

OK Boomer

Object of the Game

Break the stereotype and be the team (or player) who knows the most about their rival generation!

Set Up

There are two ways to play. Team up into two groups based on generations (Old School vs. New School), or if everyone is around the same age, then it's every person for themselves! Shuffle both decks separately. Give each team one score sheet from the score pad and one pencil.

WHO'S OLD SCHOOL? Boomers and Gen X - born before 1980.

WHO'S NEW SCHOOL? Millennials and Gen Z - born in or after 1980.

OLD SCHOOL VS. NEW SCHOOL: Shuffle both decks separately. Teams will read question cards from their School to the opposing team, so hand the shuffled Old School deck to the Old School team and New School deck to the New School team.

Give each team one score sheet from the score pad and one pencil.

ONE SCHOOL ONLY: If you're all the same age, you can still play this game!

Shuffle either the "New School" or "Old School" deck - play with the deck that is the opposite of your School. Hand out one score sheet to each player. You will need to provide your own extra pencils or pens, one for each player!

Playing the Game:

NEW SCHOOL VS. OLD SCHOOL: Old School goes first as Guessers, because let's face it - that's how the world works. A player from the opposite team, now the Reader, draws a card from the appropriate deck and reads it aloud to the Guessers. If the card contains a picture, then the Reader must be sure to cover the answer with their hand and then show it to the Guessers. The Guessers have 30 seconds to discuss amongst themselves before giving an answer. If they guess correctly, the Guessers earn one point and tally it on their score sheet. If they guess incorrectly, nothing happens. The card is discarded and play then passes to the

opposite team. Players within a team can take turns being the Reader or just have one Reader you're all grown-ups, we think you can work something out.

ONE SCHOOL ONLY: The youngest player goes first as the Guesser. The player to the Guesser's right is the Reader. The Reader draws a card and reads it aloud to the Guesser. If the card contains a picture, then the Reader must be sure to cover the answer with their hand and then show it to the Guesser. The Guesser has 30 seconds to give an answer. If they guess correctly, they tally one point on their score sheet. If they guess incorrectly, nothing happens. The card is discarded and play passes to the left.

TIP: Instigate the "close enough" rule at your discretion.

Winning the Game

NEW SCHOOL VS. OLD SCHOOL:

The first team to reach ten points wins!

ONE SCHOOL ONLY:

The first player to reach five points wins!