

The Silly Game

A Little Something About The Silly Game

I love to create games. One day, when I was working on a card game called Alpha Playing Cards, my two young daughters who couldn't read that well at the time said, "Why don't you make a game we can play?" So, to get them out of my hair for a little while I had them help me create a game. I gave them some coins for their playing piece, and a die. One of my daughters preferred to use a doll shoe for her playing piece instead, and then my other daughter had to find something to be her piece. I had them help me color in the game, which they enjoyed doing and also made the game a little more colorful. Originally The Silly Game was just a lot of circles attached together to form a never ending chain. Written in each circle was something that a player had to do when she landed on it. My plan to get them out of my hair wasn't quite a success, but we did have a lot of fun that day.

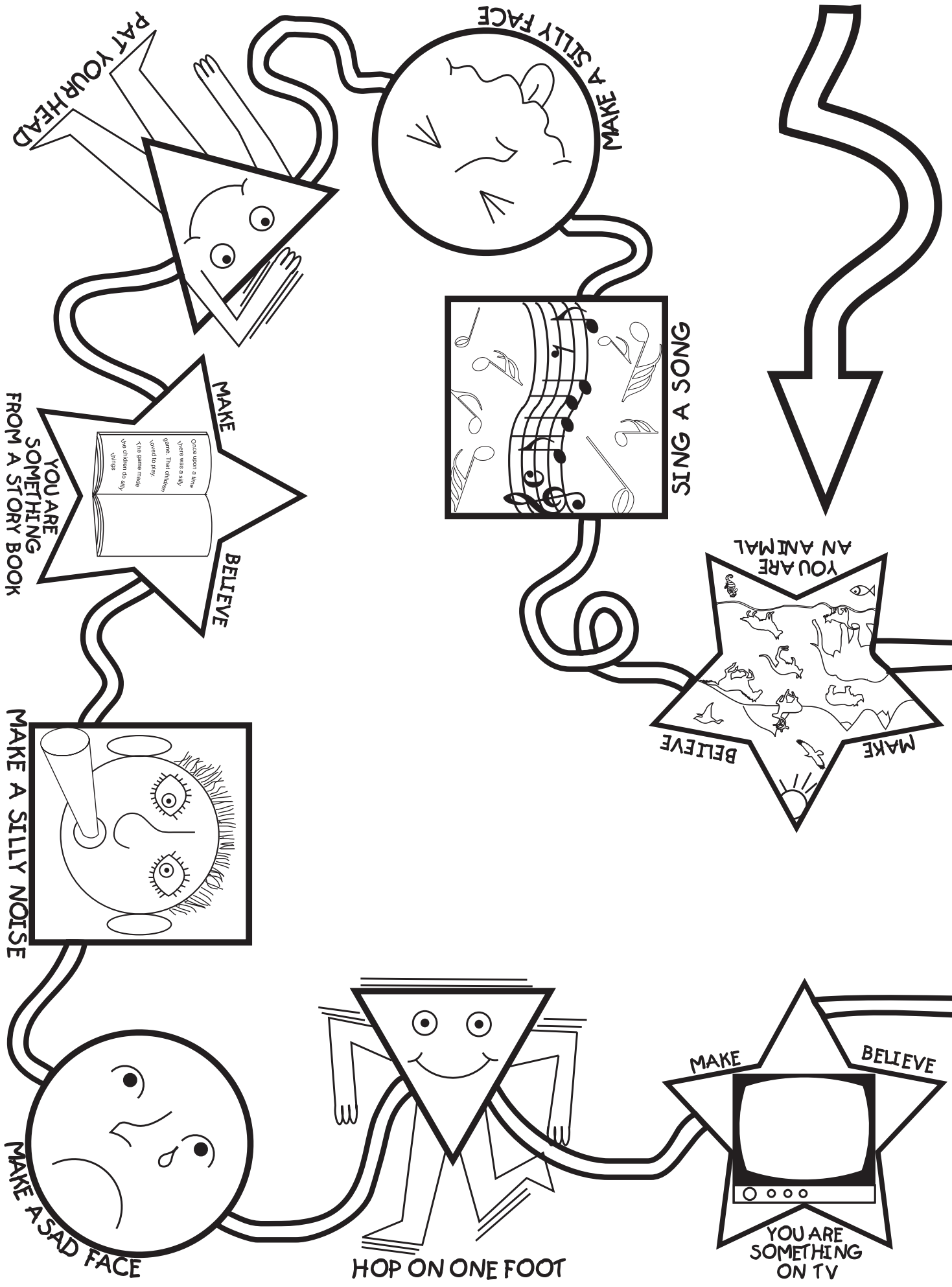
We made a few revisions since the first game, but the idea behind the game is still there. Now there are four categories designated by four symbols. Circle-make a face, Square-make a sound or noise, Triangle-do an activity, and Star-make believe you are something. Players move their pieces around the board and do what the spaces say. There is a picture in each space that goes along with the activity. The first player to land on two of each of the four categories wins the game.

What Is Needed To Play The Game

The 3 pages of the game board. Crayons, to color in the game. A single standard d6 die. A playing piece, to mark where on the board a player is. Players can use anything that they want to as long as it fits on the spaces. Some suggestions: a doll's shoe, a little green army man, a coin. If your children are like mine, there is something somewhere on the floor that they can use. Each player will also need a pen or pencil and paper, to keep score.

Let's Get Started

- Print out the board and tape the 3 pages together.
- The crayons are used to color in the game. This does not have to be done right away and can be done anytime, or not at all. This is just to give the game some color and make it more personal. It's also a lot of fun to do.
- Players look for something to be their game piece and then place it on any one of the spaces. This is just a starting point, players don't have to do what the space says yet, but they can if they want to. Players don't have to start on the same space, but you can if you want.
- One of the players rolls the die and moves her playing piece that many spaces in either direction. She then does what the space she landed on says to do. Example: Make a Silly Face. After she does what the space says then she draws that shape on her score paper.
- The next player rolls the die and moves and play continues until someone wins.
- The first player to have at least two of each of the four shapes on her score paper wins.
- These rules are just a guide and may be changed if you so desire. Laugh, be silly and have fun.



MAKE A SILLY FACE



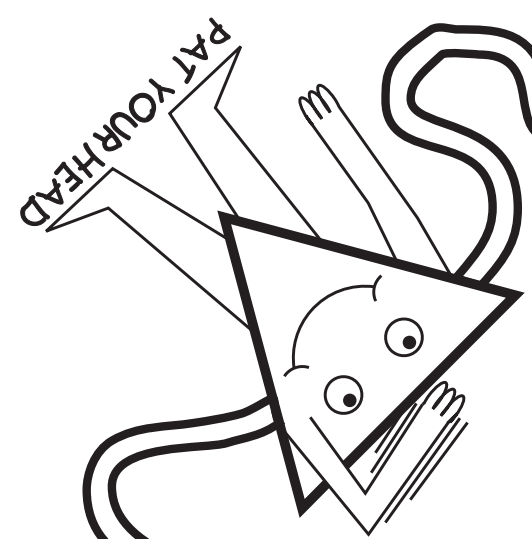
SING A SONG



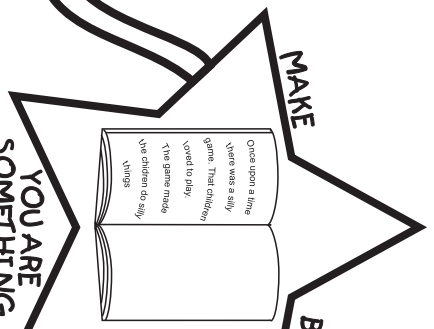
YOU ARE AN ANIMAL

BELIEVE

MAKE



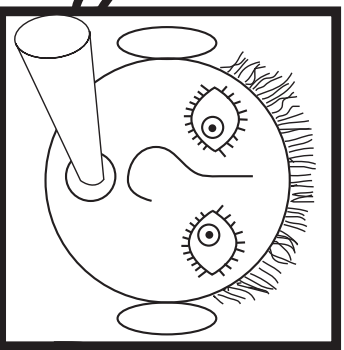
PAT YOUR HEAD



YOU ARE SOMETHING FROM A STORY BOOK

MAKE

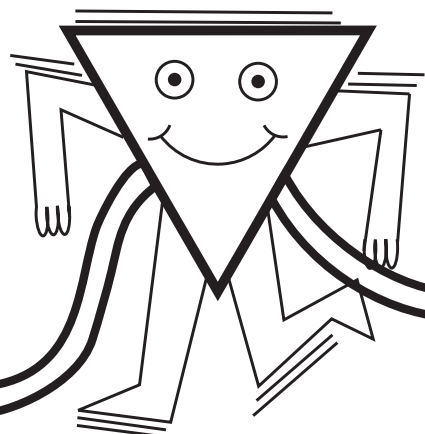
BELIEVE



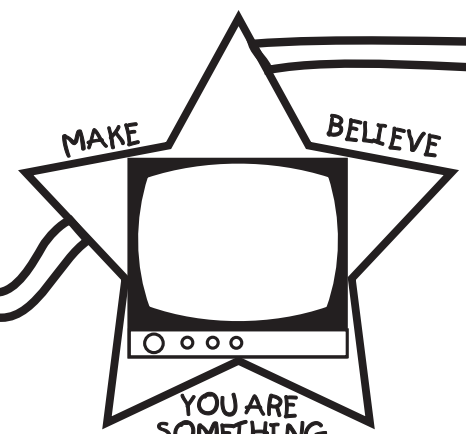
MAKE A SILLY NOISE



MAKE A SAD FACE



HOP ON ONE FOOT

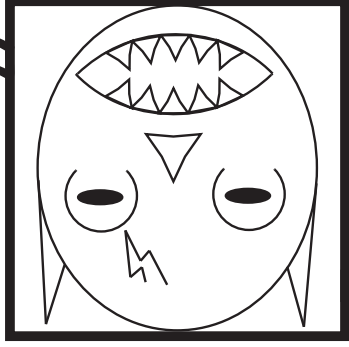


MAKE

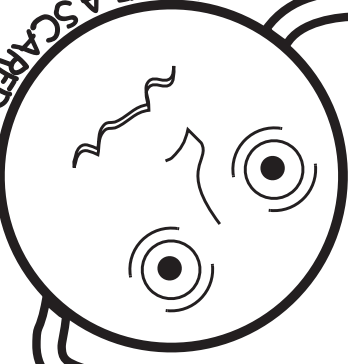
BELIEVE

YOU ARE SOMETHING ON TV

MAKE A MONSTER SOUND



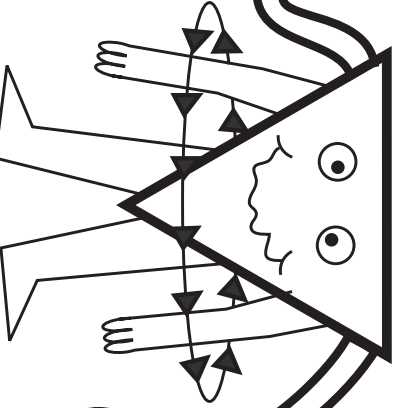
MAKE A SCARED FACE



GAME

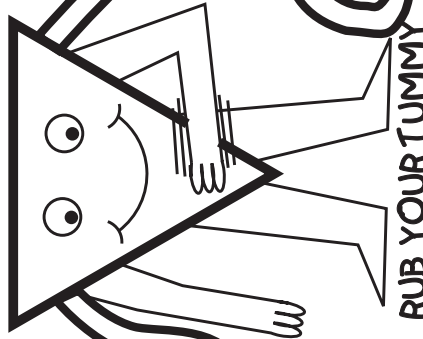
THE SILLY

SPIN IN CIRCLES

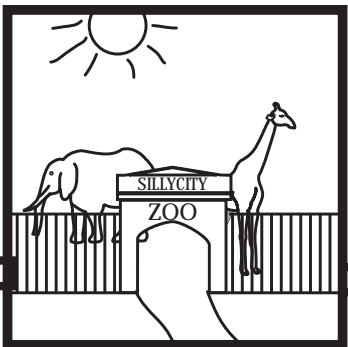


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RUB YOUR TUMMY



MAKE A ZOO SOUND



MAKE A SLEEPY FACE



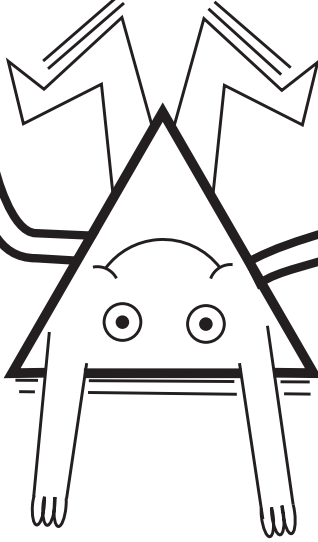


YOU ARE SOMETHING SCARY

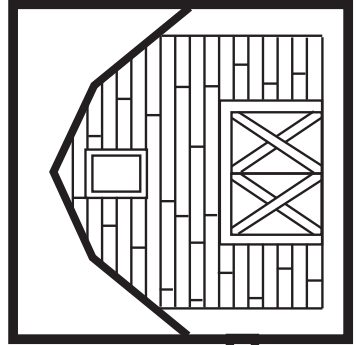
BELIEVE

MAKE

JUMP UP AND DOWN



MAKE A HAPPY FACE



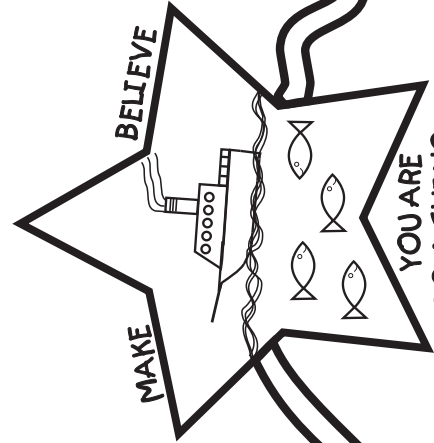
MAKE A FARM SOUND



MAKE

BELIEVE

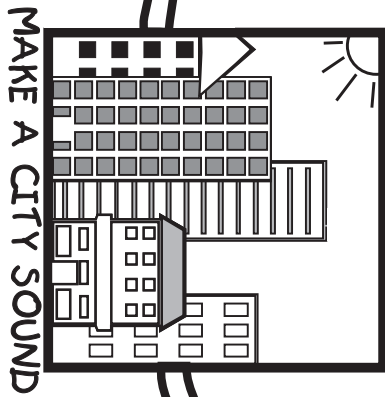
YOU ARE SOMETHING IN THE SKY



BELIEVE

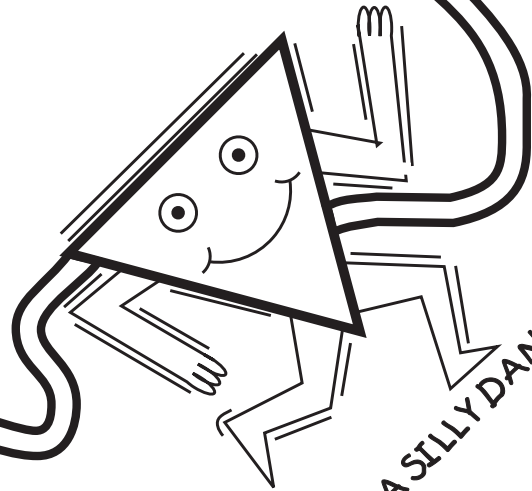
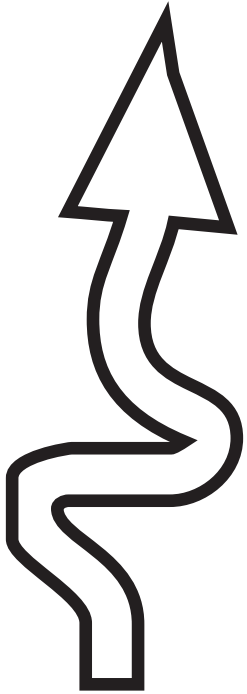
MAKE

YOU ARE SOMETHING IN OR ON THE WATER



MAKE A CITY SOUND

MAKE A SERIOUS FACE



DO A SILLY DANCE