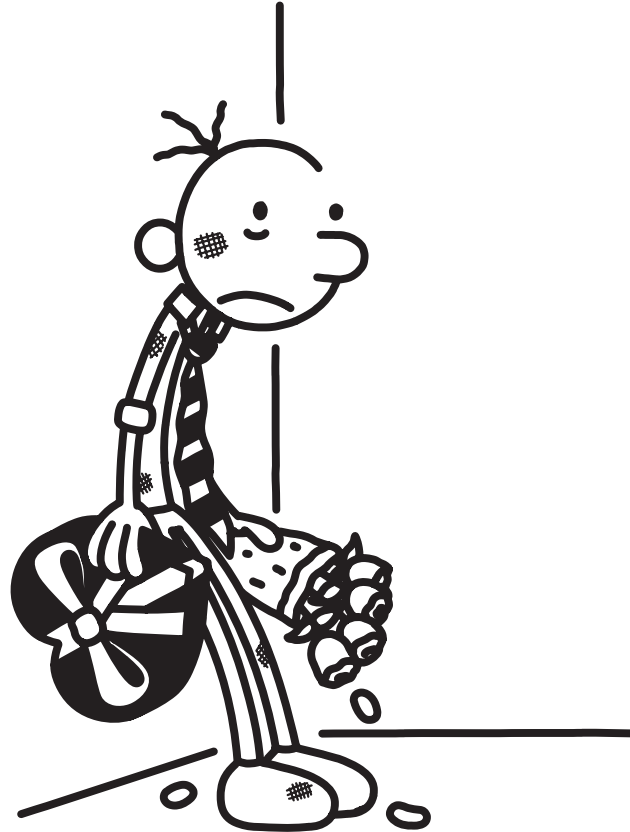


Diary of a Wimpy Kid

THE THIRD WHEEL

EVENT KIT



Thank you for hosting a DIARY OF A WIMPY KID launch party to celebrate the release of the seventh book in the series, *The Third Wheel*. We hope this packet will help you create an event that's fun for everyone—whether the size of your group is four or forty. Please read through the activities on these pages and decide what works for your needs and for the kids who turn out. Thanks again, and have fun!

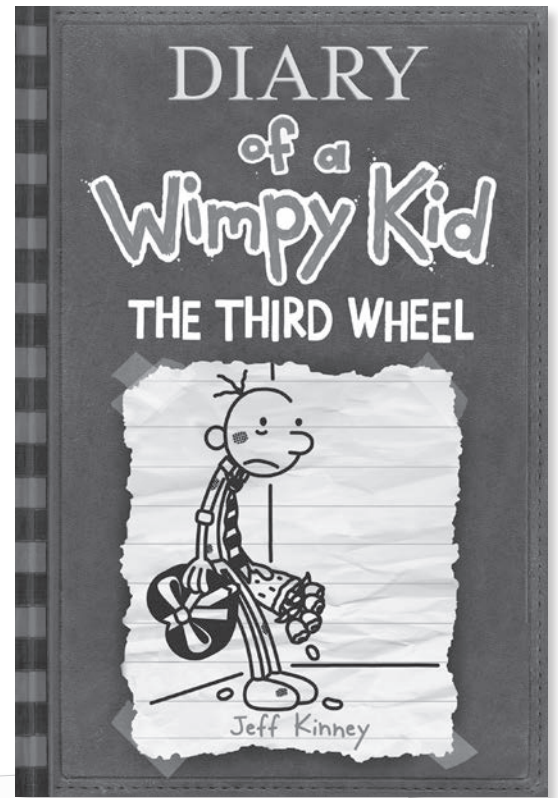
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 **AMULET BOOKS**
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GETTING STARTED

This packet includes a number of suggestions for games and activities that will make a fun event. You'll have to gauge the size and age range of your crowd to determine which of these activities will work best, and put the activities in any order you like. You might want to do only one or two of these, or you might want to do them all.

We'd like to ask that you please kick off the event by reading the following letter from Jeff Kinney to the group.



Hi, everyone!

Thank you so much for coming out to celebrate the launch of "The Third Wheel." I wish I could be there with you in person.

I want to say thanks to each and every person here. You've made "Diary of a Wimpy Kid" a hit, and I want you to know how much I appreciate that.

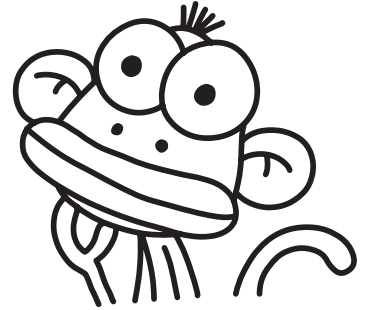
I hope you like the new book! It was a lot of fun to write. I've put together a few activities to help celebrate the release of the new book. I hope you have a good time!

Sincerely,
Jeff Kinney

The **SECRET WORD** Game

SETTING UP:

This game can be played in a group of eight players or fewer. If you have a large group, select random people from the audience to participate, and bring them to the front of the room. If you have a small group, everyone can play. First, cut out the cards on the next three pages. Then, divide the participants into two groups and hand out a stack of cards to each team.



HOW TO PLAY:

One team is selected to go first. A player from that team is designated as the first Reader. The Reader's job is to convey the "secret word" at the top of the card, and to get his or her fellow teammates to guess what the secret word is. The trick is that the Reader is not allowed to use the forbidden words printed on the card. The moderator must look over the Reader's shoulder to make sure he or she doesn't say any of the forbidden words. If the Reader says a forbidden word, they lose a point and must move on to the next card. The Reader has one minute to convey as many secret words as possible. Once the minute expires, the Reader's score is tallied, and the points go to the Reader's team. Then the second team gets a turn. A new Reader is picked every time a team has a new turn. The game ends once everyone has had a turn or once the cards run out.

If the game is played in front of a large group, it would be best for the moderator to write the secret word on an easel that everyone in the audience can see, so as to make it more fun for non-playing participants.

The **SECRET WORD** Game (cards)

SECRET WORD

Fregley

FORBIDDEN WORDS

weird
strange
freckle
glasses
hygiene

SECRET WORD

diary

FORBIDDEN WORDS

book
journal
wimpy
kid
red

SECRET WORD

Joshie

FORBIDDEN WORDS

Rowley
singer
dreams
music
respect

SECRET WORD

Greg

FORBIDDEN WORDS

wimpy
kid
character
Rowley
cover

SECRET WORD

cheese

FORBIDDEN WORDS

Rowley
eat/ate
playground
Swiss
Cheddar

SECRET WORD

mower

FORBIDDEN WORDS

V.I.P.
lawn
service
grass
Greg

SECRET WORD

Halloween

FORBIDDEN WORDS

October
costume
candy
pumpkin
witch

SECRET WORD

Sweetie

FORBIDDEN WORDS

canine
mutt
pet
dog
Dad

SECRET WORD

Holly

FORBIDDEN WORDS

girl
crush
Greg
love
hair

The **SECRET WORD** Game (cards)

SECRET WORD

Manny

FORBIDDEN WORDS

brother

Greg

little

Bubby

three

SECRET WORD

Stealthinator

FORBIDDEN WORDS

Greg

ninja

pictures

locker room

headband

SECRET WORD

book

FORBIDDEN WORDS

paper

wimpy

journal

diary

pages

SECRET WORD

Isabella

FORBIDDEN WORDS

maid

snacks

laundry

notes

Mom

SECRET WORD

Rowley

FORBIDDEN WORDS

friend

Zoo-Wee Mama

Greg

cheese

Joshie

SECRET WORD

Valentine

FORBIDDEN WORDS

card

heart

February

holiday

note

SECRET WORD

Bubby

FORBIDDEN WORDS

Manny

nickname

Greg

play

little

SECRET WORD

headgear

FORBIDDEN WORDS

Greg

dentist

overbite

teeth

pamphlet

SECRET WORD

Alfredo

FORBIDDEN WORDS

doll

lost

Greg

grapefruit

baby

The **SECRET WORD** Game (cards)

SECRET WORD

Gammie

FORBIDDEN WORDS

reunion
grandma/grandmother
letters
Heffley
Greg

SECRET WORD

wrestling

FORBIDDEN WORDS

WWE
pin
gym
Patty
Greg

SECRET WORD

Rodrick

FORBIDDEN WORDS

brother
Löded Diper
band
drummer
van

SECRET WORD

cartoon

FORBIDDEN WORDS

comic
character
drawing
bubble
illustration

SECRET WORD

Ploopy

FORBIDDEN WORDS

Manny
Greg
Mom
word
name

SECRET WORD

Easter

FORBIDDEN WORDS

holiday
bunny
chocolate
egg
Gammie

SECRET WORD

soccer

FORBIDDEN WORDS

game
ball
play
goal
sport

SECRET WORD

Thanksgiving

FORBIDDEN WORDS

holiday
turkey
family
November
eat

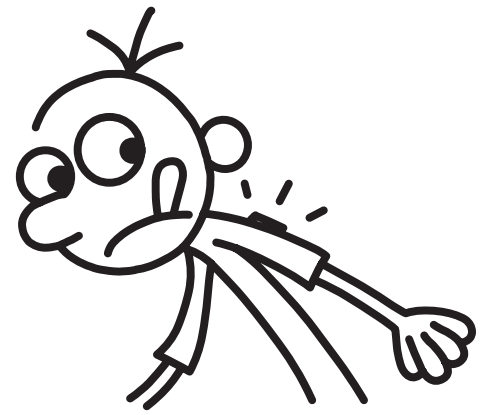
SECRET WORD

Drummies

FORBIDDEN WORDS

chicken
frozen
bazaar
Greg
cheap

The NAME TAG Game



SETTING UP:

Cut out the name tags below and tape one name tag on the back of each player. Players should not be told what it says on their name tag. Please photocopy this page if you have a larger group.

HOW TO PLAY:

The object of the game is for players to go around the room and talk to one another, trying to figure out which book character they've been assigned. The player can ask Yes or No questions to figure out who they are. (For example, "Am I best friends with Rowley?") When a player discovers who they are, they can step out of the game. The goal is to not be the last person remaining.

EASY	MEDIUM	HARD
Greg	Gramma	Leland
Rowley	Collin	Mamadou
Manny	Ward	Scotty
Rodrick	Bill	Uncle Joe
Frank (Dad)	Rowley's Dad	Uncle Charlie
Susan (Mom)	Chirag	Joshie
Fregley	Patty Farrell	Alex Aruda
Grampa	Holly Hills	Isabella

The WIMPY KID Expert Game

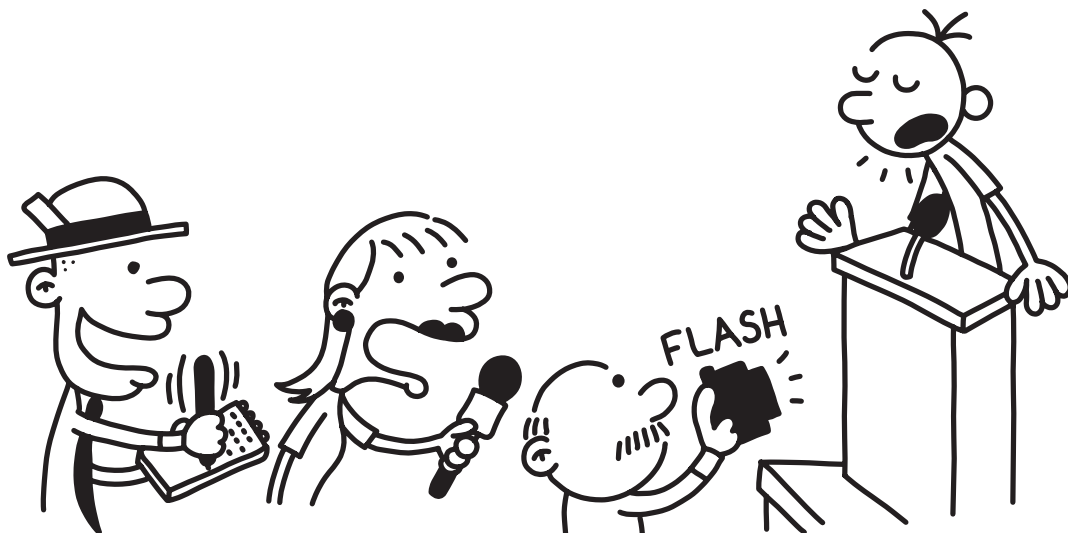
HOW TO PLAY:

A person from the audience who claims to know everything about the Wimpy Kid books is picked to come to the front of the room. They will face off against the crowd in a trivia game, which will prove whether or not the “expert” is indeed the most knowledgeable fan in the audience.

Everyone in the audience who wants to participate will stand up. Everyone else will remain seated. The audience and expert will be asked a series of true/false questions from the list on the next page. If the players in the audience think the answer to a given question is true, they will place a coin in their right hand and close it. If they think the answer to the question is false, their right hand will be empty.

The expert reveals his or her answer. At the count of three, everyone will open their right hand, revealing their answer. If the expert is incorrect, he or she will be eliminated from the game, and a new expert, drawn from the audience members, who are still standing, will be invited to the front of the room.

All players in the audience who answer incorrectly are out of the game, and they have to sit down. If the expert is correct, he or she will keep playing. If the expert outlasts everyone in the audience, he or she wins the game.



The “WIMPY KID”

Expert Game (questions)

- Greg and Rowley’s haunted house poster promises live barracudas. (*false*)
- Rodrick writes a poem called “A Thousand Years Ago.” (*false*)
- Greg thinks moose evolved from birds. (*true*)
- Greg writes about a monkey named Robby. (*false*)
- Mom goes to a Beauty Salon called Bombshells. (*true*)
- Bill Walter was named “Most Likely to Succeed” in the yearbook. (*false*)
- Rowley got really sick riding the Cranium Shaker. (*false*)
- Dad tells Manny he needs to watch out for the “Potty Monster.” (*false*)
- Greg and Rowley play Magick and Monsters with Leland. (*true*)
- Fregley lives at the top of the hill. (*false*)
- Manny was the flower boy at Uncle Gary’s fourth wedding. (*true*)
- The Snellas want to win the grand prize on “America’s Funniest Families.” (*true*)
- Greg wants to name his soccer team the “Twisted Wizards.” (*true*)
- Uncle Gary’s first wife is named Linda. (*true*)
- Heather Hills signs Greg’s yearbook, “K.I.T.” (*false*)
- Greg’s pen pal is named Mamadou. (*true*)
- Mom reads Manny a book called *Sleepy Bear*. (*false*)
- Mom has a TeddyCuddles bumper sticker on her car. (*false*)
- Greg’s thank-you note is addressed to Aunt Linda. (*false*)
- “Wacky Dawg” is written by Bryan Little. (*true*)
- Greg’s Net Kritterz pet is named Tiger. (*false*)
- Marty Porter is running for school secretary. (*false*)
- Frank Heffley had black hair as a kid. (*false*)
- Preston Mudd wins Athlete of the Week. (*false*)

The SHAME Game

HOW TO PLAY:

Everyone in attendance (even adults) stands up. The moderator reads the below statements. After each statement is read, the people for whom the statement is not true sit down. The winner is the last person (or people) standing.



I've read a book with no pictures in it.

I've pretended to be sick to stay home from school.

I don't know how to skip.

I've eaten fast food more than once in a day.

I learned how to tie my shoes after the second grade.

I've picked my nose without getting caught.

I've peeked at my neighbor's paper during a test in school.

I've gone more than three days without bathing.

I've never mailed a letter.

I've used a porta-potty.

I've listened to music with a Parental Warning sticker on it.

I've done a report on a book I haven't finished or even read.

I've had to change someone's diaper.

I've gotten a letter from a pen pal and I never wrote back.

I've been bitten by a person.

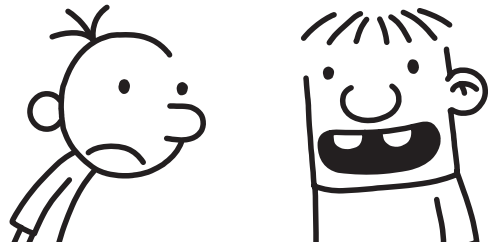
I've bitten someone.

I didn't really wanna play this game.

The HOW-WELL-DO-YOU-KNOW-YOUR-FRIEND? Game

SETTING UP:

Randomly select five pairs of friends or siblings from the audience, and have each pair sit or stand at the front of the room. You'll need a pen and a piece of paper to record answers.



HOW TO PLAY:

This game is based on the *Newlyweds* game show. First, send the the oldest kid of each pair out of the room or away from the action. Each kid will be asked four questions about their friend or sibling. The moderator records the answers on a piece of paper. The other kids are brought back in once the questions have been answered. Points are awarded for each correct answer.

Next, the younger kids are sent out of the room, and their older friends or siblings are asked questions about their partner. The younger kids are brought back in after the questions have been answered. Again, points are awarded for each correct answer. The team with the most points wins!

QUESTIONS: ROUND 1

- ★ Has your friend/sibling ever fallen out of bed in the middle of the night?
- ★ What was the last movie your friend/sibling saw?
- ★ Who is your friend's/sibling's least-favorite band?
- ★ What's the one word your friend/sibling would use to describe you?

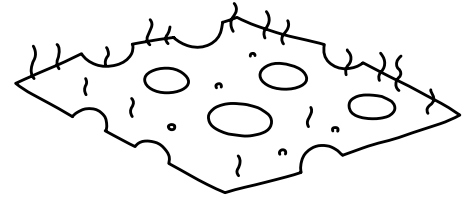
QUESTIONS: ROUND 2

- ★ Has your friend/sibling ever faked being sick to stay home from school?
- ★ What is your friend/sibling saving up for?
- ★ What is your friend's/sibling's greatest fear?
- ★ What's the one word your friend/sibling would use to describe him-/herself?

The CHEESE TOUCH Game

WHAT YOU'LL NEED:

A small piece of paper or Post-it Note for everyone who wants to play, and a hat or bowl.



SETTING UP:

Draw a small piece of Swiss cheese on a single slip of paper. Fold all of the little slips of paper in half.

GROUP SIZE:

Best for a group of ten to twenty. If you have more than that many kids at the event, it might be best to break them up into smaller groups.

HOW TO PLAY:

Players sit in a circle, facing one another. Each player takes a slip of paper out of the hat or bowl. Everyone unfolds their piece of paper and looks at it privately. The player who gets the picture of the cheese has the Cheese Touch, but this must be kept a secret.

The object of the game is for the person with the Cheese Touch to pass it along to as many other people as possible. The person with the Cheese Touch does this by winking at a "victim." When a "victim" is winked at, they have to silently count to five, and then announce to the group that they have the Cheese Touch. That person is now out of the game.

The other players are trying to catch the person who has the Cheese Touch in the act of winking. If a player catches the person who has the Cheese Touch, the game is over. Tally up the number of "victims" the person with the Cheese Touch successfully knocked out.

When the game is over, the slips of paper are collected again and put back in the hat or bowl, and players draw again. This game should be played in three or four rounds. The winner can be either the person who passed the Cheese Touch to the greatest number of people, or the person who caught more than one "winker" in the act.