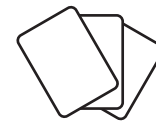
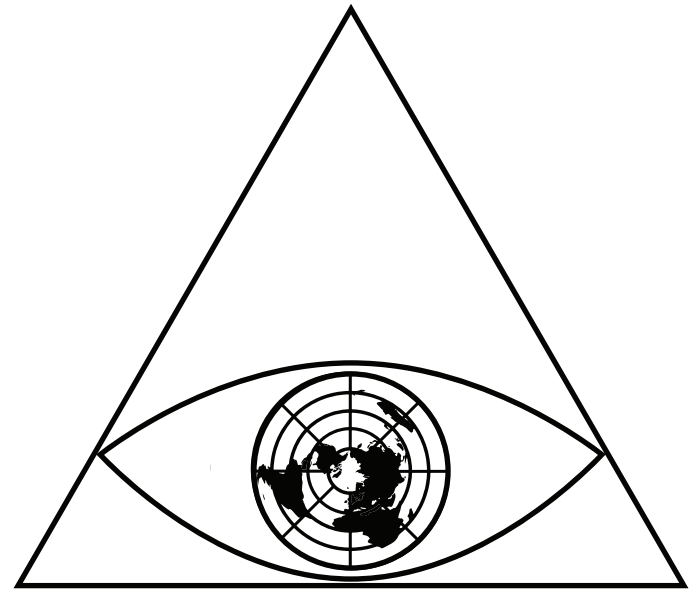
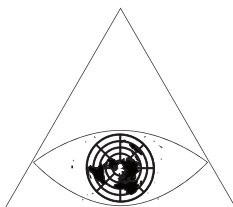


# Games For Young Citizens of the New World Order



Requires 4-10 players  
Ages 5+



# Table of Contents

Romance	2
Monster Factory	3
Knot Tying	4
Poetry For the People	5
Bing, Bang, Boom	6
Cooking	7
Amoeba	8
Count to 20	9
Drum Circle	10
Story Time	11
Gardening	12
Art	13
Meditation	14

## Romance

Materials:  
Character Cards

Players draw cards with 3 traits, 2 desires, and 1 yikes. The traits are personal characteristics for the player, the desires are things you look for in other players, and the yikes are major turn offs.

Players will mingle amongst each other, roleplaying as their character until they find a desirable partner. Once they find this partner through discovering each other's likes and dislikes, they will pair off together.

## Monster Factory

Materials:  
Modeling Clay  
Monster Deck

With a partner, draw 3 cards from the monster deck. Using modeling clay and the criteria from the cards, work together to make a monster.

## Knot Tying

Materials:  
Ropes

Grab 2 chords and split into groups of 4 (2 teams of 2 each with their own chord). Using only one hand per player, work with your partner to tie a knot in your chord. Once both teams have tied their knots they hand their chord to the other team. Still using one hand per player, race to untie the other team's knot before they untie yours.

## Poetry For the People

Materials:  
Writing Tools  
1 D4

Using the chart, players roll 1 D4 to determine what type of poem they will be writing. The player who rolled the die begins by writing the first line of that poem type. Players continue in a circle, writing one line of the poem per player, until the poem is complete.

- 1 - Couplet
- 2 - Limerick
- 3 - Haiku
- 4 - Free Verse

## Bing, Bang, Boom

Materials:  
Hacky Sack

All players evenly distribute, within arms length of each other, throughout the space. Choose 2 players to start. They will stand on opposite sides of a circle. Everyone else sits on the floor. The first player “passes” to a standing player by choosing a category of any kind (car makes, candy bars, etc.) and names something in this category then tosses a sack to the player. The player who was tossed to, quickly catches the sack and names another thing in this category that hasn’t already been said, and tosses it to another player. On the third word in the set (Snickers, Twix, Butterfinger), players can either continue “passing” to standing players (using the same category) or they can “pass” to a sitting player. Passing to a sitting player works the same as passing to a standing player except that this time the sitting player stands up to join the game. When a new player joins, they must start a new category that is different from any previous category. To go from standing to sitting, a player must: use the wrong term in the category, they take too long to “pass,” they fail to catch the sack, or they say a word that has already been used since the last person sat down. Once all players are standing and playing the game, they win! If someone gets out when there are only 2 players, the person who sits down will tag in the person who is closest sitting to their left so there are a minimum of 2 players in at all times.

## Cooking

Materials:  
Cooking Cards  
Meal Sheet

All players draw 5 cards from the “Cooking Deck.” The goal of the game is for all players to make a meal (from the meal chart below) using the cards collectively drawn. Players can swap cards with each other. Once a player has the cards to make the meal they want to make, place those cards face up in front of them. If a player has unused ingredient cards they can place them in the center of the play area for other players to use.

### Meal Chart

Salad with Croutons: 2 Vegetable, 2 Fruit, 1 Grain

Protein Smoothie: 2 Protein, 2 Dairy, 1 Fruit

Beef Salad: 2 Vegetables, 1 Dairy, 1 Protein, 1 Fruit

Salad: 2 Vegetable, 2 Fruit

Lettuce Wrap Cheeseburger: 2 Protein, 1 Vegetable, 1 Dairy

Açaí Bowl: 2 Grain, 1 Dairy, 1 Fruit

Roast Beef & Lettuce Sandwich: 1 Grain, 1 Protein, 1 Vegetable

Granola & Yogurt: 2 Grain, 1 Dairy

Ham & Cheese Sandwich: 1 Dairy, 1 Grain, 1 Protein

Omelette: 2 Protein, 1 Vegetable

Fruit Salad: 3 Fruit

Yogurt: 1 Fruit, 2 Dairy

## Amoeba

Materials:  
A room

Everyone spreads out around the playspace and closes their eyes. Spin in circles a 3-5 times (enough to disorient players but not make them ill). Keeping their eyes closed, players must silently navigate the room in search of other players. Once a player has found someone else, they must hold hands in a circle. If a circle of players encounters another circle of players they must integrate into one circle. Once all players are a part of the same circle the game is over.

## Count to 20

Players close their eyes. Someone starts by saying the number “one”. Anyone else says the next number. This process will continue until the group collectively reaches 20. If any players interrupt each other or stumble through the numbers, they must go back to 1. If 3 contiguous players say a number, start back at 1.

## Drum Circle

Materials:  
Things to hit

Someone starts a beat on something (lap, desk, claps, etc). The next player joins in by adding to the beat using something that creates a different sound than is being used. Once everyone has joined the drum circle, players can either stop and start a new beat or continue their current beat and begin adding vocal sounds (beatboxing, singing, whistles, etc).

## Story Time

Materials:  
Prompt Decks  
Writing Tools

1 player draws 1 Noun (N), 1 Adjective (Adj), and 1 Verb(V). Using these words, describe the protagonist and their goal in one sentence.

A second player will draw a different N, Adj, and V. Using these words, describe the main conflict in one sentence.

The rest of the players will write out, one sentence at a time per player, the rest of the story until there is a universal consensus to end it.

## Gardening

Materials:  
2 D6, 1 D4  
Play Mat  
Crop Cards  
Player Tokens

Split players into teams of 2. Each team chooses a plant deck & two matching colored cubes (player tokens).

As a pair, players choose an open plot along the outside of the board to start on.

Team members sit across from each other.

Player turns move clockwise

Players can move orthogonally, but not diagonally.

Players must move the amount of spaces they roll, and can not end up on the same space that they started on.

On a player's turn, they may take one action (Plant a seed or water a seed) and they must roll a d4 to move. The action may be taken before or after the movement.

A player may only move one token per turn.

When a card is planted, it is put face down (seed mode) into a plot that does not have a successfully watered plant in it.

To water a planted seed, roll two d6. If the sum of both dice is 7, 11, or if you roll doubles, all the plants on that space are returned to their owners' hands.

Multiple seeds can be planted on a single space, but only one can be grown. If a seed is successfully grown, all other seeds on that space are returned to their owners' hands.

You must be on the same the plot you want to perform an action on.

## Art

Materials:  
Transparent Sheets  
Expo Markers

Each player gets a marker and a sheet of plastic. Once everyone has their objects they begin drawing. Using the marker, Players can draw whatever they want on their sheet of plastic and should not look at anyone else's drawings. Once a player is finished with their drawing they place it in the middle (where others can now see it). Once all players are finished drawing, layer and connect all of the individual drawings to each other. Work together to create a masterpiece!

## Meditation

Materials:  
Meditation Script

Players sit in a circle, one person volunteers to lead the meditation exercise and read the exercise, while everyone else sits upright and closes their eyes and participates in the exercise.



The New World Order presents Games For Young Citizens of the New World Order, a collection of activities for the younger residents of Earth.

Nobody is required to play. If anyone doesn't want to participate in a game, they may opt out of it, no questions asked.

The games are intended to be played in the order in which they are presented.

Games For Young Citizens of the New World Order (GFYCotNWO) is a game collection designed and produced by Austin Brägger, Griffin Faye, and Daniel Wright


Font used: DIN 2014  
Meditation script inspired by University of Maryland Medical System

Romance Cards

Trait 

Desire 

Yikes 


Cooking Cards 


Dairy 

Fruit 

Grain 

Protein 

Vegetable 

Gardening Cards 

Flower 

Herb 

Shrub 

Succulent 

Tree 

Monster Factory Cards 