

SILLY LITTLE GAMES

12 Games!

12 Star Animals!

12 Game Mechanics!

OVERVIEW

Each Silly Little Game focuses on a different star animal and a different mechanic. The rules of each game are so short they fit on the back of a beer mat!

THE GAMES

COMPONENTS

12 star animals
12 beer mat rules cards
35 cubes
1 bag

 3-7 PLAYERS

 AGE 7+

 10 MINS PER GAME

I AM NOT THE BLACK SHEEP

I am not the Black Sheep, I am the Camel!

SOCIAL DEDUCTION

Try to identify which player is the Black Sheep, whilst confusing the other players!

FLICK THE PIG

AREA CONTROL

Flick your animal and the Pig to attempt to control a puddle without the Pig!

FIND THE FROG

PUSH YOUR LUCK

Try to find the Frog and the other hidden animals without finding the Penguin!

CATAPULT

DEXTERITY

Aim to shoot your animal closest to the target, or closest to the Cat!

BUY THE COW

BLIND BIDDING

Attempt to bid the right amount to buy the Cow!

BIGGER OR CRAB?

Crab?!

SPEED IDENTIFICATION

Quickly decide which animal you are holding is bigger, or if one is the crab!

SNAIL RACE

SLOW RACING

Be the last animal to reach the target, but keep moving or you're out!

PENGUIN PROTECTION LEAGUE

SABOTAGE

Each turn take an animal or stop an animal from scoring. The Penguin is protected!

I'M A STARFISH

DEDUCTION

Identify which animal is missing. Shout the name out or do a star jump if it is the Starfish!

CHICKS DON'T LIE

I don't lie

But we do!

INTERROGATION

Ask questions to identify the animal, but all animals lie, except the Chick!

POLAR BEAR OVER THERE

OBSERVATION

Try to track the location of the Polar Bear through several group hand swaps!

DON'T KISS THE CAMEL

KISS CHASE

Get your animal to a target and then kiss another animal. But don't kiss the Camel!

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