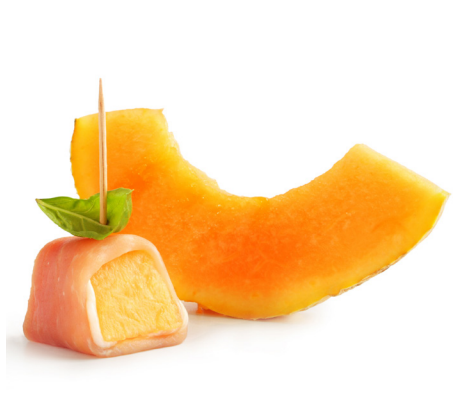


The

Making Merry

Recipe Book



eat

❖prosciutto wrapped melon❖

What you need:

- Fresh melon
- Thinly sliced prosciutto
- Toothpicks



❖caprese❖

What you need:

- Cherry tomatoes
- Fresh basil
- Fresh mozzarella balls (smaller than the cherry tomato)
- Olive oil
- Balsamic vinegar (dark or light)
- Salt & pepper
- Toothpicks



drink

Cranberry Simple Syrup & *Soda Water*



Bring equal parts sugar and organic cranberry juice to a low boil for 2 minutes. Cool and refrigerate in a sealable glass container:

- Variation:
 - Add ginger when making the simple syrup
 - Add star anise when making the simple syrup
- Mix 4 parts soda water to 1 part simple syrup over ice in tumbler glass
- 1 Lemon peel, for garnish

❖champagne cocktail❖



What you need:

- 1 sugar cube
- 2 to 4 dashes Angostura bitters
- Champagne (or other sparkling wine), chilled, to top
- Garnish: lemon twist

❖French 75❖



What you need:

- 1 1/2 oz gin
- 3/4 oz fresh lemon juice
- 3/4 oz simple syrup
- 3 to 4 oz Champagne or other sparkling wine
- 1 Lemon peel, for garnish

make merry



English Crackers

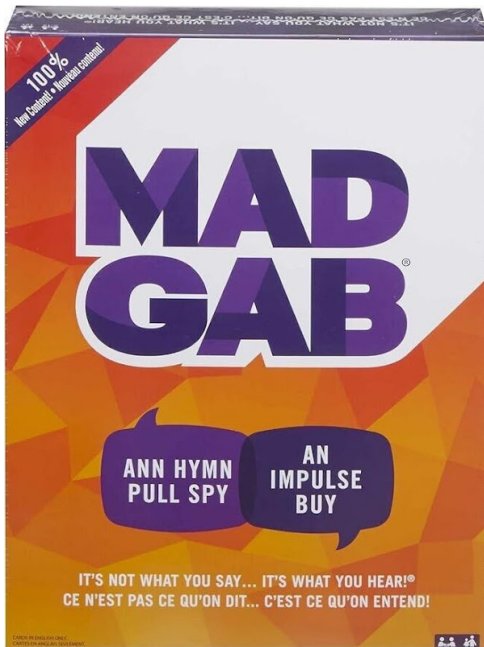
A new spin on an old tradition:

- Open crackers.
- Put on paper crown.
- Take turns reading riddle.
- Use charades rules to help others get the answer to the riddle.



Scavenger Hunt

- Provide a list of things found either on the Christmas tree or an appropriate list for the holidays you celebrate in December.
- Give the list to each kid and they must circle each one they can find in the house.
- For fun, include in the list things that are not in the house to keep them searching.
- Kid with the most circled items gets to sing the song of their choice.



Mad Gab

- One side of the table/room plays the other.
- First side holds up a card for the other side to read aloud.
- Play until the reader recognizes their Mad Gab.
- Switch



Tribond

- One side of the table/room plays the other.
- First side reads the three clues.
- Play until other side figures out the answer.
- Switch



Heads Up

- This is a phone app version of the game where one person holds the phone over their head.
- The phone displays a person/book/movie etc. name.
- Everyone else gives clues without using any words in the answer.
- Person holding the phone must guess the answer.
- Once guessed correctly, rock the phone screen down and back up to show a new name to guess.

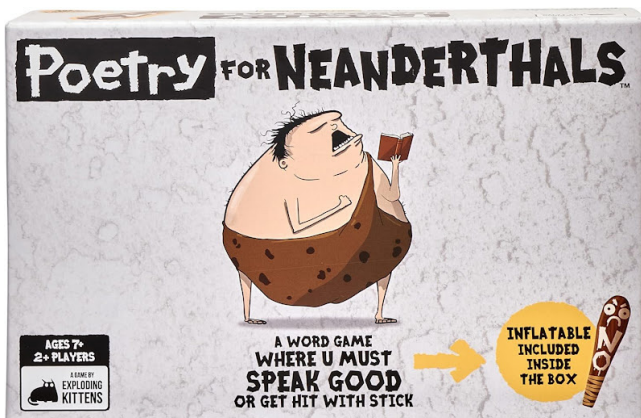


Dolphin Training

- Send the “dolphin” to a soundproof room.
 - Dolphin Trainers choose a simple activity for the Dolphin to learn.
 - When the Dolphin returns, the Dolphin Trainers use no words. Instead, they clap when the Dolphin takes an action that will lead towards the activity.
- Clap when the Dolphin gets close, clap a lot when they get really close, and applaud when the Dolphin gets it.
 - After the applause, the Dolphin must do the activity to prove they know it.

TIPS:

- Examples: Stand on one leg. Spin in a circle. Touch Aunt Doris’ ear-ring. Etc.
- Recommendations: Practice it with a few people in advance if possible. Start with easy activities, and they can get harder as you go.



Poetry for Neanderthals

- Get your primitive friends to guess a word using only one syllable words.
- If you accidentally use words with more than one syllable, the other team will grunt at you as prehistoric punishment.



Portkey

- Tell a holiday memory by describing in detail a location and the objects, people, smells, tastes, sounds, the things about that memory that are vivid to you.
- When the storyteller is done, someone else tells a story that was triggered by something mentioned in the previous story.

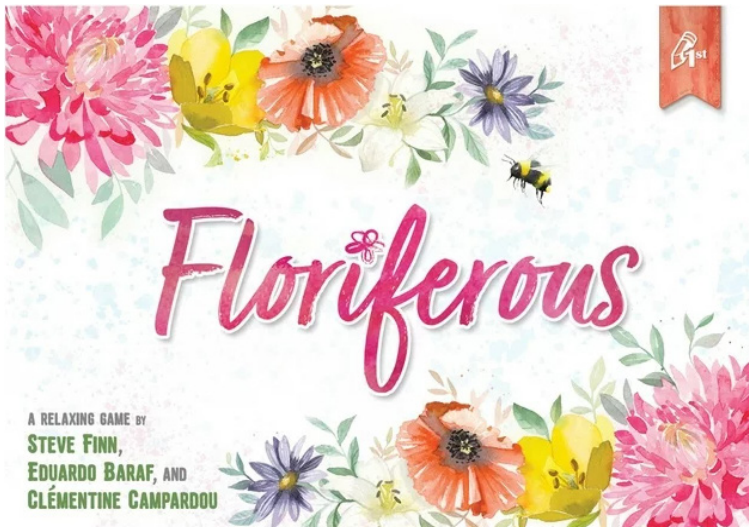


Minister's Cat

- A fun alphabet circle game that requires nothing but timing and wit.
- Random first person starts with an even tempo 4-count clap that everyone mimics.
- Starting with the letter 'A', the first person says to the even tempo 4-count clap, The minister's cat is a fill in

the blank cat.

- For example, The minister's cat is an awesome cat.
- Person to the left of the first person needs to keep cadence and use another word that starts with 'A' to describe the cat.
- This continues around the circle until someone can't think of a word starting with 'A' to describe the cat, or says a word that has already been used.
- Person who flubbed starts the next round with the letter 'B'.
- Play as long as you like-try to get through the alphabet however no pressure.
- Have fun.



Floriferous

- Four groups of 1 to 4.
- A quiet, relaxing game about growing a garden.
- About 20 minutes a round.

This Making Merry Recipe Book is brought to you by:



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