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GET OUR 7 DAYS OF LOVE PROGRAM FOR FREE!

Get ready to have a great time learning how to love your spouse! What's that, you already know how? Well, The Dating Divas are here to give you a whole new perspective on delighting your better half with our incredible 7 Days of Love Program... and its absolutely free when you sign up for our newsletter!

Each day, for the next 7 days, you'll get a super-easy and fun way to connect with your spouse. At the end of this week, no matter how well you thought you knew your spouse, you'll have a whole new way of looking at the ways in which they love to be loved!

CLICK HERE TO SIGN UP!









INSTRUCTIONS & GAME GUIDE

Group Date:

SETUP:

SPLIT INTO PAIRS IE. PARTNER A & PARTNER B. EACH PAIR WILL GO UP AGAINST ANOTHER PAIR. GIVE 1 SET OF PASSWORD CARDS (IN THE SAME ORDER!) TO EACH OF THE PLAYER A'S.

GAMEPLAY:

BOTH PARTNER A'S MAY READ THE FIRST PASSWORD TO THEMSELVES BUT ONLY ONE SPEAKS AT A TIME. THE FIRST PARTNER A TO GO MUST GIVE A ONE-WORD CLUE TO THEIR PARTNER B AND HAVE THEM TRY AND GUESS WHAT THE PASSWORD IS. REMEMBER- ONLY ONE CLUE/ONE GUESS PER TURN.

IF THE PASSWORD IS GUESSED CORRECTLY, THAT PAIR GETS THE POINT AND BOTH PAIRS MOVE ON TO THE NEXT PASSWORD IN THE DECK. THE OTHER PAIR NOW GETS TO GO FIRST & THE SAME RULES AS ABOVE APPLY.

*ONCE A PASSWORD HAS BEEN GUESSED, THE ROLE OF CLUE-GIVER AND GUESSER SWITCH IN EACH PAIR IE. IF YOU GUESSED LAST TIME, YOU NOW GET TO GIVE THE CLUE!

IF, AT ANY TIME, A PARTNER B GUESSES INCORRECTLY, PLAY IMMEDIATELY MOVES TO THE NEXT PAIR AND THEY MAY NOW TRY AND GUESS THAT CURRENT PASSWORD. THE SAME ONE CLUE/ONE GUESS RULE APPLIES BUT THAT PARTNER B HAS THE ADVANTAGE OF HAVING HEARD THE PREVIOUSLY OFFERED CLUES/GUESSES. IF THE PASSWORD IS GUESSED CORRECTLY, THEY GET THE POINT. IF NOT, PLAY MOVES BACK AND FORTH BETWEEN PAIRS UNTIL THE CURRENT PASSWORD IS GUESSED.

WHICHEVER PAIR HAS THE MOST POINTS BY THE TIME ALL OF THE PASSWORDS HAVE BEEN GUESSED WINS!



SETUP:

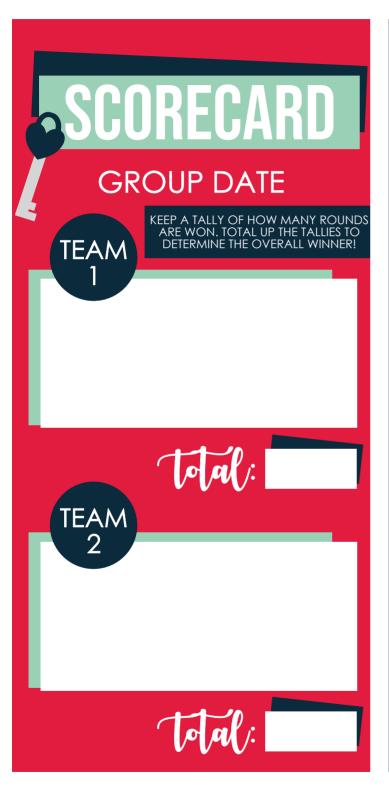
EACH SPOUSE GETS ONE SET OF PASSWORD CARDS THAT ARE DIFFERENT FROM THE OTHER SPOUSE'S. YOU MAY WANT TO UTILIZE THE BLANK PASSWORD CARDS TO MAKE SURE THIS HAPPENS!

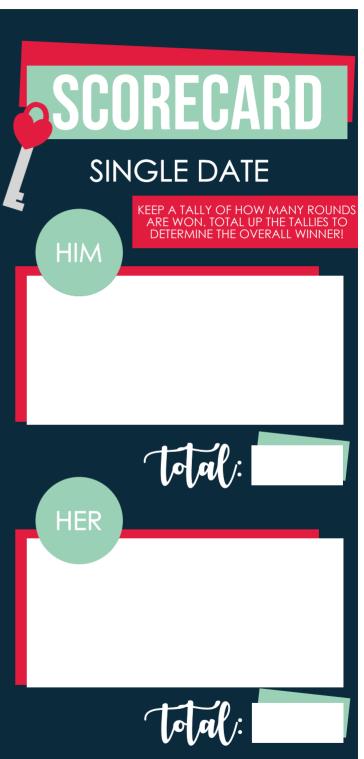
GAMEPLAY:

ALTERNATING TURNS, SPOUSE A WILL SILENTLY READ THE FIRST PASSWORD IN THEIR HAND AND GIVE A ONE-WORD CLUE TO SPOUSE B WHO THEN TRIES TO GUESS THE PASSWORD. IF GUESSED INCORRECTLY, PLAY AUTOMATICALLY MOVES TO SPOUSE B ACTING AS THE CLUE-GIVER AND NO POINTS ARE AWARDED. IF GUESSED CORRECTLY, SPOUSE B GETS A POINT, THEY ARE NOW THE CLUE-GIVER, AND PLAY CONTINUES AS FOLLOWS.

SPOUSE B MUST NOW READ AND HELP SPOUSE A GUESS THE CURRENT PASSWORD IN THEIR HAND. SAME RULES AS ABOVE APPLY.

WHICHEVER SPOUSE HAS ACCUMULATED THE MOST POINTS (ie. MADE THE MOST SUCCESSFUL GUESSES) BY THE TIME ALL OF THE PASSWORDS HAVE BEEN USED WINS!





SCORECARDS



THE PASSWORD IS: MASCOT



THE PASSWORD IS:



THE PASSWORD IS:
BOOTY



THE PASSWORD IS:
BOOTY



HOT DOG



THE PASSWORD IS:



THE PASSWORD IS:
PING PONG



THE PASSWORD IS:
PING PONG



THE PASSWORD IS:

BRA



THE PASSWORD IS:



THE PASSWORD IS:

KARATE



THE PASSWORD IS:

KARATE



THE PASSWORD IS:

ELOPE



THE PASSWORD IS:



THE PASSWORD IS:

MUSTACHE



THE PASSWORD IS:

