

# Game Night Kit

## BE THE LIGHT

### *Featuring:*

Planning Tips and Tricks

Invitations for printing

Game Suggestions

1 Deck of Cards Included



## *Why do you do it?*

Great job on taking the first step in throwing a Be The Light Games Night- you've got the Kit! But why do we believe this is such an important step in sharing the love of Jesus with our friends?

This may seem like a stretch. You might even be thinking, "How is this going to help anyone come to know Jesus? Shouldn't I just go on a mission trip? Jesus said we should "Love our neighbour as ourselves."

(Mark 12:37). One way we apply this "Love your neighbour" teaching is by making our neighbour anyone we might meet in our daily lives such as co-workers and friends. What if we took building a friendship with them seriously? What if Jesus was thinking of the people you see every day at work, school or home when he said, "Love your neighbours as yourself?"

By using this Kit, we hope that you will begin to build relationships with the people you see everyday. People rarely come to know Jesus in isolation. Most people won't wander into a church just out of curiosity. For most, the only way they will have an encounter with the risen Saviour is by having a conversation with YOU! This little party may be your friend's first glimpse of the Kingdom!



## BE THE LIGHT - GAME NIGHT KIT

### *What do you need to do?*

You've already taken the first step in getting this Kit. The next thing you'll want to do is read through the whole guide and then decide who you'll want to invite and what you'll want to include in your games night. Will you host a few friends or have a larger gathering with several families? Will you host it inside or is it warm enough to do outdoor games? Will there be adults only or will there be families with kids? This guide will walk you through the thinking process and help you plan so you're ready for a great evening!

### *Who will you invite?*

Will this evening be aimed at neighbours or will you focus on work colleagues or friends you know from someplace else? Be specific about who you'll invite.

Whoever you plan to invite you'll want to be sure you've had a conversation and introduced yourself before you hand out your invites. Here's some ideas for how to meet your nearby neighbours.

One simple way is to knock on the doors of your neighbours and introduce yourself to them. Introduce yourself by saying, "Hello, I'm \_\_\_\_\_ and I live just down the street from here. I'm going around introducing myself to my neighbours and I realized that even though we've lived here for \_\_\_\_\_ years/months we've never met." You can let them know that you're planning a Game Night in the coming weeks.

You can adjust this to fit any setting, for example, I realised I've been going to this gym for

3 months and I see you all the time but I've never said hello.

OR I realized our kids have been going to the same school this whole year and we've never met. You get the idea.

After meeting them, be sure to write their names down somewhere along with any info. that would help you pray for them and remember who they are.





## BE THE LIGHT - GAME NIGHT KIT

### *Two Weeks Before Your Game Night*

#### **TO DO:**

You can use this checklist to plan your event.

- ☐ Pray! Before you plan or promote your game night spend time in prayer for your friends. Ask God to help you love them and that they will be open to attending the games night.
- ☐ Choose a date and time. Be sure to specify an end time for your game night for the sake of clarity.
- ☐ Choose whether you will provide snacks and drinks or not. Plan menu accordingly.
- ☐ Decide if you will need to borrow any games from others. Be sure to note the number of people who can play each game.
- ☐ Choose a location. You'll probably want to host at home, but if weather permits you could host outdoors to play outdoor games, especially fun with big groups or kids.
- ☐ Fill in the blanks on the invite included in the Kit or make your own. Be sure to include all the info. for your party. Ask each guest to RSVP to you via email or phone call so you can plan for food.

### *One Week Before Your Game Night*

- ☐ Personally invite your friends. If you're inviting someone you don't know very well say something like, "Hey, I'm \_\_\_\_\_. We met a few weeks ago. I'm hosting a game night and I'd love for you to join us!" Be clear whether kids are included. (Adjust wording as needed.)
- ☐ You could invite a couple people from your church to join you so you can be present and get to know the people who come. Keep in mind the number of guests you'll have. You don't want to overwhelm your friends with lots of church people. Keep it at less than 50% attending from your church so your friends and neighbours don't feel it's a "set-up."
- ☐ Consider whether you'll need to borrow extra tables or chairs. Will you ask friends to bring a favourite game or snack to share?
- ☐ Pray again! After you have planned and promoted the night, surrender the outcome to God.





## *Hosting Your Game Night*

### **TO DO:**

The day of your game night has arrived! People have RSVP'd and you are ready. Here are some tips for hosting your party:

- ☐ Set up any tables, chairs or games you want to set out ahead. You may want to set up different areas for games, such as, one area for card games, another area for board games, and perhaps an area for video games if you're including those. If you'll be doing group games like charades, be sure to have adequate space provided.
- ☐ Set up any food or drinks and provide easy space for those who are bringing something to share.
- ☐ Keep your mobile phone on in case people get delayed or can't find you.
- ☐ Have music playing in the background.
- ☐ After the majority of people have arrived, be sure to welcome the group. Encourage everyone to chat and meet someone new if they don't know everyone. Direct people as needed toward games or areas, keeping in mind any limits on number of players for a given game or activity.
- ☐ Enjoy the time with your guests and linger with them until the final person has left. As they leave, thank each person for coming and let them know you look forward to getting to know them more in the future.





## BE THE LIGHT - GAME NIGHT KIT

### *Some Do's and Don'ts*

**Don't intentionally make the games night "Christian" –**

Don't feel pressure to pray or make the evening have any significant spiritual emphasis.

As much as we want your relationships to turn into spiritual relationships, we don't want your friends to be quickly turned off before you have earned the right to share Christ. We believe the wisest action at the start of any relationship with a non-believer is to demonstrate hospitality, curiosity and genuine care before we share our spiritual beliefs.

**Do remember names -**

Remembering names in our culture is a powerful act of care. Your new friends will be impressed if you can remember their names. We encourage you to write their names down with some characteristics based on how you know them and look at it before they come to the party.

**Do include your guests in planning -** Feel free to ask your guests to bring something that is needed such as a fold up table, a game or snack. Your guests want to participate. The more you can include your guests, the healthier the relationship will become.

**Don't stress out about meeting "strangers" –** It's normal to feel nervous about meeting new people. We have found it best to ask God for a spirit of curiosity when meeting new friends. Try to view them as people to get to know and learn about rather than people you are trying to spiritually engage with.

**Do be yourself –** God made you valuable, unique and special and He has placed you in each person's path for a reason. The more genuine you can be, the more Jesus will be seen in you. We believe that a genuine person, with a genuine faith will be a contagious Christian.





# *You're Invited*

Join us for a Game Night  
Hosted By:

Date:

Time:

Location:

Please Bring:

We look forward to seeing you there!

RSVP to:

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# GAME SUGGESTIONS



## CHARADES

Choose a topic (i.e., movie titles, superheroes, or common phrases). Have each person write an answer on a slip of paper within the topic. Place all slips in a bowl. Divide into two teams. Take turns choosing a slip from the bowl and acting out while teammates guess. Be sure to set a timer of some kind for 45-60 seconds. Correct guesses earn a point for the team. If the team can't guess correctly in the allotted time, the opposing team may have one chance to guess. If they guess correctly, the opposing team steals the point.



## SUPER CHARADES (OR CELEBRITY)

Divide into two teams. You can choose a topic or leave it open.

Based on the topic (or not), have each person write an answer on a slip of paper. Place all of the slips into a bowl. The game is played in 3 rounds. At the end of 3 rounds the team with the most points wins.

Round 1: Teams take turns choosing a slip and describing the answer without saying any of the words written on the slip.

They have 45-60 seconds to get their team to guess. If they say a word they aren't supposed to, they lose the turn. If they do any actions, they lose the turn. The opposing team can have one chance to guess and steal the point, if the team doesn't get it. Continue until all slips are used.

Round 2: Put all the slips back into the bowl. This round teams take turns choosing a slip and acting out what's on the slip (no speaking allowed). They have 45-60 seconds to get their team to guess. As before the opposing team can steal. Continue until all slips are used.

Round 3: Put all the slips back into the bowl. This round teams take turns choosing a slip and can say only ONE word to get their team to guess. They have 45-60 seconds. As before the opposing team can steal. Continue until all slips are used.

# CARD GAME SUGGESTIONS



## EGYPTIAN WAR

### REQUIRES

A standard deck of cards (no Jokers), 2 to 5 players

### GAME PLAY

Deal the cards evenly. Stack any remaining cards face-up in the middle of the table as bonus cards. Players stack their cards facedown in front of them. A player may never look at his cards before they hit the middle pile.

Starting to the left of the dealer, each player pulls one card from the top of his stack — without looking at it — and quickly lays it face-up on the pile. The next player then lays a card face-up on the pile (no peeking at the card before placing!). Whenever two cards of the same rank (number or face) are played consecutively, the first player to slap the pile wins the cards. Anyone at the table may slap the stack, even if they are out of cards.

### OBJECTIVE

The player who accumulates all the cards in his hand wins.



# CARD GAME SUGGESTIONS



## SPIT (OR SPEED)

### REQUIRES

A standard deck of cards (no Jokers), 2 players

### GAME PLAY

Deal the cards evenly between the players (26 each), facedown. A player may not look at his cards. Each player creates five piles of cards, with 1, 2, 3, 4, and 5 cards in each stack, respectively. Turn the top card of each pile face-up. The leftover 11 cards become the stockpile and are placed in front of the player.

When both players are ready, they simultaneously yell, "Spit," and flip over a card from their stockpile. These two face-up cards are placed side-by-side at the center of the table. They are now the first cards of the "spit piles."

Play now moves quickly as both players will play at the same time. It is important to remember that players can only use one hand to move cards during the game, and that they can only move one card at a time. Players try to move the face-up cards from their five piles onto the spit piles (both players can use both spit piles). To play a card from one of the five piles onto the spit piles, the card must be next in sequence (either one rank higher or one rank lower; suits don't matter) than the card on the top of a spit pile.

### OBJECTIVE

The first player to get rid of all the cards from their five piles wins. If both players cannot make a legal play on a spit pile, then they yell, "Spit!" again, and flip new stock cards on the spit piles simultaneously. The action continues like this until someone runs out of cards.

### WORD TO THE WISE

Don't bring out your best decks for this game. Cards often get bent and crumpled during play.

# CARD GAME SUGGESTIONS



## I DOUBT IT

### Requires

A standard deck of cards (no Jokers), 3 or more players

### GAME PLAY

Deal the cards out evenly. If there are remainders, place them face down in the center of the table as the beginning of the discard pile.

Play begins with the player to the left of the dealer. He places the Aces in his hand facedown on the discard pile and announces his play to the table: "One Ace." If the player does not have any Aces, or if he wishes to get rid of more than one card, he may bluff and play non-Ace cards while announcing: "Two Aces." The next player plays 2s, the next player plays 3s, and so on. If a player doesn't believe an announcement, he can call out, "I doubt it!" The person who played the cards must turn them over and show the challenger whether he is bluffing or not. A player who is caught bluffing must pick up the entire discard pile and add it to his hand. If a challenged player is not bluffing, then the challenger must pick up the discard pile. When the rank to play reaches Kings, it then goes back to Aces and the numbers start again.

### OBJECTIVE

The first player to get rid of all his cards wins. Usually this is the first player to actually have the last card that must be played on his turn.