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Party Games

for a hilarious

Hen Night



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Party Games for a Hilarious Hen Night

These games are intended to suit most abilities or ages and do not necessarily need to involve alcoholic drinks!

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Need Cocktail Recipes?

Go to: www.salord.weebly.com/cocktails.html

Legs Together

Put glass in the middle of the floor. Each person sits on their chair and on the signal has to put one penny between their knees. They have to drop the penny in the glass without using their hands. If they drop the coin on the floor they have to return to their chair and try again. It makes it more interesting the more alcohol the participants have had. The loser takes a forfeit.

Suck and Blow

Use a plastic card like a credit card or even a Tesco Club card. One person starts off with the card, sucking it so that it sticks to their lips. Pass it on to the next person without using hands; suck the card until the next person is attached to the other side and then blow it to make sure the second keeps hold of it. Pass it around the table and take a forfeit if it drops.

S and M

A word association game. One person says a word and the next has to say a connected word (tree, bark, dog etc) but each time someone says a word starting with the letter S or M they have to take a forfeit.

Hour of Pain

Buy a jug of beer and pour a shot glass for each participant which they have to drink within the next minute. Repeat once a minute for one hour.

Each person must drink one shot of beer on the minute each minute for one hour. Participants are not allowed to go to the toilet until the hour is over.

Vodka Crackers

Give each contestant ten cheese crackers and a glass of Vodka. Contestants have to eat the crackers as fast as they can and can only drink the Vodka to help them swallow the crackers. This can be messy!

The person who eats the most crackers wins and gets the pre-determined reward

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Bottoms Up!

To be shouted at any point throughout the night, and anybody can shout it.

One person shouts 'BOTTOMS UP!' then everybody has to put one palm flat on the floor; the last person to get to the floor has to down their drink.

Three Cornered Hat

The group has to sing a song:

My hat has three corners

Three corners has my hat

If it didn't have three corners

It wouldn't be my hat.

The first person then sings it again but this time they take out a word and replace it with an action -such as using their hands over their head in a triangle to make a hat.

The next person removes another word and replaces it with another action until the verse become just actions.

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In the Hole

Put a roll of toilet paper between one player's legs. A blindfolded partner puts a broom between their legs and their hands behind their back. Try to put the broom handle into the hole in the toilet roll. This is hilarious! Try it with two competing teams.

Hoops

The aim is to throw a ball of paper into a bin at the other end of the room. Each person has 3 chances to get the ball in, and if they miss 3 times then they drink a shot. If they get all three in then everyone else drinks.

Thumbs Down

At a random moment any person will discretely place their thumb on the edge of the table; as people notice they have done so they will also place their thumbs discretely on the table. The last person to place their thumb on the table must down their entire drink. This game is very simple and could be played at the same time as any other drinking game.

Jenga Crisps

Everyone takes it in turns to place a crisp on top of a shot glass. Whoever topples the tower has to down the shot in one.

Splash and Dash

Two teams kneel in a row on the floor, one in front of the other. Each has a drink in a shot glass in front of them.

The first person has to hold the glass behind their head while the second person drinks it without touching the glass with their hands. When the drink is finished they take hold of the glass and place it upside down onto the first person's head.

Now the second person has to hold their small drink up so that the third person can drink and so on.

Whilst this is going on the first person has to crawl to the back of the queue with the glass on their head.

The winners get not only to watch the mess unfolding on the losing team(s) but also get to choose a forfeit for the unlucky ones at the end.

Ducky Fuzz

All players begin by taking it in turns to say 'Ducky Fuzz'. Once it has gone round the table then anyone at any point can say 'Fuzzy Duck'. This then means that the game changes direction sending it back the way it came. When people are caught off guard and say '*ucky Duzz' or 'Duzzy *uck' you can make them perform a suitable forfeit.

I Have Never

The first person says something beginning with 'I Have Never' For example; "I Have Never had sex in my parents' bed". Everyone who cannot honestly say the same has to drink a shot of their drink. Go round the table with all the players. Make it as rude as you like! Players have to be honest and the idea is to make everyone take a drink.

Flip Flop

Each member of a team sits at a table with a can of drink in front of them. At the signal, the first team member opens and begins to drink the can; after they finish, they place their can on the edge of the table.

Then they must keep 'flipping' the can with one finger until it lands upside-down before the next team member may open their can.

This continues until the last person is done – flipping and all.

The winning team choose the forfeit for the losers.

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Quicksand

Announce at the beginning of the night that you are all playing Quicksand. Then randomly throughout the night shout Quicksand without warning and the last person to climb/sit/hang on to something with their feet off the ground loses and has to finish their drink in one go.

Rules:

You can't sit/hang/climb on the same thing as someone else
Your feet have to be off the ground for 5 seconds - jumping is not allowed

Handstands count!

Cross your legs

This is a hard one for the ladies... but great for a hen's night. You just have to let every one know when they arrive that if they are seen crossing their legs they have to finish their drink in one go. Players tend to forget through the evening and it's so natural for a lady to cross her legs!

Secret Spy

Prepare enough pieces of paper for each player and mark one with a dot, cross, or the word 'Spy'.

Each player takes a piece of paper. Secretly they look at it and then put it in their pocket. The one with the marked paper is the Spy but doesn't tell anyone.

After a few minutes, the spy has to put a finger to their lips and keep it there; as soon as the other players notice they have to do the same. The last one to notice has to finish their drink in one go. If someone puts their finger to their lips and they are not the spy, they should be the one that has to buy the next round. You can prove who the spy is by the paper in your pocket.

You can play this game along side another game to distract players from spotting the spy quickly.

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