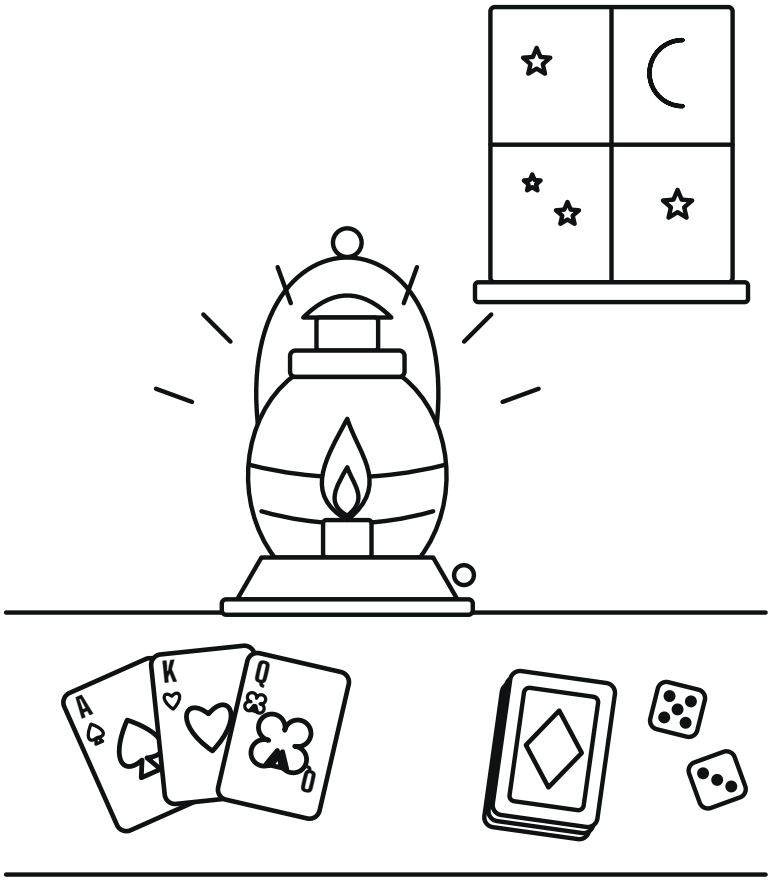
THE LIGHTS OUT FUN PACK

For the night the power is out, or any night you want it to be. Light a lantern, clear the table and put the phones in a drawer. Everything in here needs a pencil, a few crayons and the people already in the room.



TWO CROSSWORDS
"Lights Out" and "This Year"

A WORD SEARCH
Things that work without Wi-Fi

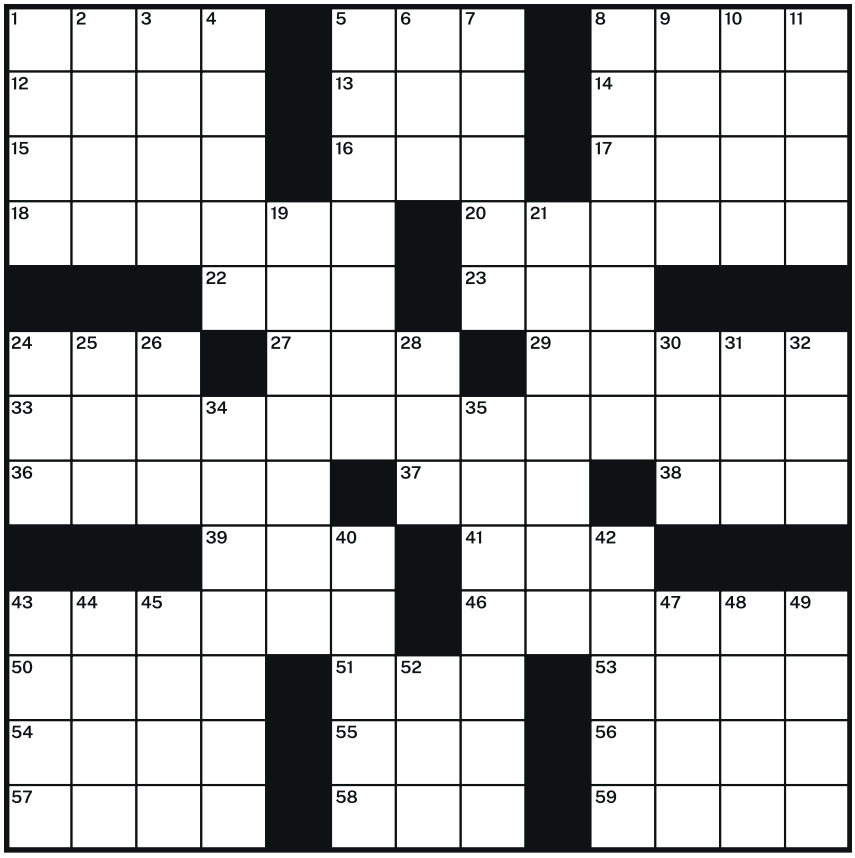
SIX COLORING PAGES
Lantern light, campfire, window seat, game night, night sky, garden

PAPER GAMES
Dots and Boxes, Tic-Tac-Toe, Guess the Word, 20 Questions, Family Trivia

ANSWERS
On the page before the back cover, upside down

LIGHTS OUT

Thirteen squares a side, like a weekday paper puzzle. The long answer across the middle is the reason this pack exists.



ACROSS

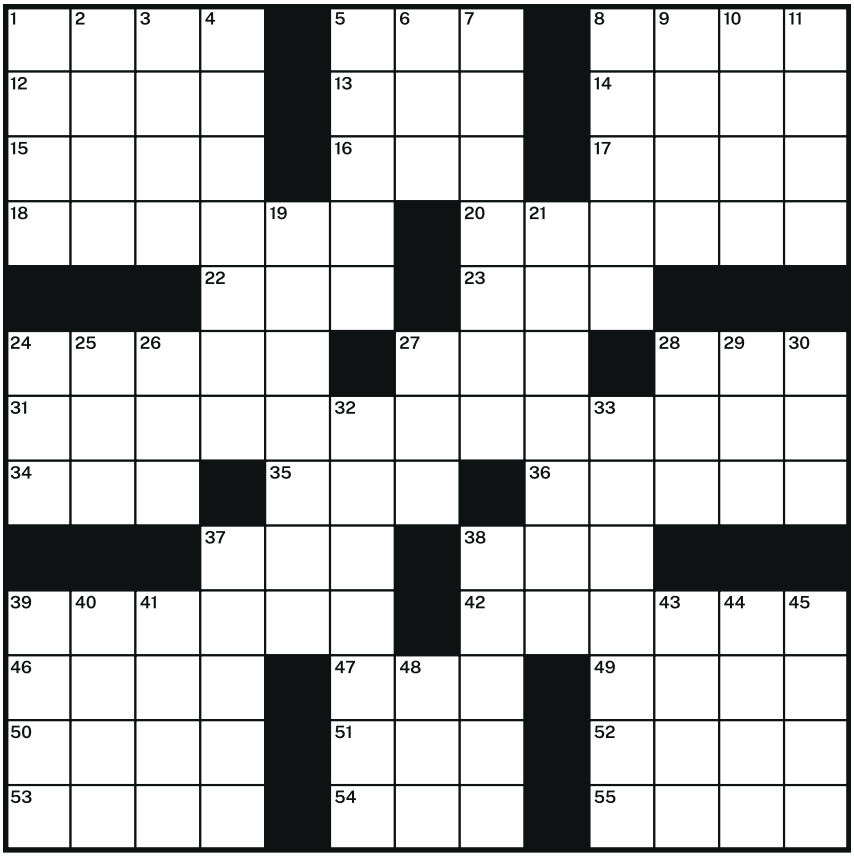
1 They take the night off when the Wi-Fi does
5 Holds, as a winning hand
8 Pip on a domino
12 Like candlelight, as opposed to the phone-screen kind
13 Take a turn in charades
14 "Do you ___ any threes?" (Go Fish question)
15 Food with its own night of the week
16 Do what a lantern lets you do
17 What the fridge door should not be during an outage
18 Draw fast, as in a picture-guessing game
20 Trip for batteries, say
22 Like cocoa worth waiting for
23 The one in the house who never missed the Wi-Fi
24 It folds, and it never needs a signal
27 Phone charger with four wheels, in a pinch
29 The kitchen table, for tonight's tournament
33 Cards, candles and no screens: what a power outage hands you, if you let it (2 wds.)
36 What the strings on a classical guitar are made of
37 A long way off
38 It goes on the fire
39 Cocoa holder
41 Kind of port on a power bank
43 What your phone wants to do at the worst moment
46 Picks up, as the rules of a new game
50 Black dust inside a lantern chimney
51 Stayed on the couch
53 "The power will be back ___," they said
54 "What ___ is there to do?" (start of a good evening)
55 Game with no winner
56 Greek letter that also means a tiny bit
57 Thin strip that makes a clarinet sing
58 Like 1, 3 and 5 on a die
59 One stair, found carefully in the dark

DOWN

1 ___ and crafts
2 Top of the mountain
3 Walk the floor, waiting for the lights
4 Animal that would win at doing nothing
5 Pound sign with a second career
6 Card that can be high or low
7 What tea does in the pot
8 Trim, as a wick
9 Bear whose porridge was too hot
10 Where cookie dough becomes cookies
11 Look after, as a campfire
19 Tropical shell that takes a hammer to open
21 Card that sends play back the other way
24 Checkers piece
25 "___ port in a storm"
26 Buddy
28 Whistle blower on the field
30 Zero, on a soccer scoreboard
31 Card game where you have to shout its name
32 Breakfast that comes in its own package
34 Found, as the flashlight
35 Like a cathedral ceiling
40 Green sauce made with basil
42 Foundation
43 Person with a password
44 What a power line hangs from
45 Amount on a medicine label
47 Carrot or beet, to a gardener
48 Thing left on the fridge
49 Card game won by the fastest hand
52 First ___ kit

THIS YEAR

Words from right about now. The long answer across the middle is who you get to be once the phones are in a drawer.



ACROSS

1 Like a lawn after a rainy spring
5 Small wheel in a big machine
8 Pod people?
12 "I'm ___ you!" (I know your game)
13 Three letters that mean you probably just smiled a little
14 Rod between two wheels
15 What the air fryer leaves behind after fish night
16 Sound of a crossword answer landing
17 What sourdough has to do before it bakes
18 What a group chat changes every four minutes
20 Hoodie fabric, often
22 Close up a hoodie
23 Like a driveway that needs salt
24 "404" is one
27 Like a dog after the sprinkler
28 Little rascal
31 Kind of energy you bring when the walk to the mailbox feels like a movie (2 wds.)
34 Caller of balls and strikes, for short
35 What a video call does right when you start talking
36 What karaoke should be sung with
37 Hidden ___ (restaurant you tell only three people about)
38 "Asking ___ a friend"
39 Best subject in school, by popular vote
42 Still in one piece, like a daily puzzle streak
46 Little picture you tap to open something
47 Line on a receipt, right after the subtotal
49 What your thumbs do after too much scrolling
50 Spiced tea in a latte
51 It gets rolled at a dad joke
52 Cast-___ skillet
53 Center of a donut
54 Color of a low-battery warning
55 Pond dweller that looks like a tiny dragon

DOWN

1 Haul from a birthday party goody bag
2 Command you wish real life had
3 Word on a red sign
4 Where the sun clocks in and out
5 Fiddly part of a necklace
6 Sound made at fireworks
7 River of ice that is in no hurry
8 Reason for a text that says "what can I bring?"
9 Lit sign over a theater door
10 "Oh, and another thing ..."
11 Word under a message that got read but not answered
19 What you drive in when the GPS keeps rerouting
21 Eight-sided shape
24 Big bird that cannot fly
25 Sheep with horns, or a computer's short-term memory
26 Tear, as wrapping paper
27 What a tail does when you get home
28 Belonging to it (no apostrophe)
29 "Have we ___?"
30 Word added to the name of the pricier phone
32 Pet with its own wheel
33 It comes down at the end of a play
37 Blue wisecracker in "Aladdin"
38 No longer broken
39 Like a brownie that needs a glass of milk
40 It always gets the last word
41 Lump in a naughty stocking
43 About three quarters of a football field
44 Food, informally
45 Glamping bedroom
48 Yes, on a ship

THINGS THAT WORK WITHOUT WI-FI

Twenty of them are hiding in the grid: across, down, on a slant, and some of them backward. Tick each one off as you find it. No signal needed.

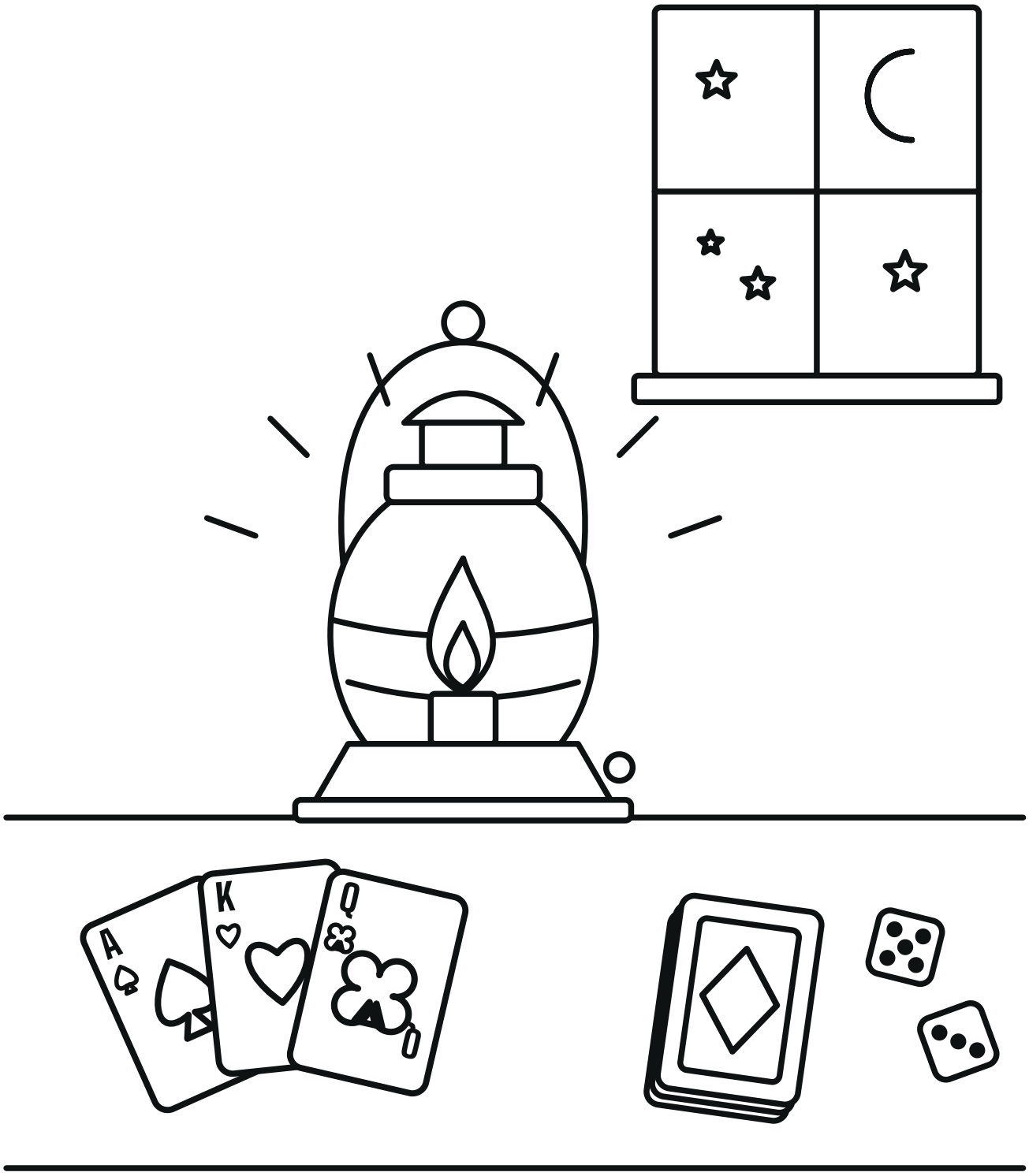
T	S	R	S	R	E	K	C	E	H	C	C	A	N	T
H	C	E	E	I	R	B	O	A	R	D	G	A	M	E
G	R	L	T	A	A	G	E	I	A	L	H	G	W	Y
I	A	C	I	C	A	N	D	L	E	S	A	L	A	Y
L	Y	Y	K	G	F	G	H	T	E	O	R	I	S	I
H	O	C	O	U	U	U	F	P	A	K	M	C	G	U
S	N	I	P	U	G	I	O	G	C	G	O	N	I	S
A	S	B	S	S	U	C	T	A	U	J	N	E	J	E
L	G	C	O	E	S	S	B	A	U	H	I	P	E	O
F	F	I	N	E	S	R	L	M	R	F	C	T	F	A
E	I	H	L	A	E	U	P	A	P	S	A	N	G	Y
B	W	E	P	P	I	R	T	K	C	O	M	M	A	H
S	T	M	A	L	O	Y	N	N	R	E	T	N	A	L
I	O	P	T	P	C	E	R	I	F	P	M	A	C	G
C	C	M	E	U	S	I	S	E	O	N	I	M	O	D

FIND THESE

- [ ] CANDLE
- [ ] LANTERN
- [ ] PAPERBACK
- [ ] PENCIL
- [ ] GUITAR
- [ ] BICYCLE
- [ ] COMPASS
- [ ] CHECKERS
- [ ] CAMPFIRE
- [ ] FLASHLIGHT
- [ ] JIGSAW
- [ ] CRAYONS
- [ ] KITE
- [ ] HAMMOCK
- [ ] HARMONICA
- [ ] DOMINOES
- [ ] TELESCOPE
- [ ] BOARD GAME
- [ ] JUMP ROPE
- [ ] HUGS

When you have found all twenty. Pick three of them and use them before the lights come back on. A candle, a paperback and a hammock is a good evening. So is a game of checkers and a harmonica, if the neighbors are forgiving.

THE LANTERN AND THE CARDS



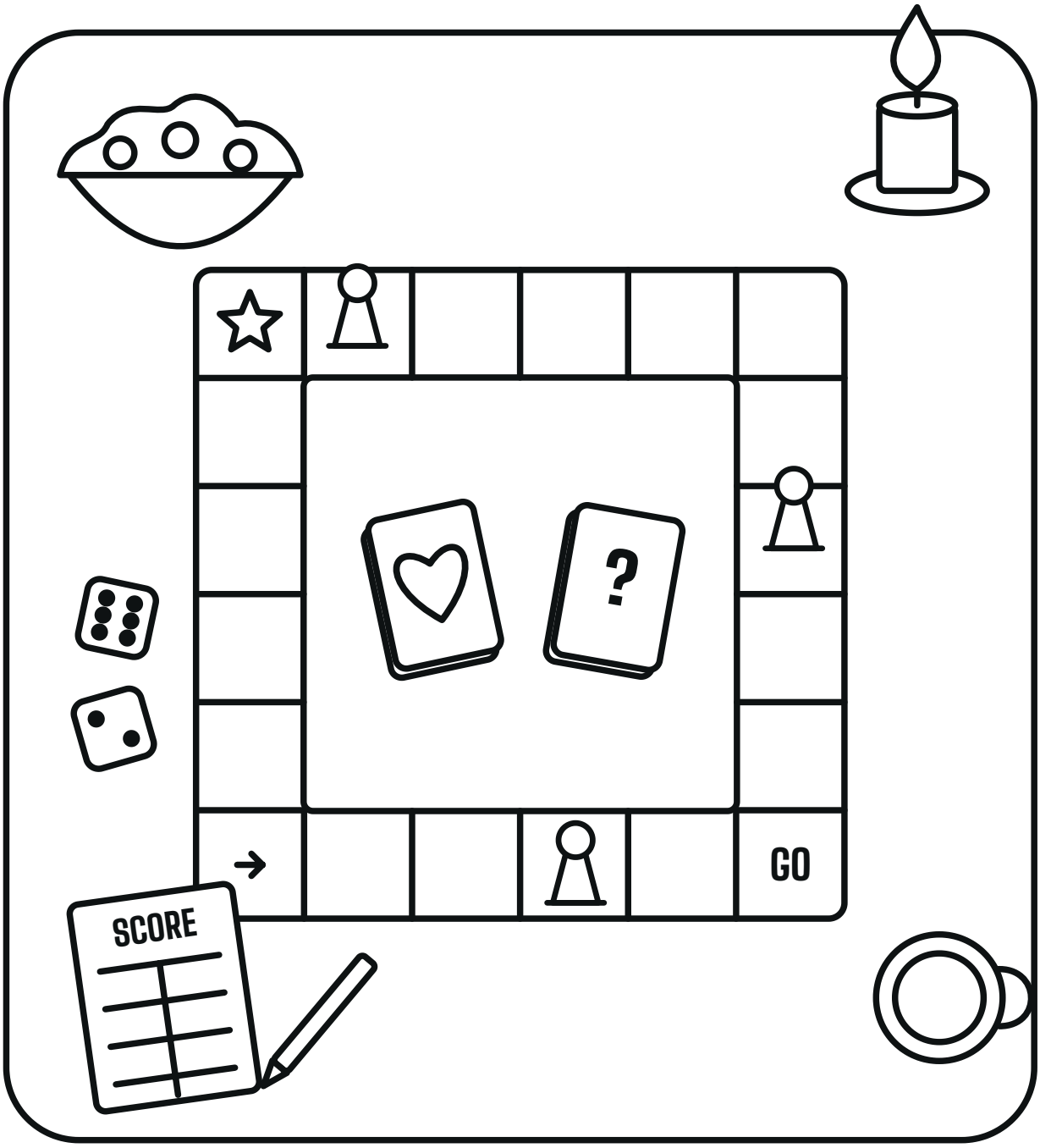
THE CAMPFIRE AND THE MUGS



THE WINDOW SEAT



BOARD GAME NIGHT

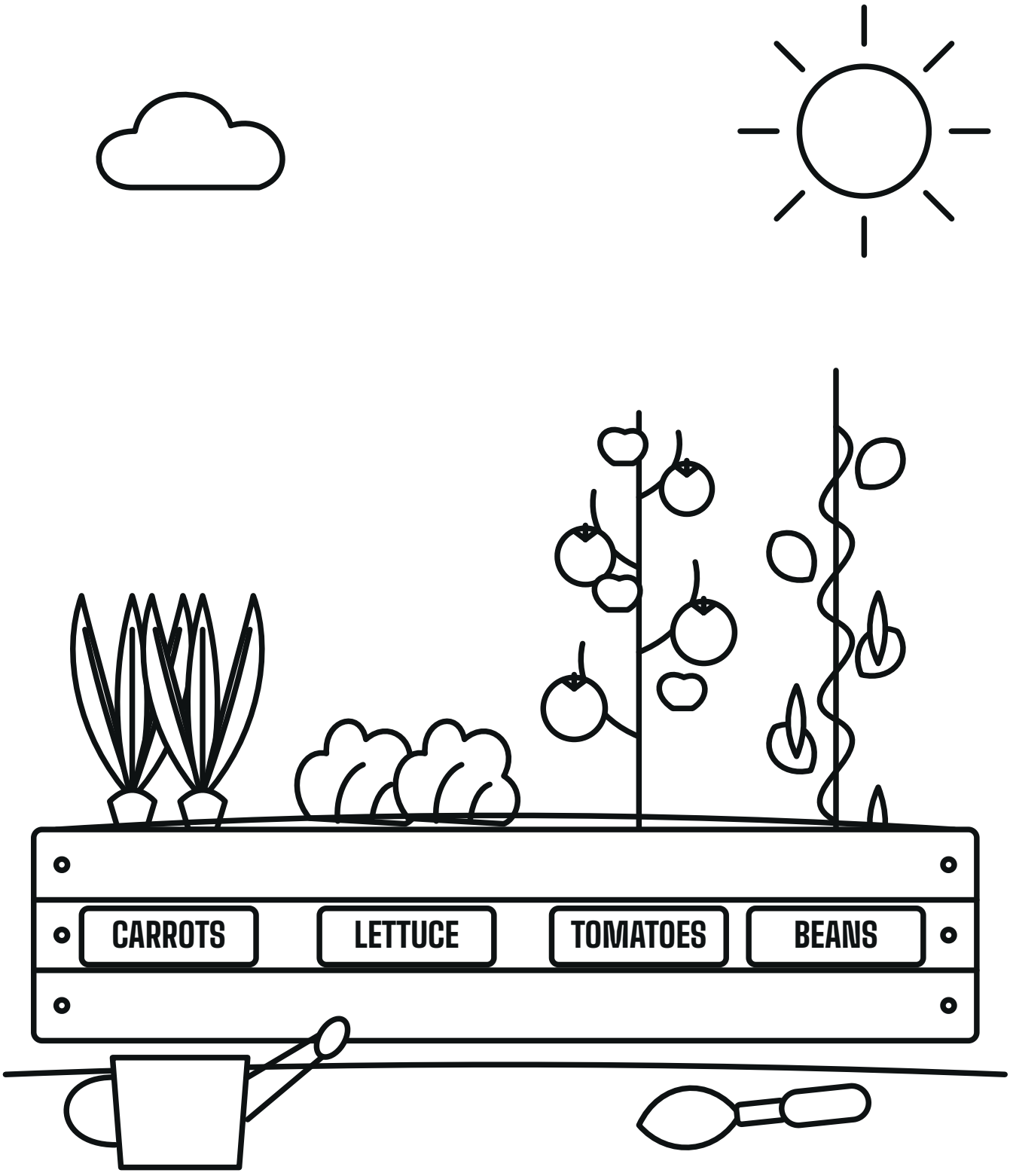


THE NIGHT SKY OVER THE PINES

Join the dots from 1 to 7, then back to 4, and you have drawn the Big Dipper. Join A to E for Cassiopeia. Then color the rest.

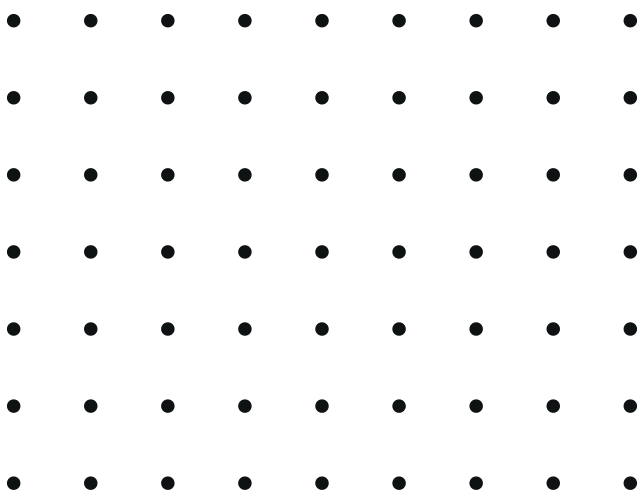


THE GARDEN ROWS



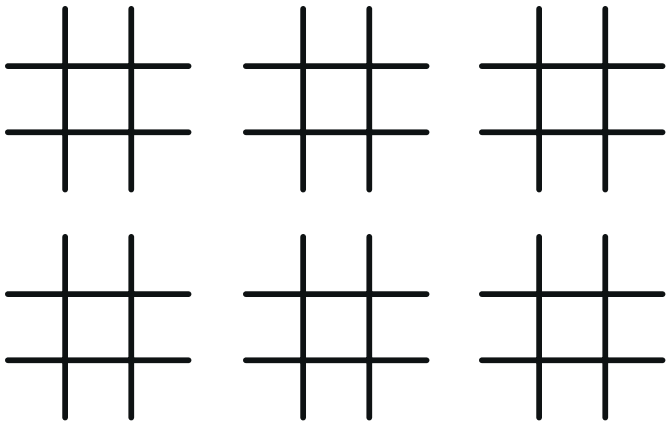
DOTS AND BOXES

Two players take turns drawing one line between two dots that are side by side. Finish the fourth side of a box, write your initial in it and go again. Most boxes wins.



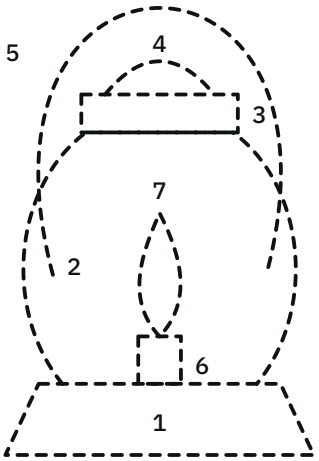
TIC-TAC-TOE

Six boards. Best of six, and the loser of each round goes first in the next. If every round is a draw, you are evenly matched: shake hands.



GUESS THE WORD

One person thinks of a word and draws a blank for each letter. Everyone else guesses one letter at a time. A right letter goes on its blank. A wrong letter is crossed off the alphabet, and the host ticks the next lantern box, 1 to 7, and inks in that part of the big lantern. Guess the word before box 7, the flame. If the flame goes on first, the host wins the round, and the lantern keeps everybody company anyway. For rounds 2 to 4, sketch a lantern of your own or just use the boxes.



ROUND 1, THE WORD _____

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

LANTERN [1] [2] [3] [4] [5] [6] [7]

ROUND 2, THE WORD _____

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

LANTERN [1] [2] [3] [4] [5] [6] [7]

ROUND 3, THE WORD _____

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

LANTERN [1] [2] [3] [4] [5] [6] [7]

ROUND 4, THE WORD _____

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

LANTERN [1] [2] [3] [4] [5] [6] [7]

20 QUESTIONS

One person thinks of something and tells nobody. The rest get twenty questions between them, and every question has to be one that can be answered yes or no. Cross off a circle for each question. Stuck for something to think of? Pick a line below, without saying which.

- An animal that lives near us
- Something in the kitchen
- A place we have been together
- A person everyone here knows
- Something that runs without electricity
- A food one of us loves
- Something you would pack for a trip
- A book, a film or a song
- Something in the garden
- A job a grown-up has had
- Something smaller than your hand
- A game in this house

GAME 1 (1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13) (14) (15) (16) (17) (18) (19) (20)

GAME 2 (1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13) (14) (15) (16) (17) (18) (19) (20)

FAMILY TRIVIA: ABOUT US

Pass the page around and fill in the answers together, or have one person read each line aloud and see who answers first. Arguments about the right answer are part of the game. Keep the page: it is worth reading again in ten years.

1. The first place we lived that anyone here remembers

2. The meal this family would pick for a birthday

3. Who can go longest without talking

4. The song that gets sung in the car

5. The best trip we ever took, and why

6. A thing a grandparent always said

7. The name of the first pet in the family

8. Who is most likely to win at cards tonight

9. What each of us wanted to be at age seven

10. The funniest thing that happened on a holiday

11. A food one of us used to refuse and now loves

12. Where we would go if we could leave in the morning

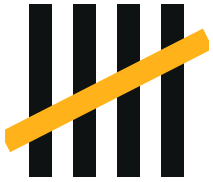
NO PEEKING. WELL, A LITTLE.

Turn the page around when you are truly stuck, or to settle who was right.

WORD SEARCH

CROSSWORD: THIS YEAR

CROSSWORD: LIGHTS OUT



READY IS A GOOD FEELING.

When the lights are back on, the free two-minute Readiness Check shows where your household stands, and the Starter Plan is a binder you fill in yourself, tonight if you like.

READYORNOTCO.COM