



Meet and Greet Game

10-100 (or more) Players

**Play Rock-Paper-Scissors-Water-Lizard
with everyone at the party!**

The Object:

Play a round of Rock-Paper-Scissors War with everyone at the party to see who can win the most rounds overall.

The Deck:

Remove the Jokers. You will also need scoresheets with names of all of the party guests. See following page.

The Deal:

As guests enter the party, give each person a score sheet, pencil and five cards, one of each suit. If you have more than 13 guests, you will need more decks. If the players are unfamiliar with the Janken Deck, explain how the diagram on the back of each card works.

The Play:

During the party, the guests mingle and meet. For each person they meet they play one round of "War": Draw one card at random and the strongest suit wins. If the suits are the same the match ends in a draw. Each player marks Win, Lose or Draw on their scoresheet.

The End:

After all of your guests have mingled and met the other guests, collect the scorecards to compare. The player with the most wins may earn a door prize. If there are multiple players with the same number of wins, have a face off contest in front of the group. You may also choose to have prizes for the most losses or draws.

If all goes well, each of your guests will have had a moment to meet and introduce themselves to everyone at the party. Be sure to have a prize worth playing for and let the guests know what they can win.

