

PARLOR GAMES

You don't need technology to have a little fun! In the 19th century, people entertained themselves by playing parlor games. Grab your family members and have a parlor game night with the games below.



THROWING A SMILE

Try not to smile except during your designated turn, and get your fellow players to crack up. Played with three or more players, no materials needed!

How to play:

- Sit in a circle, making sure everyone can see each other. One player is chosen to be "it," and they start the game by smiling widely, while all the other players keep a straight face.
- The player who is "it" takes a few minutes to smile in the funniest way possible to see if they can make the other players laugh. If no one breaks, the player who is "it" uses their hand to wipe the smile off of their face and "throw" it to someone else. That person is now "it."
- The game can come to an end in one of two ways:
 - If a person smiles out of turn, they are out of the game. The game ends when there is only one player left.
 - Or, all players work together to count how many smiles can be thrown without someone breaking. You can set a goal and try to reach it, or play multiple times to see if you can break your previous record.

HUNT THE RING



Try to find the ring hidden in a player's hand. Played with 4 or more players. All you need is a long piece of string or ribbon, and a ring.

How to Play:

- Thread the ring onto the piece of string or ribbon. Loosely tie the ends of the string to keep the ring from sliding off, but make sure the knot isn't too tight, in case you need to adjust the length.
- Players take seats in a circle facing one another. Each player holds onto the string with both hands in front of them so the string also forms a circle.
- One player is chosen to be "it." That player lets go of the string, and stands in the middle of the circle with their eyes closed.
- While the "it" player has their eyes closed, another player takes hold of the ring in their hand so you can't see it, while also keeping hold of the string. Make sure you're quiet so the person in the middle doesn't figure out to has it!
- When you're ready, the player in the middle opens their eyes and tries to guess who has the ring. As they try to guess, the other players should move their hands back and forth along the string, pretending to pass the ring or actually passing it to the person next to them.
- When the player in the middle thinks they know who has the ring, they say that person's name, and that person opens their hands. If they have the ring, the round is over. If they don't, the round continues until the ring is found.
- The game continues until everyone has a chance to be "it."