

THANK-GOODNESS YOU'RE HERE

This game show will operate in a 'room' outlined by a masking tape square on the floor. There will be two tribes participating in this game show at the same time but in separate squares (this is an individual tribe scoring game not tribe vs tribe).

The tribe will line up to one side of the square. Each tribe member will be asked to pick a card of a bag without looking. The card will have a character on it and the tribe member needs keep the character to themselves.

The first tribe member to begin will enter the 'room' and start acting in character from their card ie. a basketballer shooting hoops.

When the host calls "Thank-goodness you're here", the next tribe member in line must jump in and assume the character on their card, transitioning the scene to reflect their character. This is like the game Space Jump if you know the game.

The game finishes when the whole tribe has joined in and played their character card.

Points will be awarded by the host for enthusiasm, humour and creativity. These points are at the discretion of the host and cannot be disputed.

Note: Don't leave the time between introducing each character too long, between 30 seconds and 1 minute.

Location: Dining Hall

Resources: 2x Bags of Character Cards, 2x Masking tape squares, 2x Point sheets, props if available, 1x Speaker

Tribe lined up alongside square



How to explain the game:

In a moment, everyone will receive a character they are to assume for the game. The 'room' is outlined by masking tape and you are free to use any furniture in the space at the time.

You are not to tell anyone else your character but when "Thank-goodness you're here" is called the next tribe member in the line must jump in and join the 'scene'.

The 3 golden rules for Thank Goodness You're Here;

1. The 'new character' does not need to introduce themselves or set the scene, they can even pretend people knew who they were all along
2. The next character won't be introduced until the last one has been involved in what is happening
3. We will only add characters until everyone is in the scene, not work in reverse like people who have seen 'space jump' (the original game)

Points will be awarded for creativity, humour and enthusiasm, with a maximum of 30 points. These points are at the discretion of the judges and cannot be disputed.

Let's Go!