

## Heiss und fettig



### Material

- No material is needed for this game

### Gameplay

One player names any two trait words to his teammates, for example: "**dangerous**" and "**cute**". The players have to think of an object as quickly as possible to which both property words apply. In our case for **example**: cactus fruit, poisoned chocolates, ... The teammate who first names an item that hits gets a point.

The longer the game goes on, the more imaginative the answers can become. If you want, you can also score the answers based on originality. **Example**: "**red**" and "**wet**" -> washed tomatoes, fire engine in the car wash, tie dipped in red wine, etc.

If no solution is found within 1 minute, the player who gave the trait words gives an answer.

Another **example**: "**hot**" and "**greasy**" -> French fries, freshly fried dog, ...

## Source credits

- **Cover image:** Rainer Sturm / [pixelio.de](https://pixelio.de)
- **Game idea:** Courtesy of [www.spielboerse.ch](https://www.spielboerse.ch) - Game Ideas for Jungschar!