

TWO FINGER SPOON RACE

Each player starts with a paper spoon and three peanuts. The peanuts may be placed in individual piles on the floor or on a table at one end of the room. Place an empty waste paper basket, large bowl, or other container on a chair at the other end of the room.

Holding the spoon between the little finger and thumb of the left hand, each player at a given signal transfers his peanuts to the basket without using his hands at any stage of the game. If a peanut is dropped it must be picked up with the spoon and not the hand. The first one through wins. This also makes an excellent team game, each team starting with three times as many peanuts as there are players.

If you wish to penalize the losing team, have each member push a peanut across the room with his nose.

PEANUT BLOWING GAME

GAME A. An especially good game for children's parties. Each player starts with a peanut and a good deep breath. Use the string as a starting line on the floor and place the peanut just behind it. At the signal blow your peanut toward the finish which may be decided upon as a wall or line. The one whose peanut arrives first is the winner. Should the party be too big, the race may be run off in heats. In the average sized room, the race may be from the starting line to a wall, line or border of a rug, and then back again. If a player touches the peanut with his hands he is disqualified.

GAME B. For those who like to play games on a table. Using a table, (a card table is best), set up a peanut about 30 inches from the edge nearest you. Blowing from the edge, see who can first hit this mark with another peanut, using only one puff. If this seems too easy to the good puffers, let each one try for the best total possible with 10 peanuts.

BEACHCRAFT PARTY GAMES

SIPPA FISH

The biggest sucker wins the game, startling as that may sound. The craziest and most hilarious party game of the year. Hundreds of tissue paper fish in different colors. You receive cellophane straws to "inhale" your fish. You can sit at a table and play—or you go cavorting around the room if you play one of the more active games. \$.50

LIBEL. Cartoon drawing and character reading. A new and astonishing tracing game. No artistic ability required. Books full of noses, mouths, ears, etc., for each player, with outline of "Mr. Nobody" on tracing sheet to be turned into your best friend or dearest enemy. What a chance for budding cartoonists! For 2 to 16 players—and oh, what a sinister solitaire! If you can trace you are a full-fledged artist with this game, and a sense of humor is a great help. \$1.00.

BALLOONIO

Ten swell balloon games, for young and old. Balloons, bats and other playing implements. Colorful and lively games for your next party. Everybody likes balloons. \$1.00.

THE QUESTION BOX.

Conduct your own "Radio Quizz." Scoring done with counters. Series 1 or 2. \$1.00

PENCIL AND PAPER GAMES

Are You A Sacred Cow? Series 3, 4, 5, and 6. Each Questions with answers galore. You have to spot the right one	\$1.00
After Dinner. Series 3, 4, 5, and 6. Observation tests, puzzles, intelligence tests, mysteries.	1.00
Crime and Mystery. Series 2. Are you the Guilty one? Five excellent games.	1.00
Tilley's Spelling Bee. Seven crazy spelling bees. . . .	1.00
Scrambles, 12 Series. Another form of anagrams. . .	.50
Pictograms. Picture puzzles and scrambled words. 2 Series50
Lowell Thomas Questionnaire. Current questions. 2 Series50
True or False? A popular new question game.50
Noodle Soup, 4 Series. Crazy questions and answers50
Pictorial Mysteries. For party play. Five games.50
Wordlets. Series 3 and 4. Big words into little ones50
Cross Word Puzzles, 5 Series. In pad form.50
Puzzloms. Pencil and paper games for children.50
Four Little Mysteries. For Solitaire play.25

DIRECTIONS

FOR PLAYING

THE PEANUT PARTY GAME

Here are ten hilarious party games for all ages. We suggest that the host or hostess go over them carefully before playing. Because of the variety it is possible to choose suitable ones for any type of party.

NOTE. The peanuts used in this game are raw and will not spoil



For list of other BEACHCRAFT Party Games see last page.

PEANUT CHOP STICK RACE

Divide your party into two teams. Give each player two toothpicks which he must operate like a pair of Chinese chop sticks. The first player picks up a peanut between the ends of his toothpicks and passes it to the next one in line, and so on down the line to the last player who places it in a cup before him. This process is repeated until five peanuts have been passed. The first team through wins. If a peanut is dropped while being passed, it must be picked up by the person dropping it, using the toothpicks. Try this game individually with 30 peanuts in a bowl in the center of the table. The one who gets the biggest share, using the toothpicks, is the winner. The peanuts must be dropped in a cup placed in front of each player.

WILLIAM TELL

Fill one of the cups with as many peanuts as it can hold. Everyone makes a guess as to the number used. Keep a record of each guess. A prize may be awarded to the winner; or, he may have the privilege of eating some of the peanuts, which are raw and taste pretty awful.

The poorest guesser must face a wall or door, his back to the audience, with a paper cup on his head, turned upside down like a hat. The other players throw peanuts from the opposite side of the room, one at a time, and try to knock the cup off his head. The winner of the guessing contest may use twice as many peanuts as any other player. If you like this target practice it might be a good idea to repeat the procedure, using the three poorest guessers as cup holders.

FEEDING THE ELEPHANT

Get a nice deep hat and place it upside down on a chair, tilting it toward you. A little imagination, and you have an elephant's mouth. Each player in turn takes 15 peanuts and stands ten feet from the elephant. How many can you toss into its mouth? The loser must pick up the peanuts and wear the hat throughout the next game played.

Alternate Penalty: The loser places his head in the elephant's mouth without moving it, and leaves it there for two minutes. We hope no one is unkind enough to take unfair advantage of the loser while in this awkward position.

PEANUT PUSHERS

Give each player a peanut and a toothpick and start them off on a race across the floor. Push the peanut, keeping the toothpick perpendicular against it at all times. A good distance is from the starting line to one wall and back again. If the peanut is hit, as in golf, the player is penalized by having to start over again. This is a swell exercise for waistline reducing.

The LOSER must chew, shell and all, (but not swallow) the smallest peanut he can find. First wash it thoroughly, for sanitary reasons.

PEANUT GOLF

Place nine of the paper cups in various places around the house—on floors, tables, chairs, stairs, etc. to represent a nine hole golf course. Spread them out as much as possible. Number the cups from one to nine by placing small numbered slips in each one. The object is to see who can throw a peanut into all nine cups in the fewest number of throws, starting at the first hole and taking each one in its right order.

The peanut must be thrown from behind, between the legs, so as to prevent anyone with a long reach from having an unfair advantage. This does not apply where the cup is placed on a chair, etc. and the peanut has already been thrown to the top. Both legs must always be on the floor and about one foot behind the peanut. If the peanut rolls under a table or assumes some other unplayable lie, it must be moved, the penalty being one stroke.

As in the case of golf, teams may be formed, with one team to a peanut, and players taking alternate shots. The losing player or team are lightly penalized by having to clean up and gather up after the game.

HIT THE PRIZE AND WIN IT

Place a prize on the floor at one end of the room. It should be a small object not larger than a deck of cards—in fact, the smaller the better. Players line up a distance of about 15 feet from the prize. The first player rolls a peanut at the object in an effort to hit it. If he misses, the next player rolls and so on until someone hits the prize and captures it.

In order to make the winning of the prize a little more difficult, another peanut or a small object such as a thimble may be made the target in place of the prize. If two or more players hit the prize on the first roll, everyone else is eliminated, and the survivors continue until the best out of five throws decides the winner. If this situation arises, organized cheering squads will help to stimulate the survivors to greater efforts, and will add to the fun.

SPOON RELAY

(For sanitary reasons it is suggested that a piece of paper be used around the handle of the spoon while held in mouth. Otherwise it should be destroyed after using.)

Form your party into two teams and line them up at the end of the room, one player behind the other. Each player holds a spoon in his mouth and a peanut is placed in the spoon of the first one in each line. At the word "go", the first one with the peanut proceeds to the other end of the room and touching the wall with his hand returns to his line. He passes the peanut from his spoon to the spoon of the next one in line, without using his hands, and the second player proceeds to the wall and returns with the peanut. This continues until one team finishes.

If a peanut is dropped, it may be picked up and replaced in the spoon. If the peanut is dropped during its transfer it must be restored to the spoon of the passer and not the receiver.

PENALTIES: Any failure to conform to the rules stops the game at the cry "Peanuts!" and the offending side must place an extra player (one who has finished) on the end of its line. The losing players must snake-dance around the room for a full minute, crying "Peanuts to us," in perfect unison.

PEANUT PARTNERS

(For sanitary reasons it is suggested that a piece of paper be used around the handle of the spoon while held in mouth. Otherwise it should be destroyed after using.)

Each team of two players line up so that partners face each other. One partner has the spoon in his mouth and the other three peanuts on the floor in front of him. At a signal one player rolls the peanuts with his nose into the spoon. The winning team is the one that first transports its three peanuts to a cup at the end of the room. Hands must not be used. If you don't like the nose part of the game, the peanuts may be passed as in the SPOON RELAY.
