

# PEANUT GALLERY

Contents:  
50 Playing Cards  
16 Peanut Cards  
Score Pad

## Game 1 – a game for 4 players.

**Object of the game:** To be the first player to earn 25 points.

**Before you begin:** Shuffle the 50 Peanut Gallery cards and place them facedown in the middle of the table. Each player gets 4 peanut cards, numbered 1 through 4. Decide who will keep score.

**Playing the game:** The scorekeeper begins the game by turning up the top card on the draw pile and placing it face up for all to see.

Let's say the card turned up says, Fun Factor:

1. Barbie
2. Legos
3. Etch a Sketch
4. Play Doh

The scorekeeper now tries to convince all other players why they should choose Fun Factor #1, Barbie. Play continues with the player to the scorekeeper's right convincing all others why they should choose Fun Factor #2, Legos, and so on, until each player has had a turn doing the convincing for one of the 4 choices.

Players now take the peanut cards in their hands and secretly decide which of the 4 choices they will "vote" for.

## **Game 2 – a game for 3 players.**

**Object of the game:** To be the first player to earn 25 points.

**Before you begin:** Shuffle the 50 Peanut Gallery cards and place them facedown in the middle of the table. Each player gets 4 peanut cards, numbered 1 through 4. Decide who will keep score.

**Playing the game:** The youngest player begins the game by turning over the top card in the draw pile and placing it where everyone can see.

Let's say the card turned up says, Fun Factor:

1. Barbie
2. Legos
3. Etch a Sketch
4. Play Doh

All players decide which of the 4 Fun Factors they will "vote" for. The object is for your choice to match that of the youngest player, whose turn it is. When you have decided, secretly put the numbered peanut in your hand that matches the number of the choice you have made. For example, if you choose Legos as your chosen Fun Factor, you will put the peanut that has the number 2 written on it into your hand. Place the other 3 peanuts facedown in front of you so no one can tell what is in your hand and what is on the table.

Now, count 1-2-3 – everyone at once opens their hands to reveal their numbered peanut. Whoever reveals the same numbered peanut as the youngest player gets a point! The youngest player gets a point for each time another player matches his/her choice. The scorekeeper writes down the score and the game continues. The player to the right of the youngest players is now the player who turns over the top card. Other players must now match this player's choice. The game continues with players taking turns.

**Winning the game:** The player whose score equals 25 points first wins the game.

You do not have to vote for the one you championed. The object is to choose one that YOU THINK OTHERS WILL ALSO CHOOSE.

When you have decided, secretly put the numbered peanut in your hand that matches the number of the choice you have made. For example, if you choose Legos as your chosen Fun Factor, you will put the peanut that has the number 2 written on it into your hand. Place the other 3 peanuts facedown in front of you so no one can tell what is in your hand and what is on the table.

Now, count 1-2-3 – everyone at once opens their hands to reveal their numbered peanut.. If 2 or more players made the same choice, these players score a point. If no one made the same choice as you did, you do not score anything. The scorekeeper writes down the results of round 1, and play continues to the next round.

The player to the right of the scorekeeper turns up the next card, and play continues as above.

**Winning the game:** The first player to get 25 points wins the game. In case of a tie, there can be a playoff round, including only those players in contention (see rules below for less than 4 players).

- On each turn, if you think you made a convincing argument, then vote for your number. However, there is a lot of strategy to consider. For instance, if you have the most points so far in the game, your opponents may automatically vote against anything you champion.
- Sometimes you just know how someone else will vote. For instance, if the subject card is favorite ice cream flavors and your best friend just LOVES chocolate, then you might want to vote "chocolate". Then again, your best friend may change votes to avoid others getting a match!

## Game 3 – a 2-player game.

**Object of the game:** To be the player with the most points after 10 rounds.

**Before you begin:** Shuffle the 50 Peanut Gallery cards and place them facedown in the middle of the table. Each player gets 4 peanut cards, numbered 1 through 4. Decide who will keep score.

**Playing the game:** Decide who goes first. On your turn, turn up the top card on the draw pile, choose one of the numbered choices and secretly place the matching numbered peanut in your hand. Hold your fist out in front of you. Your opponent must now try to choose a number that he/she thinks you WILL NOT choose. He/she secretly places a numbered peanut in his/her hand and holds out his/her fist.

1-2-3 – both players open their hands. If the numbered peanut in your opponent's hand matches the peanut card in your hand, you get a point. If the peanuts do not match, your opponent gets a point. It is now your opponent's turn to flip over a draw card.

- It is easier to win a point when it is NOT your turn, since the odds are greater that you will have a different numbered peanuts. However, both players get the same number of turns, so there is no advantage to either player. It is important that you win some points on these turns, however, if you want to win!

**Winning the game:** When both players have turned over 10 cards, whoever has the most points wins.

Peanut Gallery can be played over and over again, since players can change their choices every time they play. With every game played there are bound to be lots of opinions regarding the subject cards!



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