



Zip, Zap, Zup

Can you keep the rhythm? Be the last one standing and win!

How to Play

- Stand in a circle with you palms up.
- Place your right hand on top of the left palm of the person to your right.
- Select one player to be the leader and start the round.
- The leader with slap the palm of the person to their left with their right hand and say "zip".
- The next player will slap the palm of the person to their left and continue with "zap".
- The next will continue the pattern with "zup".
- The speed should pick up as the game continuing with the pattern of "zip, zap, zup".
- If a player breaks the pattern or interrupts the rhythm, they are out.
- The game continues until there is one remaining player.
- If the leader gets "out" the person immediately to their left becomes the new leader.
- The last player to keep the rhythm wins!





GREAT HURRICANE
BLOWOUT.ORG

It Could be Worse

Perfect indoor games to keep things in perspective as you recover after a storm!

How to Play

- Sit in group in a circle.
- The starting player says something innocuous, like "I almost overslept."
- Next player says something like "It could've been worse. You could've been late."
- Then the next, or other, says something worse, like, "It could've been even worse than that. You could've been in your underwear."
- And then the next or other tries to find something worse than that while creating funny, outrageous situations.
- The first person to giggle at the "worse" option loses and the game restarts.





Flashlight Limbo

A fun, indoor game to play with the whole family when the lights are off!

How to Play

- This is just like Limbo. All you need is a flashlight and a clear space.
- Have one member of the family take the flashlight and turn it on and hold it straight creating a steady beam of light.
- Have each player take turns going under, and as the game goes on lower the beam.
- The winner is the person who can go the lowest!

