

Handshake Handshake Fistbump

The objective is to get as many greetings as possible.

You get a sequence of greetings to do. This is done by drawing cards, or by the roll of a die.

Set the winning condition so you know what to compete for. Examples: A certain number of greetings, a time limit or 1 rejection ends a round.

Players need to be identified by color (or something), and can only play with passer-bys only.

Every successful greeting gives you a point.

The game ends when the winning condition is met or any other restrictions were made. Or a forfeit.

Suggestions for greetings: Handshakes, High-fives, Fist bumps, Waving, Bows, Winks. Players may create their own to make the game more challenging, like dancing.

Puzzle, Puzzle, on the Double

Players: At least 3.

The objective is to find the same jigsaw piece placed on the square in Möllan, based on the description that you are given by your teammate.

One player describes a piece of the puzzle, amongst the others on the floor. The other team member has to find the piece that is being described, by turning over each piece, one at a time.

This then becomes a game which tests memory as the players have to remember which cards are where on the grid.

Players who first make a match wins.