



Home Rally - Questions and Tasks

1. Knowledge, Guessing, Discovering - House Rally Questions

1. When you look around the bathroom, living room and bedroom, how would you describe the occupants? Give reasons why you think so.
2. Which item of clothing is totally typical for the residents? Please put it on and take a photo!
3. What is my (the host's) favourite colour?
4. Guessing question: how heavy are all the residents together and how tall are they?
5. Which object in the house says the most about the residents? Please take a photo!
6. What is resident X's favourite book? And why do you think so?
7. What is resident x's shoe size?
8. Which item was definitely a birthday present?
9. How many pictures are there in the house?
10. Which item is most valuable to the residents?

2. Tasks of the Home Rally

1. How well can you rely on your senses? 2) Leave a message for the residents.
2. Leave a message for the host on a food of your choice in the fridge!
3. When was this house built? Imagine that the inhabitants had already lived in the house at that time or beam yourself back to that year. Write a made-up hair-raising horror anecdote/short story with the residents about an event in the house. Later you can read it to each other in the round.
4. Who can find the biggest taste sin in the house? Please take photos!
5. Look for a small bag in the kitchen. Don't look inside! Trust your nose and sniff out what's in it! Record your guess on your questionnaire. Then hide it again somewhere in the kitchen for the next person!
6. Explore the hallway and find a tied up bag. Don't open it - you have to feel what's inside! Write down what you think the object is. Then hide the bag somewhere in the hallway for the next person.



3. House Rally Competitions

1. Group competition 1: Who captures the biscuits? - Everyone gathers in front of the television. The game leader has the power and zaps through the programmes. Between him and the other players in each round there is a plate with exactly one biscuit at a set distance (about 2 m for the players, likewise for the game leader). Every time a certain thing, e.g. a car/ a sofa/ a bicycle/ a palm tree/ the sea etc., appears on TV, you have to shout "I am a biscuit monster" and be the first to grab the biscuit. The game leader is the biscuit guardian and tries to hit the hand with a fly swatter in time to stop the biscuit monster from stealing the biscuit. If a cookie monster is swatted before it has touched the biscuit, it must leave the biscuit. The person who was quickest and gets hold of the biscuit gets to keep it. Each biscuit counts as a point.
2. Challenge the host to a darts/target throwing competition! Everyone has 3 throws, record your score!
3. Group competition 2: living room memory - Call everyone together and gather in the living room. Study the living room well and memorise the details. Now everyone except the game leader leaves the room and the game leader changes a detail. Then everyone comes back. The first person to name the changed detail gets a point. The whole thing is played out 3 times. The fourth time, the roles are reversed: each player now changes a detail and the game master waits outside the door! Each detail not discovered by the game master gives 2 points to the player who changed it. The winner is the friend with the most points.

4. Tasks for the Game Master

1. Put something smelly (e.g. a perfumed garment) into an opaque bag and hide it in a place of your choice in the kitchen.
2. Put an object from your home that all your friends know well (e.g. favourite DVD, knick-knack, grandma's curtain tassel) in an opaque bag, tie it up and hide it in the hallway.
3. Open the fridge, find all your guests' messages and decide which one is best.
4. Compete against each of your friends in darts.
5. Do your best as the guardian of the biscuit empire and scare away the nasty biscuit monsters for as long as you can!
6. At the end, read the answers aloud and decide which answer is the best. You do the scoring!