



Games & Fun – Overview

With the "Games and Fun" party package, children can choose a maximum of 4 games to play on their birthday. The following games are available:

Size XXL	Two teams are formed. Each team selects a player who will be brought to size XXL. On a start command, the two players put on the oversized trousers and sweater as quickly as possible. The team now helps to stuff the clothes with balloons, which each team could prepare in advance.
Detective exam	A good detective must be able to use all his senses. He has to solve some tasks before he has successfully passed the detective exam! 1st task: First approach. 2nd task: Pick up your ears! 3rd task: Sweet, salty, sour? (Here there are various foods we use, e.g. lemons, apples, sweets, chocolate etc.)
Ballon dance	Each player inflates a balloon, knots it up and ties it around his own ankle. The music is turned on and all the children start dancing. After a few seconds, the game leader gives the command: "Go!". Now everyone tries to trample the other persons balloon.
Hit the pot	One child is blindfolded and turned in a circle a few times. Somewhere in the room there is an inverted pot, under which a surprise is hidden. The child now feels its way to the pot with a spoon. When it approaches the pot, the other children shout "hot", when it goes in the wrong direction they shout "cold". Once the child has reached the pot and hit it, he may keep the price.
No laughing	A teammate must sit on a chair in the middle of the room. Everyone else gathers in front of the child and has one minute to make him laugh. Anything the birthday party can think of is allowed. If the child in the middle manages not to laugh for a minute despite all the funny interludes and grimaces of his teammates, he wins.

Whisper mail	A child thinks up a sentence or a word and whispers it into his neighbor's ear. The neighbor whispers what he has heard into his neighbor's ear and so on. It is important that the whispering message is not repeated. Everyone must repeat exactly what they have heard. If it was just a murmur, it will be whispered on, up to the child, which began. The child is
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	allowed to say the word heard at the end aloud.
Musical seats	The children may dance to the music and must sit down on the floor as quickly as possible as soon as the music stops. The last person to sit on the floor is not allowed to play any more. This is repeated until only one child dances along at the end and thus wins.
Freeze	The children are allowed to dance to the music and have to stand still as soon as the music stops. Those who still move are not allowed to play any more. This is repeated until at the end only one child dances along and thus wins.
Race	Two groups are formed, which line up in two rows. Opposite them, they see various objects set up. They must bring them to their own group, as quickly as possible, without using their hands. The group that has all items first, wins.
Limbo	The children are allowed to move underneath a horizontal bar bent over one another without touching it or even falling over. Which child can bend down the deepest wins the game.