

Diary of a Wimpy Kid Cheese Touch Instructions

Object of the Game: Be the first player to reach the Finish space – without having the Cheese Touch!

Setup: Divide the cards into separate decks and place them, face down, near the game board.

Each player chooses a mover and places it on the Start space on the game board. Each player should grab some scrap paper and a pen or pencil.

The youngest player goes first, then game play moves clockwise. The oldest player starts off with the cheese (which means they have the cheese touch).

Playing the Game: The first player starts by rolling the game die once and moving ahead that many spaces on the game board. Note: all players get to their first space by rolling the game die (this is the only time you will roll the die to move spaces).

After the first round, players will move ahead according to how well they do in the game. The space a player lands on determines what they will do on their next turn.

Who Said What?

If a player lands on this space, take the top “Who Said What” card, turn it over and read the question aloud (example: “If you could be any animal, what would you be?”)

All players – except the player whose turn it is – secretly write down their answer on a piece of paper and hand it to the person whose turn is next. That player mixes then up and reads them all aloud in a random order. The player now tries to match the responses to the people who wrote them.

For every right answer the player gets, he or she moves ahead that many spaces on the board (i.e. four correct guesses = move ahead four spaces on the board).

Cheese Touch Alert: If the player doesn't get any answers right, they get the Cheese Touch.

Do It Like This: The player who lands here takes the top card of this deck and, without looking, gives it to the player whose turn is next. This player secretly looks at the word on the card (example: "Lazily"). The player whose turn it is tells the player with the card to act out the word any way they want (example: "Eat like this"). The player holding the card acts the word out, without talking or making sound effects.

If they guess the word, they move ahead three spaces on the board. If they don't guess the word, the card moves to the next player and that person gets to act out the word next. The player has five tries to guess the word. If they fail to do it in five tries, they get the Cheese Touch.

Yes or No: The player whose turn it is reads the question on the card aloud to the group (example: "Have you ever pretended to be sick to stay home from school?") All of the other players secretly write down their yes-or-no answer on a piece of paper and put it, face down, in front of them. The player now guesses what each player wrote, one by one, and players turn their papers over after each guess. If the player guesses all of the responses right, they get to move as many spaces as there are answering players. If the player gets any answers wrong, they get the Cheese Touch.

Great Minds Think Alike: The player secretly reads the question on the card (example: "What is the worst-tasting vegetable?"). The player now chooses the one player that they think will give the same answer as them and now reads the question aloud. Both players secretly write down their answers and reveal them when they are both ready. If both players answer the same way, they both get to move three spaces on the board. If they don't answer the same way, the player whose turn it is gets the Cheese Touch.

Randomness: In addition to the category spaces on the board, there are Randomness spaces. When a player lands here, they take a card from the deck, read it out loud and follow the directions immediately.

Note: If you are on a Randomness space when your turn comes around again, move up one space and use that space for your turn.

Ending and Winning the Game: A player wins the game if they reach the Finish space, but only if they don't have the Cheese Touch. If the player has the Cheese Touch and lands on the last space, on their next turn, they can pick any category (except Randomness). If they win the challenge, they get rid of the Cheese Touch and win the game. Otherwise, on each turn, they choose another challenge and try again. If another player lands on the Finish space without the Cheese Touch, they win the game.