

BIGGER
BADDER
BOARD
GAMES

BIGGER BADDER BOARD GAMES

MEGASIZING 24 OLD-SCHOOL BOARD GAMES
FOR FUN AND CONVERSATION

by STEVE CASE

BIGGER BADDER BOARD GAMES

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Managing Editor: Tamara Rice

Cover Design: Adam McLane

Layout: Marilee R. Pankratz

Illustrator: Annie Ludes

Creative Director: Colonel Mustard

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The Youth Cartel, LLC

www.theyouthcartel.com

Email: info@theyouthcartel.com

Born in San Diego

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This book is dedicated to the Rev. Ralph Hollingsworth,
who taught me the greatest youth game ever
when I was in junior high.
I have been playing it ever since.

An Important Note To Our Readers: These games were designed for middle school and high school aged youth. We encourage youth workers to consider the individual safety of their young people at all times and to plan and run any game with that safety in mind.

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☀ These games are either created as outdoor games or can easily be played outdoors.

👤 These games have an EVEN Bigger Badder Version suitable for indoor crowd breakers at megasized youth gatherings like camps, conferences, evangelistic events, and more.

INTRODUCTION

I'd like to offer you an image. It might be a cliché image, yes, but it's the best place for us to start. Ready?

It's the cover of a board game. (Doesn't matter which board game, just a board game that promises hours of family fun.)

We see Perfect Family there on the cover, gathered around the kitchen table.

Dad is slapping himself in the forehead like he's just been sent back to Square One yet again.

Mom is either A) looking in from the kitchen while drying a dish with an "Oh, you sillies!" look on her face or B) sitting across from Dad and laughing.

Big Brother is pointing at Little Sister as if to say, "Ha!"

Little Sister is sticking her tongue out at Big Brother.

Grandma is sitting near Little Sister looking very perplexed, like she just doesn't understand all these complicated rules. (Sorry, Grandma!)

And Grandpa is in the living room with his newspaper in hand looking toward the dining room as if this time he might just get out of his chair and join the fun. (Yeah, Grandpa!)

Some variation of this image has donned just about every major board game since the board game was invented. (Except for Twister, which always looked a little more "adult" than it was supposed to.)

Board games were always fun, but rarely as much fun as the people on the box cover seemed to be having. I wanted to see them become more exciting. What if Monopoly were played with real money? What if Rock'em Sock'em Robots were life-sized? What if Chutes and Ladders were played with real chutes and actual ladders? Thus began a quest to take those games and make them bigger. Still, the idea for this book did not come until the late hours of an overnight lock-in when my own youth group was playing another round of everybody's favorite lock-in card game: Spoons.

Oh a whim, I swiped the half-dozen spoons from the middle of the table and took them into our sanctuary, lobbing them in multiple directions. I went back to the table and said, "Tonight . . . it's full-contact Spoons."

We took an ordinary game and megasized it for maximum fun, and thus this book was born.

Feel free to add your own twists to these games. Feel free to play them indoors or outdoors. In fact, feel free to take pictures and send them to us. And may this book inspire you to create your own megasized, Bigger Badder fun .

But let's look at a few rules first . . .

RULES OF BIGGER BADDER BOARD GAMES

1. Never ever, ever use a game to make fun of or embarrass a young person or an unsuspecting adult volunteer.
2. If you make players switch places with each other during the game, the game becomes about the FUN and not about the WIN.
3. Better safe than someone hurt.
4. It's often easier to get forgiveness than permission. (But you didn't hear that from us.)
5. Respect the building. Clean up after yourself.
6. Respect each other.
7. If it isn't supposed to bend like that, best not to force it.
8. If possible, play the real board game first and then spring the Bigger Badder version on your group.
9. Adjust as you go. If something isn't quite working, change it based on your location, group size, theology, or church member fragility. ("How was I supposed to know she had a pacemaker?" is not an excuse.)
10. Have fun. Games are meant to build each other up and bring us closer together.

HOW TO USE BIGGER BADDER BOARD GAMES

For each of the twenty-four games, you'll find the following elements:

BACKGROUND. We offer the history of each game to give you a little more insight, and we've even included special **TRIVIA** notes to make you look extra smart on game night.

SUPPLIES. No one wants to be caught off guard. We've outlined what you'll need to pull off Bigger Badder versions, so you're always prepared.

SETUP. Will you need a large room or a long hallway? A table or chairs? This section explains what kind of play area you need and how to ready it for maximum fun.

PLAY. Where would you be without the **OBJECTIVE** of the game and the rules of play? You've got questions, we've got answers.

Among the **OPTIONAL** elements for each game you will always find **DISCUSSION QUESTIONS**—which range from light and fun to deeply spiritual—and occasionally an **EVEN BIGGER BADDER VERSION** (or two!) with ideas to take the game further or engineer it for a much larger crowd.

NOTE: If you're looking for crowd breakers for really big gatherings or games that can be played outside, check the table of contents for games marked accordingly.

HOW TO PREPARE FOR BIGGER BADDER BOARD GAMES

Some of these Bigger Badder games require advance preparation, which you may want to involve your youth in if you do not have access to interns or a few adult volunteers. Additionally, promoting each game event is easy these days thanks to social media. Tweet, text, or email fun clues about your game of choice. Play up the theme of the game and get creative.

Find your innovative streak and utilize the resources you have to make your game fit your needs—whether it's as a ten-minute crowd breaker or an all out, 360-degree experience. Get two volunteers from among your youth to play a fast round of Connect Four before your Sunday school lesson. Or deck out an entire youth room

with candy stripes and giant lollipops for your Candy Land ice-cream event. Play music to make games seem larger than life—like game show music for thinking-oriented games and upbeat music for speed-oriented games. Ultimately, how much Bigger and how much Badder is totally up to you ...

NOW GO PLAY!

BBBG

Game 1 Ants in the Pants



BACKGROUND

Ants in the Pants was created by William H. Schaper in 1969. (Schaper also brought us the game Cootie.) Schaper's company was eventually acquired by Tyco Toys, who sold the rights to both Ants and Cootie to Milton Bradley. The title of the game is based on an old phrase that described people who were fidgety or couldn't keep still. They were said to have "ants in their pants." It's from this saying that we get the word "antsy."

Trivia: The game "Ants in the Pants" was reference in a *South Park* episode where Cartman got the game for a birthday gift and promptly threw a profanity-laced fit.

SUPPLIES

- **A large room** (or field, parking lot, etc.)
- **Painter's tape** (or sidewalk chalk)
- **Cardboard ants** (lots and lots of them)
- **A large garbage can** (decorate it like pants if you feel inclined)
- **Paper and pen** (for keeping score)

SETUP

This game hinges on having an exorbitant amount of cardboard ants. **See Figure 1.** If you don't have a lot of behind-the-scenes help, spend part of a youth meeting making ants and then play the game the following week.

You will also need a large open play area (a field works great). You'll set the garbage can on one side of the room and draw a line six feet from the can. The garbage can is the "pants."

NOTE: If you are putting tape onto carpet, do some research and testing to be sure

you will not cause permanent damage. While painter's tape is typically harmless, you're better safe than sorry.

PLAY

Objective: The player who most successfully defends the “pants” from the “ants” will be the winner.

This game tends to move very quickly. First ask for a volunteer, who will be the first player to defend the pants. This player may do anything to keep the ants from going into the pants, BUT they may not TOUCH the pants. All other players are given the cardboard ants. On the word “GO” from you or one of your leaders, players will try to toss their ants into the pants, but players may not cross the line you've drawn.

Each player has sixty seconds to defend the pants from the invading ants. After sixty seconds, the ants in the pants are counted. Each ant counts as one point. The player with the least amount of points (after everyone has had a turn protecting the pants) is the winner.

OPTIONAL

EVEN BIGGER BADDER VERSION

Break your group into teams of three to five players.

Place the “pants” in the middle of the play area and draw a circle around them/the can. This circle should be approximately twelve feet in diameter. (That's about six feet on either side of the can.) Play as before, with each team taking a turn defending the pants against the other teams that will surround them.

DISCUSSION QUESTIONS

1. What does it mean to have “ants in your pants”?
2. Read 2 Samuel 6:14-23. While, technically, David wasn't wearing pants at the time, he absolutely could not keep still. What was he happy about? Why did his wife try to shame him for his dancing?
3. What does it mean to be undignified for God? Talk about a time when you have

been so filled with the spirit, filled with such excitement about God, that you could not keep still? Why does church sometimes seem like a congregation made of statues? What does God prefer?

4. How worried are you about the way you are perceived by those around you? Name some commercials that play on the idea that “you’re not really cool unless you ...”

5. What talent do you have that you can do for God? What would that look like?

Figure 1.

