When the returning player bows to the right player, this person says "Go to heaven" and they can stay inside the room. The outside group continues to bow to those in the room until everyone finds their partner. The teams change places once all the pairs have found each other.



Blindfold

One player is blindfolded. This person tries to catch the other players and find out who they caught by touch. If the blindfolded player guesses right, the person who was caught becomes the new blindfold.

Draw the message

The players sit down in a line. The last one in the line draws a fairly simple figure on the back of the person in front of them. That person then draws on the back of the player in front of them and so on. Finally, the player who first drew the figure and the one who last received it draw their pictures on a board or paper. Is the message still the same?

Hide the key

One of the players hides a key or some other small object in the room so that a small part of it is visible. When the other players enter the room, one of them asks: "Bird or fish?" while holding their hand straight out in front.

If the object is hidden in a place below the hand, the player who hid it answers "fish", if it is above, they answer "bird". Everyone starts to look for the object and the player who hid it helps them by giving temperatures, such as "cold" if the player is far away from the object or "hot" if they are close to it. The players can also be assisted by saying "getting warmer" or "getting colder". The one who finds the object gets to hide it next.

Simon says

The players take turns being Simon, who gives various commands to the players, such as stand on one leg, sing the Moomin song, lift up your hands or sit on the floor. The players have to follow the command if it is preceded by the words: "Simon says...". If the command doesn't start with those words, the players are not allowed to follow it. However, any command given in Simon's name has to be followed immediately. Players who make a mistake are eliminated from the game and the last one left is the next Simon.

