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Double Trouble

Estimated play time: Approximately 15 minutes

Number of players: Unlimited

Supplies needed: Scoring board/pad; noisemakers

Suitable for visually impaired players.

Overview:

Every answer in this word game is either a compound word (two words put together, such as *hayloft* or *butterfly*) or a common two-word phrase. We've given the first half of the word or phrase, and you must give the second half. For example: If we give *race*, *back*, and *railroad*, you should think *race* (blank), *back* (blank), and *railroad* (blank). The one word that completes those three words is *track*: *racetrack*, *backtrack*, and *railroad track*.

Note: This game can be challenging. If your players are stumped, give them the first letter of the answer as a hint.

Instructions:

1. This game can be played by individuals or in teams.
2. Read the first list of words. Discussion is permitted among teammates. Prior to the start of the game, a method to signal when a team is ready to answer must be determined. Ringing bells and New Year's blowers are just two inexpensive noisemakers. Raised hands work, but the host must be vigilant to watch for whose hand went up first. The host always has the final say in any disputes.
3. After a player/team is recognized as the first to signal, they may give an answer. If the first answer is incorrect, the other teams may 'buzz' in and answer.
4. Scoring: Give 10 points for each correct answer.

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INSTRUCTIONS: We've given the first half of a compound word or two-word phrase, and you must give the second half. For example, given *race*, *back*, and *railroad*, the one word that completes all three is *track*: *racetrack*, *backtrack*, and *railroad track*.

QUESTIONS

1. Belly, Hot, Panic, Push
2. Vampire, Fruit, Ding, Baseball
3. Spending, Crime, Killing, Shooting
4. Pine, Ice Cream, Snow, Traffic
5. Fresh, Head, Jump, Running
6. Bacon, Comic, Film, Median
7. Blue, Computer, Corn, Poker
8. Ant, Capitol, Chapel, Mole
9. Face, Fork, Shop, Ski
10. Cloud, Dust, Hard, Slip

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ANSWERS

1. Button
2. Bat
3. Spree
4. Cone
5. Start
6. Strip
7. Chip
8. Hill
9. Lift
10. Cover