Tonight at the table

Host: _____

1. Spot game-day moments

_____

2. Halftime signal decoder

_____

3. Game-day Most Likely To

_____

A guest may pass. Finish the turn before changing games.

Party games on everyone's phone. Host in your browser; friends scan your QR code and join with no app, no account and no sign-up.
gaspalot.app/game-night/big-game

Big Game party games · host's turns

Game-day bingo: Deal different cards and watch for the printed moments. Mark only what happens during this round. A confirmed row, column, or diagonal ends it; people completing a line on the same moment share the win. Keep the activity free of stakes.

Halftime signal decoder: A caller writes a short sequence of arrow directions and hides it. They give the sequence using agreed hand signals while partners move a token across a paper grid. Reveal the path after the sequence, compare endpoints, then swap callers to finish.

Game-day Most Likely To: Read a phrase from the page's game-day bank and have guests point together after a countdown. Self-votes are fine; tied leaders share with at least two votes each, below two votes there is no pick, and no points are added. Finish once each willing guest has read a phrase.

Paper flick goal: Mark a pair of goal posts on paper and put a folded paper token at a shared start. Guests take equal turns flicking it between the marks. A clean crossing scores for the shared tally. End after the agreed lap and compare totals only if playing teams.

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Halftime signal decoder · setup

Draw a grid with a shared starting space. Agree hand signals for left, right, up, and down. The caller writes a short route and keeps it hidden. Partners move a paper token according to the signals. Reveal the route after the final signal and compare endpoints. Swap callers for equal turns; each matching endpoint scores for the shared table. End after every willing guest has called.

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Game night scores

Player	1	2	3	4	5	6	7	8	9	10

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Who is most likely to...?

Set spare cards aside. Read “Who is most likely to...?” and a phrase. Count down aloud and point together; self-votes are allowed. A pick needs at least two votes; if nobody reaches two, there is no pick. Tied leaders share only when each has at least two votes. No points. Passes are welcome. Change readers and end after each guest has read or passed.

1. explain a play using snack bowls
2. make a tiny score display out of paper
3. spot a matching color across the room
4. teach a guest the meaning of a field marking
5. remember where every guest is sitting
6. create a cheer without raising their voice
7. build a paper goal for a table game
8. describe a play using only hand gestures
9. organize a quiet activity during the break
10. find a comfortable seat for a late arrival
11. make a flag out of a folded napkin
12. draw a route on a spare sheet of paper
13. help someone follow the next possession
14. invent a snack sorting game
15. notice a change in the on-screen score first
16. remember which direction the teams are moving
17. suggest a standing stretch between plays
18. make a paper ticket for every guest
19. lead a gentle table-tapping rhythm
20. describe the previous play in a sentence
21. start a friendly color-spotting challenge
22. draw a mascot of their own invention
23. design a homemade pennant for the room
24. keep a list of new sports words
25. offer a quieter seat to a guest
26. make a tiny field using a placemat
27. organize a quick guessing round at the table
28. teach the group a hand signal
29. make room on the table for an activity
30. explain the next game without using a screen

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Game day · spot it together

Mark a new moment as it happens. A row, column, or diagonal wins; no free center. The first confirmed line ends the round. Same-moment lines share the win. No stakes.

A runner changes direction	A guest asks who has possession	The ball is handed to a teammate	Someone gets up to stretch	Someone quietly celebrates a play
The camera shows a field marking	The camera shows the crowd from above	A player returns to the group	Someone invents a silent cheer	A guest offers a chair
The camera shows the whole field	The camera shows players waiting in a row	A guest asks for a quieter volume	A guest spots a familiar team color	Someone refills a snack bowl
Someone leans forward to watch	A guest returns from the kitchen	A kick lands near the boundary	A player walks past a water station	A guest explains a hand signal
Someone folds a paper pennant	A guest notices a color on both benches	A guest recalls a childhood sports moment	A guest notices a replay angle	A guest makes room on the couch

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