

Fun with Stamps – 16

Double Dare

This is a boisterous game for a group of almost any size!

You will need:

- a large pile of stamps
- a table
- a list of quiz questions
- physical challenges (write these on small pieces of paper and place them in a hat)

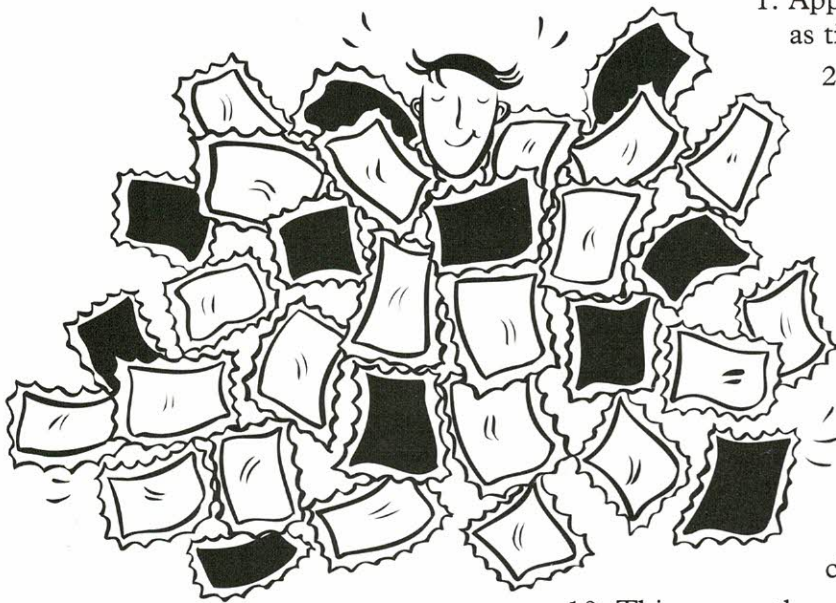
How to play:

1. Appoint one person as quizmaster and another as timekeeper.
2. Choose two people or two small teams to be contestants.
3. Contestants must answer a question or find a given stamp within ten seconds.
4. If the contestant answers correctly or finds the stamp, she gets 1 point.
5. **However**, she can also choose to challenge the opponent to answer!
7. If the opponent is correct, he gets 2 points.
8. An incorrect answer gives two points to the original contestant.
9. **However**, when the opponent is challenged, he can choose to 'double dare'!
10. This means the original contestant must answer the question.

A correct answer will earn 4 points.

11. If the contestant cannot answer, she must take a physical challenge!

12. If the contestant is unable to complete the challenge, 4 points go to the opposing team.



You have ten seconds to find a stamp with a yellow fish on it.

um...I'm sure it's in here somewhere...

Uh, oh! Now you have to pretend you're a yellow fish and 'swim' around the room!