

“Crazy Days 2” Instructions

The Concept: Same as the first installment - players will have to guess if a little-known holiday (such as First Recorded Sneeze Day) is real or fake.

Items Needed: Frank/Prank cards (included as a separate PDF file).

Instructions: Split your group into equal teams and provide each team with a frank and a prank card. Make sure each team also has a pen or pencil.

Each question gives the name of a strange day (like Act Like a Caveman Day). Some of them are real, and others are made up. It's basically a true/false setup, but the answers are given as “frank” or “prank” instead – are we being frank and giving a real day, or are we playing a prank and making it up?

After each frank or prank question is displayed, the teams will decide on an answer. Once all the teams have decided, the game leader will give a signal and all the teams will simultaneously hold up the frank or prank card.

There are two multiple-choice questions (Q5 and Q10) where there is one fake day among the three real ones to break up the frank/prank questions a little. For these questions, have the teams write a big A, B, C or D on the back of one of the cards. When you get to the second multiple-choice question, they can use the other card.

Scoring: One point for each correct answer. There's a tiebreaker if any of the teams are tied after the last question. The tiebreaker is to guess the month that a crazy day is in. The team closest to the correct month is the winner. If each team is an equal number of months from the correct answer, flip a coin. If the coin lands on its side, just give up and go home.

Any questions or problems please email: service@pointmangames.com