Party with a Purpose

Turn your FUN into fundraising!

Fundraising Games to Play at Your Event
It’s all fun and games!!

When you host an event, you might want to play a few games as a fun way to raise funds for Spinal Research. Below are a bunch of ideas, with suggestions for how each game might make money.

IMPORTANT HINT: if you’re going to play games at your event, you should either ask your guests to make sure they bring a bag of gold coins with them, or as the Host, you could have coins available and exchange them for notes. First, decide which games you are going to play and how many coins you might need, then work out the easiest way to make sure everyone has enough coins to play.

Likes and dislikes

Get to know your guests! People can pay a fee of your choice to play the game.

What you need:

- Index Cards/Paper/Cardboard
- Pens
- Prize/s

To Play:

Ask everyone to write down 1-5 of their likes and 1-5 of their dislikes on index cards (depending on the amount of guests and the amount of time you want the game to go for). The sillier the better!

When everyone is gathered together, the Host reads the cards one at a time and has everyone try to guess which person the information belongs to.

The person who guesses the most correctly wins a prize!

React and Act

Show off your acting skills and laugh out loud! People can pay a fee of your choice to play the game.

What you need:

- Index Cards/Paper/Cardboard
- Pens
- Prize/s

To Play:

Ask everyone to write down an example of an event that you might react to. For example:

- You just won the lottery
- You have just come across an aggressive bear in the woods
- You’ve fallen in love
- You’ve just been fired by an incompetent boss

Each participant picks a random event out of a bowl and you allow 5 mins for everyone to have a look at their event and a think.

One by one each guest acts out their reaction to the event, and whoever guesses gets a point. You can decide whether your participants get to talk or not – that’s up to you. If they are allowed to talk, you might consider limiting the amount of words they can use.

The person with the most points at the end of the game wins a prize!
**Jelly Bean Guess #1**

Fill a jar with jelly beans and get people to guess how many are in there. It could cost eg: $2-5 per person, and people could pay $10 for a hint. The winner takes all the jelly beans home!

**What you need:**
- A big jar (one that you are willing to give away)
- Jellybeans
- Paper to write people’s guess on

**To Play:**
Ask everyone to write down how many beans they think are in the jar. Either have them write the number against their name on a register, and read out the winner when the competition finishes, or for a more ‘drawn out’ revealing of the winner, place each guess in a bowl, (making sure they are folded so nobody else can see!!) then write the correct number up on the wall. Pull each piece of paper out one at a time, placing each person’s guess either near or far from the correct number (using blu tac). The person with the closest number wins the jellybeans.

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**Jelly Bean Guess #2**

Can you guess the taste of the yukky jellybeans?? People can pay a fee of your choice to play the game.

**What you need:**
- Some packets of ‘BeanBoozled Jelly Beans’ (enough to fill the bowl of your choice)
- A large bowl
- Paper to record results
- Prize/s

**To Play:**
The Host needs to know the flavour of the beans, which are on the box. Fill the bowl with the ‘BeanBoozled’ Jelly Beans, and take turns eating one and guessing the nasty flavour! Go around the group as many times as you like. The person with the most correct guesses wins a prize.

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**Mystery Raffle**

Buy your tickets for the raffle and win a mystery prize – it might be good, bad, funny or crazy!

**What you need:**
- All guests bring a gift of their choice, wrapped however they like. You might want to set a dollar limit on the gift. It can be as silly, beautiful or ugly as people want it to be
- Plenty of raffle books. You’ll sell a lot, so make sure you have plenty (they’re pretty cheap from ‘cheap shops’)

**To Play:**
Everybody brings a gift and they are displayed somewhere, for all or part of your event. People buy as many tickets as they like (make sure you write their name on the ticket!). Nobody knows what the gifts are, or who will win which one! When you’re ready to draw the prize, pull tickets out one at a time. The first person to win chooses whichever prize they want, then you continue until each prize is won. You can make your own variations of this game.
**Banned Word Game**

This is a great game to play at a dinner party, but can work for other occasions as well.

**What you need:**
- A designated jar
- Some paper/butchers paper or white board to write banned words on
- A marker or white board pen

**To Play:**
For a simple version of the game, you just ban a commonly used word or phrase (or more than one), and every time a guest says that word or phrase they have to put a $1 or $2 in a designated jar. For something more complex, allow your guests to pay $5 to ban other words, or pay more to remove a ban and pick new words. This gets all guests involved, and creates a hilarious game.

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**Swear Jar**

We’ve all probably played this game at some point. Depending on your guests, this game could raise a small fortune!

**What you need:**
- A designated jar
- Some paper or a label to put on the jar, saying ‘Swear Jar’

**To Play:**
This game couldn’t be more simple! Place your decorated/labelled jar in the middle of a table or in clear view, then decide on what the penalty is for swearing and watch that jar fill up! You could make the game more complex by having a chart on the wall with everyone’s names on it, then write the naughty word under a person’s name when they swear and charge them a fee if they use the word multiple times eg: if they use a word 3 times they have to pay double the normal fee.

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**Celebrity 20 Questions**

This is a simple, fun game that is sure to produce a few giggles! It could cost $2-5 per person to play, and people could pay $10 for a hint before their turn.

**What you need:**
- A piece of paper and pen, to keep score
- A prize for the winner
- Prize/s

**To Play:**
The person starting the game will think of the name of a famous person. The other guests can ask up to 20 ‘yes’ or ‘no’ questions (one at a time) to try to figure out the name of the famous person.

Play continues until each person has had a turn to field twenty questions. The person who correctly guesses the most names is the winner.
**Celeb Guessing Game**

This game is fast and furious, and often hilarious! People can pay a fee of your choice to play the game.

**What you need:**
- Bowl
- Names of famous people written on slips of paper (about 5 -10 per guest)
- A one-minute timer
- Prize/s

**To Play:**

Divide your guests into two teams. A team member from the first team will draw a slip of paper from the bowl. He or she will have one minute to give clues to his or her teammates while they try to guess the name on the paper.

If they guess the name of the famous person before one minute is up, the team gets to keep the slip of paper (as a way to keep score) and draws another. Keep drawing names and giving clues until the minute is over. When one minute is up, discard the slip of paper with the name that hasn't been guessed.

It is now the other team's turn to pull a name from the bowl. Alternate who is giving the clues so that everyone (who wants one) gets a turn. The game is over when all the names have been drawn from the bowl, or after a specified number of rounds. The team who guesses the most names wins a prize.

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**Liar Liar**

This game is all about how tricky people can be. Guests need to have a bunch of $1 or $2 coins to play (you decide on the cost, as the Host).

**What you need:**
- Large Bowl (non-breakable, so it won’t break when people drop coins in it)
- You could create little ‘Truth’ and ‘Liar’ signs for people to hold up, if you want
- Prize/s (optional)

**To Play:**

Place the bowl in the middle of the group. Starting with the Host, each person tells a short story about themselves or something that happened to them. At the end of the story, everyone has to decide if they believe the story teller or not and either hold up their sign or hand. Everyone who gets it wrong has to put a coin into the bowl.

Make sure that if you have a lot of people playing you keep the cost to play low (eg: one dollar a time), so nobody ends up paying too much money if they guess wrong every time! Anyone who hasn’t had to pay out any money at the end (ie: they guessed it right every time) could win a prize.