



1-10+



5'



7+

BOOK CLUB

*It's time for book club!
Now you just need to
decide what to read...*

COMPONENTS

A 40 Description Cards

B 2 Has / Doesn't Have Cards

*Note: The game requires
a device with a timer.*

SETUP

- 1 Place the "Book Has / Doesn't Have" cards in the middle.
- 2 Shuffle the description cards and deal **5** in a facedown pile. Return the rest to the box.
- 3 Set a timer for **5 minutes**.

HOW TO PLAY

A Start the timer when ready. Immediately flip the first description card and place it in the "Book has..." column. As a group, name a book that fits the description.



Let's read something
about a pet.

Clifford the Big Red Dog?



OVERVIEW

Book Club is a cooperative game where you and your friends try to think of the **perfect book** to read together. Tap into your collective literary knowledge and come up with a book everyone can agree on — before time runs out!

B When you've named a book, flip the next description card. Decide whether it fits the book you just named, and place it in the **opposite** column (i.e. if it accurately describes the book, place it under "Book doesn't have..."). Now name a book that fits **both** descriptions.



I'd rather go with something
more... mature.

Marley & Me?

- C** Each time you successfully name a book, flip the next description and place it like you did in step **B**. Then name a new book that meets **every** description so far. Keep going until the pile runs out, or time is up.



Ok, so we need a book less than 30 years old that has a pet and a betrayal – but isn't read by kids and doesn't have a long title.
Any ideas?

WINNING

If you manage to flip all 5 descriptions and name a book that fits every one — congratulations! You've found your **perfect book!**

Now go read it. *Right now.*

LOSING

If the timer goes off before you find your perfect book, **too bad!** Either try again with 5 new description cards, or play some other game (*if you can decide on one*).

HARD MODE

When you're ready for a new challenge, try getting through **7 descriptions in 7 minutes**. If you can handle that, try shuffling **all** the descriptions and seeing how many you can get through in **10 minutes**. Be sure to brag about your best results online!

FAQ

► What is a "book"?

For this game, a book is any written piece of fiction or non-fiction that's at least 50 pages and has been published physically or as an e-book. Graphic novels and self-published works are allowed; individual short stories, magazines, and periodicals are not.

► Which edition(s) of a book count?

All of them! For example, *Frankenstein* was originally published as *Frankenstein; or, The Modern Prometheus*, so it can be counted as having 'the' in the title. Likewise, *Northern Lights* was published as *The Golden Compass* in the US, so it can also be counted as having 'the'.

► Do I really have to read the book?

No. We all know you're just here for the snacks.

► Aren't some of the descriptions a little... subjective?

Yes! It's up to your group to decide what terms like "main character" mean. Just try to be consistent — if you decide that the Tin Man is not a main character, then neither is the White Rabbit.

► What if we don't know where to place a new description?

If you draw a new description and don't know whether it fits the book you just named, assume it does **not** fit and place it in the "Book has..." column.

CREDITS

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