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Endings & Beginnings

Estimated play time: Approximately 20 minutes
Number of players: Unlimited
Supplies needed: Scoring board/pad; noisemakers
Suitable for visually impaired players.

Overview:

In this game, players are given the first half of a compound word or a two-word phrase and the second half of another compound word or a two-word phrase. They must provide the one word that completes both. For example, given:

Credit _____ *Trick*

players should think *Credit Blank* and *Blank Trick*. The one word that completes both *Credit* and *Trick* is *Card* —making *Credit Card* and *Card Trick*.

Important Note: This game is fun but challenging. It may be best to give players the first letter of the answer; or if you think they might want to try before getting a hint, you can give them the first letter after it's clear that they're stumped. It will also help if you write the words on the board so that the players can see them.

Instructions:

1. This game can be played by individuals or in teams.
2. Read the first clue. 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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Given the first half of a compound word or a two-word phrase and the second half of another compound word or a two-word phrase, you must provide the one word that completes both. For example, given *Credit* _____ *Trick*, the correct answer is *Card* (*Credit Card/Card Trick*).

QUESTIONS

1. Bowling _____ Stripe
2. Hush _____ Love
3. Rocket _____ Fiction
4. Electric _____ Point
5. Gravy _____ Station
6. Political _____ Game
7. Short _____ Shake
8. Birth _____ Dream
9. Early _____ Brain
10. Bare _____ Locker
11. Coffee _____ Dance
12. Time _____ Shell

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ANSWERS

1. Pin
2. Puppy
3. Science
4. Power
5. Train
6. Party
7. Hand
8. Day
9. Bird
10. Foot
11. Break
12. Bomb