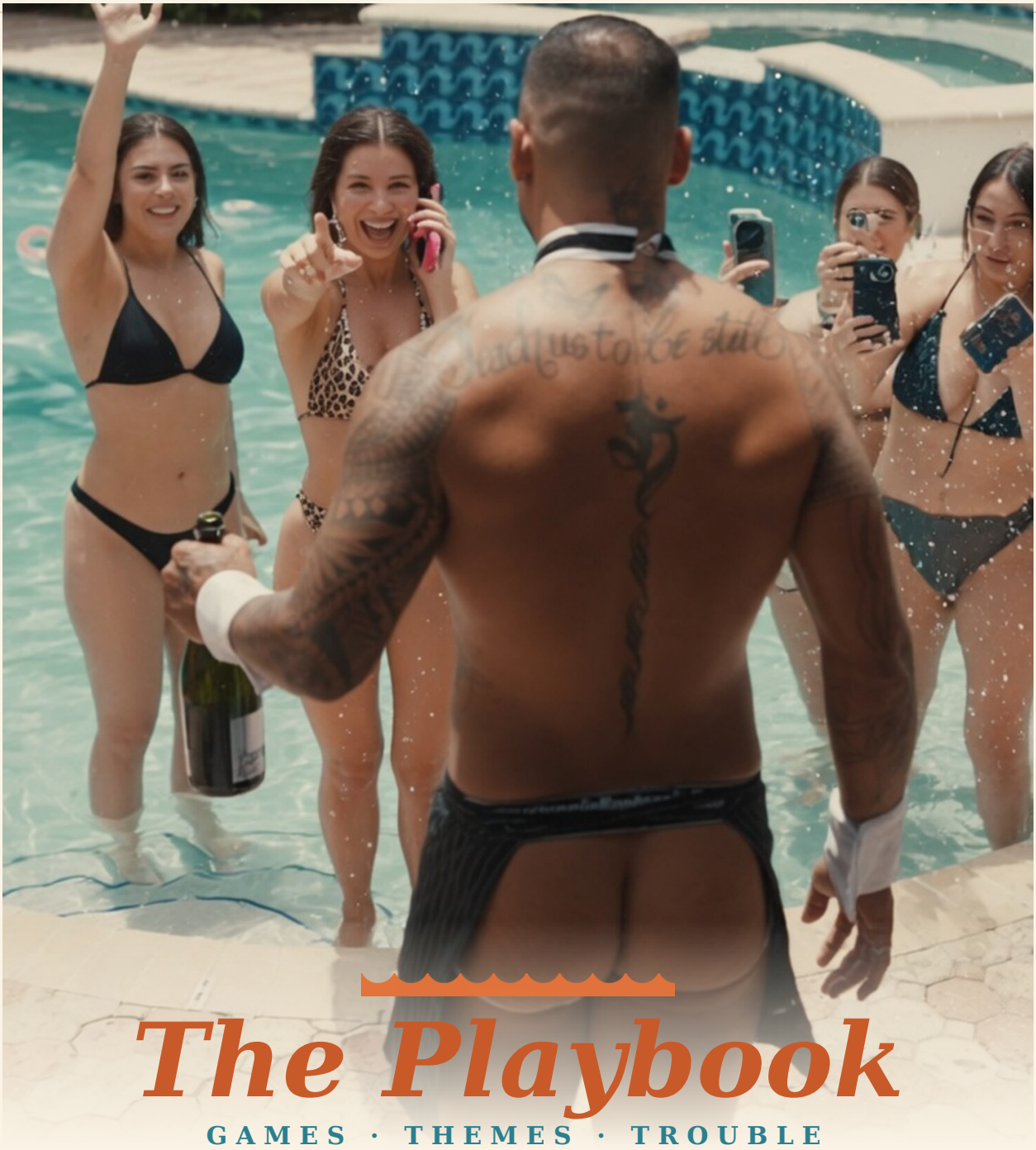

The Playbook

GAMES · THEMES · TROUBLE

"We make it impossible for boring parties to happen."

THE CHEEKY BUTLERS · BACHELORETTE · THE RIVIERA EDIT

The Bachelorette Games

Spice: ● mild ●● medium ●●● wild

THE PERFECT PIECE

“This is the part of the weekend everyone screenshots.”

1. My Type on Paper ● LOVE ISLAND · WARM-UP

4–15 PLAYERS · PAPER, PENS

Everyone secretly writes the bride's “type on paper” — three traits she claims she goes for. Flip the page: three that describe the man she actually married. Read them out, no names, and vote on the funniest gap between fantasy and reality.

Butler Move — he reads them in his best smoldering-narrator voice, and notes which traits he happens to have.

2. Mr. & Mrs. — The Groom Test ● WARM-UP

ANY PLAYERS · 10 QS TEXTED TO THE GROOM

Text the groom ten questions beforehand. At the party the bride guesses his answers out loud. Every miss is a sip; every match earns her a dare to hand to someone.

Butler Move — he reads the groom's real answers back in a terrible impression of the groom. It gets worse every round.

3. Will You Accept This Rose? ● THE CEREMONY

4–20 PLAYERS · A FEW FAKE ROSES

The bride is the lead. She gives a rose to each friend, one at a time, and says why — roast and love both count. Last rose standing takes a dare. No rose? You're going home… to get the next round.

Butler Move — he hosts the ceremony, rose in hand, dead serious, and walks each “eliminated” guest to the bar.

4. Red Flag, Green Flag ●● THE DEBRIEF

4–20 PLAYERS · A DRINK

Someone reads a dating scenario — “texts back in four seconds,” “still friends with every ex,” “owns a reptile.” On three, everyone throws a red flag or a green flag. Minority vote drinks or takes a dare. Keep it fast — the arguments are the game.

Butler Move — he judges every tie, and throws his own flag last, slowly, so the whole room watches.

5. I Burn For You ●● BRIDGERTON

4–15 PLAYERS · NOTHING

Regency rules. Each guest wins the butler's heart with the most dramatic period compliment they can manage (“You are the cruelest diamond of the season…”). Worst delivery drinks; best one earns a slow lap of the room on his arm.

Butler Move — he plays the brooding suitor, hand on heart, and picks the winner with one devastating bow.

The Bachelorette Games — continued

6. Dirty Pictionary — Honeymoon Edition TEAMS ●●

6–20 PLAYERS · PAPER, PENS, TIMER

Two teams, honeymoon-themed words, 60 seconds a turn. Agree the word list first so nobody's blindsided. Every correct guess earns the winning team one move from the butler — a spin, a flex, his choice.

Butler Move — he draws the ones nobody else will, and pays out the moves the winning team earns.

7. Spin the Butler PEAK ●●●

6–15 PLAYERS · A BOTTLE, A SPEAKER

Circle up, butler in the middle. Spin the bottle — whoever it lands on gets a dare with the butler, chosen by whoever spun last. Then they spin. Set the ceiling before you start; he never goes past it.

Butler Move — this is his whole world — he keeps it moving and pulls it back the second the room needs it.

8. Recoupling LOVE ISLAND ●●●

6–16 PLAYERS · SPEAKER, CHAIRS

“I've got a text.” Chairs in a circle, one fewer than players, butler outside. Music plays, everyone circles; when it stops, grab a seat. Whoever's left recouples — escorted to the middle for a group-chosen dare, then back in.

Butler Move — he reads the “text” out loud (“Tonight, the villa gets a little cheekier…”) and does the recoupling with full drama.

9. Body Shots — Magic Mike Finale PEAK ●●●

ANY PLAYERS · TEQUILA, LIMES, SALT, A TOWEL

The classic, done the Cheeky way. Lime, salt, shot — the traditional way, off the butler. Blindfold optional. Keep water and a towel nearby, because somebody always misses.

Butler Move — he sets the stage, counts it in, and makes even the shy one the main character for ten seconds.

10. Find the Garter THE FINALE ●●●

6–15 PLAYERS · THREE GARTERS + A BLINDFOLD

Blindfold the bride, sit her in the middle. Three friends hide three garters on the butler. She finds all three by hand while the room shouts hot or cold. Loudest five minutes of the night.

Butler Move — he stands very, very still. Mostly. And keeps the hot/cold honest.

THE PERFECT PIECE

“Want someone to run every one of these? That’s the whole job.”

THE CHEEKY BUTLERS · DIVORCE PARTY · THE RIVIERA EDIT

The Divorce Party Games

Spice: ● mild ●● medium ●●● wild

THE PERFECT PIECE

“Round two is better, and everyone knows it.”

1. Never Again Will I Ever ● WARM-UP

ANY PLAYERS · A DRINK

Never Have I Ever, rewritten for freedom. Someone reads a “never again will I…” prompt (“explain myself to an in-law group chat”). Anyone swearing it off for good takes a drink. The stories write themselves.

Butler Move — he brings the prompts the group's too polite to write, and refills between rounds.

2. To the Left ● BEYONCÉ

4–20 PLAYERS · NOTHING

Go round the room. Each person names one thing she's packing up “to the left” — the couch, the playlist, the mother-in-law's casserole dish. Funniest box-up wins her a fresh drink.

Butler Move — he does the carrying, miming each item out the door with full ceremony.

3. The Petty Awards ● AWARDS NIGHT

ANY PLAYERS · PAPER FOR “TROPHIES”

Hand out mock titles: Most Dramatic Ex-In-Law, Best Group-Chat Receipts, Worst Haircut Era. Each winner gives a ten-second acceptance speech. Keep it moving; the speeches are the game.

Butler Move — he plays host of the ceremony and presents every “trophy” like it's the Oscars.

4. Red Flags Rewind ●● THE DEBRIEF

4–20 PLAYERS · A DRINK

Everyone names one red flag they spotted early and ignored — hers or an ex's, no names needed. The group rates each one “how did we miss it” out of ten. Worst miss takes the first dare.

Butler Move — he's the judge, crowns the winner, and declares the case officially closed.

5. Rate the Ex-cuses ●● RECEIPTS

4–20 PLAYERS · NOTHING

Everyone shares the worst excuse they've ever heard from an ex (“my phone died for a week”). No names. The group scores each one out of ten. Highest score drinks for being too believable.

Butler Move — he reads the top three back in a courtroom voice and hands down the verdict.

The Divorce Party Games — continued

6. Pin the Tail on the Ex THE CLASSIC

●●

4–15 PLAYERS · A POSTER + BLINDFOLD

The parody we all deserve. Blindfold, spin, and pin — on a poster, not a person. Closest to the target wins; everyone else gets the photos.

Butler Move — he spins the blindfolded player and keeps the "hot/cold" gloriously unhelpful.

7. Stick or Twist LOVE ISLAND

●●

4–16 PLAYERS · NOTHING

Rapid-fire. Someone reads a dating scenario; on three, everyone calls "stick" or "twist." Minority takes a dare. It's the fastest way to find out who in the room is still a romantic.

Butler Move — he reads the scenarios and takes the dare himself whenever the room ties.

8. Burn the List CATHARSIS

●

ANY PLAYERS · A FIRE BOWL, OUTDOORS

Everyone writes one thing she's leaving behind — the ex's playlist, the terrible couch — on a strip of paper and drops it in a fire bowl, safely and outside. Short, a little emotional, very satisfying.

Butler Move — he lights it, then hands her a fresh drink for the new chapter.

9. Spin the Butler PEAK

●●●

6–15 PLAYERS · A BOTTLE, A SPEAKER

Circle up, butler in the middle. Spin — whoever it lands on gets a dare with the butler, chosen by whoever spun last. Set the ceiling first; he never goes past it.

Butler Move — he keeps it fun, keeps it moving, and reads the room the whole way.

10. Sink the Ex THE FINALE

●●●

POOL OR NOT · A STRONG BUTLER

Everyone names one thing about the ex that's "going in the pool." Then she goes in — carried by the butler — to mark the fresh start. No pool? A dramatic couch-drop does the job.

Butler Move — he does the carrying. She does the screaming.

THE PERFECT PIECE

"New chapter. Much louder party."

THE CHEEKY BUTLERS · BIRTHDAY · THE RIVIERA EDIT

The Birthday Games

Spice: ● mild ●● medium ●●● wild

THE PERFECT PIECE

“It’s her year. Hand her the spotlight.”

1. Through the Years TRIVIA · WARM-UP ●

ANY PLAYERS · PREPARED QUESTIONS

Trivia about the birthday girl, one round per decade of her life. Teams compete; she plays judge and settles every dispute. The “which era was this” photos are half the fun.

Butler Move — he writes the questions with her best friend, so nothing is off-limits.

2. Most Likely To WARM-UP ●

4–20 PLAYERS · A DRINK

Read a prompt — “most likely to text an ex at 2am,” “most likely to cry at a commercial” — and everyone points. Most votes drinks or takes a small forfeit. Fast and merciless.

Butler Move — he picks the prompts and keeps the pointing moving before anyone can argue.

3. Two Truths and a Lie — Her Era ICEBREAKER ●

4–15 PLAYERS · NOTHING

She tells two truths and a lie about her life. If the room guesses the lie, she drinks; if they're wrong, they all do. A sneaky-good way to hear stories nobody knew.

Butler Move — he keeps score and calls out the most outrageous “truth” of the night.

4. Decade Playlist Roulette NAME THAT TUNE ●

ANY PLAYERS · A SPEAKER

Shuffle songs from the year she turned sixteen. First to name the track sets a dare for the room. Lean into one artist's whole catalog if your group has a favorite — the arguments are the point.

Butler Move — he pops the champagne for every correct answer.

5. Hot Ones — Birthday Edition HOT ONES ●●

4–12 PLAYERS · WINGS + A HOT-SAUCE LADDER

A sauce ladder from mild to brutal. Each level, the birthday girl answers one personal question before she can drink water. Tap out early and the room picks your dare.

Butler Move — he plays interviewer, straight-faced, and lines up the milk for when it all goes wrong.

The Birthday Games — continued

6. Red Flag, Green Flag THE DEBRIEF ●●

4–20 PLAYERS · A DRINK

Someone reads a dating scenario; on three, everyone throws a red flag or a green flag. Minority drinks or takes a dare. Keep them fast — the arguments are the game.

Butler Move — he judges every tie and throws his own flag last, slowly.

7. The Burn Book — Nice Edition MEAN GIRLS ●

ANY PLAYERS · PAPER

Everyone writes an anonymous compliment about the birthday girl — a "burn," but make it sweet. She reads each aloud and guesses who wrote it. Gets soft fast, in a good way.

Butler Move — he reads the funniest one in a full "on Wednesdays we wear pink" voice.

8. Birthday Lifts PEAK ●●●

A STRONG BUTLER · FLOOR SPACE

One lift for every decade of her life. The group counts out loud and the camera rolls. Simple, ridiculous, extremely postable.

Butler Move — he does the lifting. She just has to hold on.

9. Spin the Butler PEAK ●●●

6–15 PLAYERS · A BOTTLE, A SPEAKER

Circle up, butler in the middle. Spin — whoever it lands on gets a dare with the butler, chosen by whoever spun last. Set the ceiling first; he never goes past it.

Butler Move — he keeps it fun and pulls it back the second the room needs it.

10. Body Shots — Birthday Countdown THE FINALE ●●●

ANY PLAYERS · TEQUILA, LIMES, SALT, A TOWEL

One shot per decade, taken off the butler the traditional way. Blindfold optional. Water and a towel on standby, because somebody always misses.

Butler Move — he counts down the decades and makes each one a moment.

THE PERFECT PIECE

"The gift she didn't see coming."

THE CHEEKY BUTLERS · BABY SHOWER · THE RIVIERA EDIT

The Baby Shower Games

Spice: ● mild ●● medium ●●● wild

THE PERFECT PIECE

“Sweet, silly, and suitable for grandma.”

1. Who Knows Mom Best? TRIVIA · THE FAVORITE ●

ANY PLAYERS · PREPARED QUESTIONS

The crowd favorite. Quiz the guests on mom-to-be — her cravings, her due date guess, her first concert. Most right answers wins. Warm, competitive, zero props beyond a list.

Butler Move — he reads the questions and keeps score with a straight, very serious face.

2. Guess the Bump WARM-UP ●

ANY PLAYERS · A BALL OF STRING, SCISSORS

Everyone cuts a length of string they think wraps exactly around the bump. Closest wins a prize; furthest off pours the next round. Quick and always funnier than it should be.

Butler Move — he measures each guess against the bump with total ceremony.

3. Baby Shower Bingo GIFT-OPENING ●

ANY PLAYERS · BLANK BINGO CARDS

Before gifts, everyone fills a card with what they think she'll unwrap. Mark them off as she opens. First to a line shouts bingo — keeps the gift portion from ever dragging.

Butler Move — he hands out the cards and calls “bingo” checks between presents.

4. Name That Lullaby NAME THAT TUNE ●

ANY PLAYERS · A SPEAKER

Play nursery rhymes as slowed-down, dramatic pop songs. First to name the real tune wins the round. Surprisingly hard after two mimosas.

Butler Move — he runs the speaker and the scoreboard.

5. Celebrity Baby Name Game POP CULTURE ●

ANY PLAYERS · A PRINTED LIST

Match the wild celebrity baby name to the right famous parent. Half the room won't believe they're real. Great icebreaker for guests who don't know each other.

Butler Move — he reads each name aloud like it's completely normal.

The Baby Shower Games — continued

6. Guess the Baby Food TASTE TEST

ANY PLAYERS · UNLABELED JARS, SPOONS

Taste unlabeled baby-food jars and guess the flavor. Cheap, reliably funny, and the faces are the entertainment.

Butler Move — he serves each jar on a silver tray like it's fine dining.

7. Don't Say “Baby” ALL AFTERNOON

ANY PLAYERS · CLOTHESPINS

Everyone gets a clothespin. Say the word “baby” and whoever catches you takes your pin. Most pins at the end wins. Runs quietly in the background all party.

Butler Move — he keeps a pin himself and polices the room with a raised eyebrow.

8. Mocktail Bar Battle THE BAR

ANY PLAYERS · MOCKTAIL INGREDIENTS

The butler mixes mocktails; guests name each one after a baby name. Mom-to-be crowns the winner. Everyone drinks something pretty either way.

Butler Move — he makes them look as good as the real thing, garnish and all.

9. Baby Photo Match THE SWEET ONE

ANY PLAYERS · EVERYONE'S BABY PHOTO

Guests send a baby photo beforehand. Match each photo to the guest. Ends in a room full of “no way that's you.”

Butler Move — he collects the photos and plays host for the big reveal.

10. Dad-Joke-Off THE FINALE

ANY PLAYERS · NOTHING

Everyone's best (worst) dad joke, bracket-style. Mom judges. Winner gets first slice of cake. A warm, groan-filled way to close.

Butler Move — he delivers one so bad it somehow wins the room.

THE PERFECT PIECE

“Let mom actually enjoy her shower.”

THE CHEEKY BUTLERS · POOL PARTY · THE RIVIERA EDIT

The Pool Party Games

Spice: ● mild ●● medium ●●● wild

THE PERFECT PIECE

“Sun’s out. The deck is handled.”

1. Floatie Relay — IN THE WATER ●

2 TEAMS · INFLATABLES

Two teams, one lap each on a pool floatie. Fall off and you start again. Chaotic, fast, and excellent footage every single time.

Butler Move — he hands out a cold drink at the finish line to whoever survives.

2. Marco Polo — Adult Rules — THE CLASSIC ●●

4–15 PLAYERS · THE POOL

Classic Marco Polo, but every tag is a sip. The pool empties faster than you'd think. Blindfold optional for the brave.

Butler Move — he referees from the deck and keeps score — poorly, on purpose.

3. Cannonball Scoring — SPLASH JUDGING ●

ANY PLAYERS · THE DEEP END

Everyone jumps; everyone scores every jump out of ten. Biggest splash wins. Technique optional, commitment mandatory.

Butler Move — he's the judge — and he can absolutely be bribed with a mimosa.

4. Chicken Fight — ON THE SHOULDERS ●●

PAIRS · THE POOL

Pairs on shoulders, last duo standing wins. Dignity optional. The cabana boy makes an excellent (and very tall) pair of shoulders.

Butler Move — he's available as a pair of shoulders — winning team's choice.

5. White Lotus — Guess the Drama — POP CULTURE ●

4–20 PLAYERS · NOTHING

Resort rules. Everyone secretly predicts who on this trip is “most likely to cause the drama,” “most likely to befriend a stranger,” “most likely to lose a sandal.” Reveal and score. Nobody's safe.

Butler Move — he reads the categories like a very serious resort concierge.

The Pool Party Games — continued

6. Mimosa Pong ●●
THE DECK

2 TEAMS · CUPS, A BALL

Beer pong, poolside, with mimosas instead. Sink a cup, the other team drinks. Shade and sunscreen strongly advised.

Butler Move — he re-pours the table and keeps the bubbles coming between rounds.

7. Wet Pictionary ●●
TEAMS

6–20 PLAYERS · A WIPE-CLEAN BOARD

Two teams, summer- and honeymoon-themed words, 60 seconds a turn, drawn on a poolside board. Every correct guess earns a move from the cabana boy.

Butler Move — he draws the ones nobody else will and pays out the winning team's moves.

8. Sunscreen Service ●●
CHEEKY

ANY PLAYERS · SUNSCREEN

The cabana boy does the sunscreen round for the group. Where he's allowed to apply is one group dare, agreed out loud before he starts — classy to cheeky, your call.

Butler Move — he does the round with total professionalism and a very good forearm.

9. Spin the Cabana Boy ●●●
PEAK

6–15 PLAYERS · A BOTTLE, A SPEAKER

Circle up on the deck, cabana boy in the middle. Spin — whoever it lands on gets a dare with him, chosen by whoever spun last. Set the ceiling first; he never goes past it.

Butler Move — this is his whole world — he keeps it moving and reads the room.

10. Cabana Body Shots ●●●
THE FINALE

ANY PLAYERS · TEQUILA, LIMES, SALT, A TOWEL

Poolside body shots off the cabana boy, the traditional way. Blindfold optional. Towel on standby, because somebody always misses.

Butler Move — he sets the stage and makes even the shy one the main character for ten seconds.

THE PERFECT PIECE

“Cabana boys, cold drinks, zero effort.”