Diary of a Wimpy Kid
THE LONG HAUL

EVENT GUIDE
Throughout this packet you’ll find tons of games, activities, and suggestions to celebrate *Diary of a Wimpy Kid: The Long Haul*. You’ll have to gauge the size and age range of your crowd to determine which of these activities will work best, and you can put the activities in whatever order you’d like. You might want to do only one or two of these, or you can do them all. We’d like to ask that you please kick off your event by reading the following letter from Jeff Kinney to the group.

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**Hi, everyone!**

Thank you so much for coming out for the “*The Long Haul*” launch party! I wish I could be there with you in person. I want to say thanks to each and every person here. You’ve made the *Diary of a Wimpy Kid* series 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 launch of the book. Have a good time!

Sincerely,

Jeff Kinney

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**GETTING STARTED:**

**Hero Points:**

As an extra incentive for everyone to participate, we’ve provided reproducible Hero Points on the next page as a way to reward players and winners. At the end of each game, give some Hero Points to the winners, runners-up, and anyone who participates! The more liberally you give out Hero Points, the more fun everyone will have. At the end of the event, have everyone count up his or her Hero Points, and the person with the most can win a small prize, such as a Road Trip Survival Guide, a *Wimpy Kid Do-It-Yourself Book*, some *Wimpy Kid* gift or stationery, or any other fun prize you might come up with!

**Play Dress-Up:**

Encourage Wimpy Kid fans to come dressed as Greg, Rowley, or their other favorite characters from the series. Or have them wear the color of their favorite book, or orange as a celebration of *The Long Haul*! Arrange a parade through your bookstore, library, or classroom, and give Hero Points to all who participate!

**Serve Orange Snacks:**

Load up a table with orange food to celebrate the orange cover of *The Long Haul*! You could include orange slices, orange M&M’s, clementines, Cheez-Its, cheese curls, cheese crackers, nacho chips, baby carrots, orange soda, and orange juice. You could also decorate orange-frosted cupcakes or cookies to look like Greg, or serve food Greg commonly eats, such as chicken drumsticks (Drummies), bags of chips, or ice cream.
Teach your Wimpy Kid fans how to draw and write like Jeff Kinney! If possible, post the reproducible step-by-step drawing instructions on the next page on a wall or bulletin board near a table so that your Wimpy Kid fans can easily see and follow the instructions. You can also set up a TV or computer screen to display a step-by-step drawing-guide or writing tip videos by Jeff Kinney. These videos are available in the “How to draw and write like Jeff Kinney!!!” playlist at www.youtube.com/wimpykid

On the table, provide paper and pencils, pens, markers, or crayons. Make sure you give Hero Points to everyone who tries! Want to make it even more fun? Instead of using paper and pencils, provide round sugar cookies with white icing or fondant and edible-ink “pens”! You could also provide marshmallows instead of cookies for a very simple, clean, edible “canvas.”

You can also provide create your own Zoo-Wee Mama! cartoons at this drawing station. Have Wimpy Kid fans write their own Zoo-Wee Mama! jokes; then post them on a wall or bulletin board. Be sure to give Hero Points to the winning cartoons!
Road Trip Supplies Station

*The Long Haul* tells the tale of what happens when the Heffleys hit the road. Set up your own Road Trip Supplies station by providing these road trip snacks and games on a table at your *Long Haul* party! What better way to celebrate this adventure than by providing the best snacks for road trips?

And what road trip would be complete without awesome tunes? Provide a notepad for kids to write down their favorite road trip songs, creating the ultimate road trip playlist. Then, see if you can find a few of the songs listed on a music streaming website such as YouTube, Spotify, or Pandora, or on a colleague’s phone or MP3 player.

Classic Road Trip Games, Wimpy Kid Style

Of course, one of the best ways to pass time in the car is by playing games. The Road Survival Guide lists the top nine road trip games, but here are some others you might want to print out and include on your Road Trip Supplies Station table for kids to enjoy in pairs between group activities:

**MASH** is a classic road trip game that is even better with Wimpy Kid. Make copies of the next page, and have kids predict their own Wimpy Kid future! This game is played in pairs of two.

Start by choosing which teammate will have his or her future predicted (Player 1), and who will write down the answers (Player 2). Player 2 asks Player 1 for two choices for each category and fills them in on the blank lines. When the entire board is full, Player 2 draws lines in the center of the board. Without looking, Player 1 says “stop,” after a few seconds. However many lines are drawn is the number that is used to find the answers. For example, if three lines are drawn, Player 2 will cross out every third answer. When Player 2 gets to the end of the board he or she must go back to the beginning until only one answer is left in each category. Player 2 then circles that answer and skips over the section as he or she keep eliminating answers. At the very end, when there is only one answer in each category, Player 2 must eliminate all but one of the WIMPY letters at the top of the board to figure out what kind of house Player 1 will live in!

**FORTUNE-TELLERS.** Another fun road trip game is making and using paper fortune-tellers. Pages 7 and 8 of this guide have reproducible pages with folding instructions to create your own Wimpy Kid fortune-teller!

**ROCK, PAPER, SCISSORS.** We’ve all played Rock, Paper, Scissors before, but how about the Wimpified version? In this version, players have a choice among the cheese touch from *Diary of a Wimpy Kid* (a flat hand, palm down), the Muddy Hand from *Dog Days* (bending fingers like a claw, palm out), and a snowball from *Cabin Fever* (making a fist). Players say “Hand, Cheese, Snow, SHOOT!” then make one of the three gestures. The Muddy Hand beats snowball, the snowball beats the Cheese Touch, and the Cheese Touch beats the Muddy Hand. You can print out page 9 for an easy reference guide.
Best Friend:
- Greg
- Rowley
- Fregley

Occupation:
- President
- Super Secret Spy
- Magician

Band Name:
- Löded Diper
- Twisted Wizard
- The Muddy Hands

Pet:
- Sweetie the Dog
- A Tarantula
- A Crazed Seagull

Superpower:
- X-Ray Vision
- Invisibility
- Ability to Fly

Favorite Activity:
- Video Games
- Bird-Watching
- Fighting Crime

Transportation:
- Jet Pack
- Car
- UFO

You Will Live:
- In the Woods
- On a Desert Island
- On Mars

Draw Your Lines Here
You will be rich and famous one day, but you'll still be surrounded by morons.

You will get a date to the big dance, but that morning you'll wake up with a huge zit.

You will have your own awesome band, but your world tour will include the bowling alley.

Out of all your friends, you will have the most impressive belly button piercing skills.

You will get a surprise day off from school, but you'll have to spend it at a Civil War reenactment.

You will start a new club... just make sure people show up.

You will have to run through a locker room. Shield your eyes!

You will bump into your crush when you least expect it. Make sure you don't have chocolate on your butt!
Fill in your own fortunes to see what the future holds!

1. Crease paper diagonally
2. Fold a corner to center
3. Fold all corners to center
4. Turn over to other side
5. Fold a corner to center
6. Fold all corners to center
7. Turn over to other side
8. Insert fingers and play!
HAND, CHEESE, SNOW, SHOOT!

CHEESE TOUCH

MUDDY HAND

SNOWBALL

CHEAT SHEET

VS =

VS =

VS =
I MUST CONFESS…

Now that you’ve got the event set up, here are some games that can be played in groups. This one is perfect for when you have a lot of people. Have everyone who wants to play stand up. The moderator reads the statements below, and after each one is read, anyone it applies to has to sit down. The last person standing is the winner!

**STATEMENTS**

1. I have left garbage in the car.
2. I have argued with someone while in the car.
3. I have unbuckled my seat belt while the car was moving.
4. I have left finger marks on car windows.
5. I have kicked the seat in front of me.
6. I have spilled my drink on the seats or floor.
7. I have put my feet up on the seats with dirty shoes on.
8. I have left food in the car.
9. I have screamed and/or cried in the car.
10. I have pretended to get motion sickness in the car so that I wouldn’t have to read a book.
11. I have asked to stop and go to the bathroom, after just having gone to the bathroom.
12. I have forgotten something and made the car turn around so I could go back and get it.
13. I have sung annoying songs in the car, after being asked to stop.
14. I have complained about a song someone else in the car wanted to sing or listen to.
15. I have gone on vacation with a friend’s family and wanted to go home early.
16. I have spent a day at the beach without putting on sunscreen.
17. I have lied to my friends about where I’ve gone on vacation.
18. I have gotten sick to my stomach on amusement-park rides.
19. I have tried to act cool to impress the lifeguard at a pool.
20. I have received a postcard from a friend who was on vacation, but I didn’t send my friend a postcard when I was on vacation.

Want to play this on a road trip? Have all participants raise their hands. One person reads the statements, and after each one is read, anyone it applies to has to put their hand down. The last person with their hand raised wins.
How Well Do You Know Your Friend?

The best part of any road trip is spending time with your favorite people and getting to know them better. With this game, test the audience by finding out who knows his or her friend best!

**Setting Up:**
Select several pairs of friends or relatives from the audience, and have each pair sit or stand at the front of the room. You’ll need a marker and pad of paper to record answers.

**How to Play:**
First, have each pair decide which teammate will leave the room first. Send that player out of the room or away from the action. Each remaining player will be asked four questions about their teammate. The moderator records their answers on sheets of paper, and the player keeps them facedown. The other players are then brought back in. The moderator asks the returning teammates the same questions and, after the second player says their answer, the first player holds up the answer they wrote down. If they match, the team gets a point.

Next, the players that have not left yet are sent out of the room, and their partners are asked four questions. Players are brought back in after the questions have been answered and recorded. Again, points are awarded for each matching answer given. The team with the most points after two rounds wins!

**Questions: Round 1**
1. What was the last movie your teammate saw?
2. What is your teammate’s favorite Wimpy Kid book?
3. If your teammate could meet any celebrity, which celebrity would he or she choose?
4. What’s the one word your teammate would use to describe you?

**Questions: Round 2**
1. Has your teammate ever faked being sick to stay home from school?
2. If your teammate could go on vacation anywhere, where would he or she most like to go?
3. What is your teammate most afraid of?
4. What’s the one word your teammate would use to describe him or herself?
### The Wimpy Kid Expert Questions

<table>
<thead>
<tr>
<th>Question</th>
<th>Answer</th>
</tr>
</thead>
<tbody>
<tr>
<td>Greg and Rowley’s haunted house poster promises live barracudas.</td>
<td>False</td>
</tr>
<tr>
<td>It promises live sharks.</td>
<td></td>
</tr>
<tr>
<td>Rodrick wrote a poem called “A Thousand Years Ago.”</td>
<td>False</td>
</tr>
<tr>
<td>It’s titled “A Hundred Years Ago.”</td>
<td></td>
</tr>
<tr>
<td>Manny calls his blanket “Tingy.”</td>
<td>True</td>
</tr>
<tr>
<td>Rodrick’s Wish List includes new drums, a new van, and a pet snake.</td>
<td>False</td>
</tr>
<tr>
<td>It’s new drums, a new van, and a shrunken head.</td>
<td></td>
</tr>
<tr>
<td>Gramma accidentally puts her engagement ring into a plastic Easter Egg.</td>
<td>False</td>
</tr>
<tr>
<td>Meemaw accidentally puts her engagement ring in a plastic egg.</td>
<td></td>
</tr>
<tr>
<td>Hello, You’re Dead is a horror movie about a muddy foot that goes around the country killing people.</td>
<td>False</td>
</tr>
</tbody>
</table>

### How to Play:

Everyone in the audience who wants to participate stands up, while everyone else remains seated. One player is chosen from those standing to stand at the front of the room as the first Wimpy Kid expert. The audience and expert will be asked a series of true/false questions from the list provided. If the players in the audience think the answer to a given question is true, they will place a coin, pebble, or other token in their right hand and close it. If they think the answer to the question is false, their right hand will remain empty. Everyone—those sitting and standing—can answer the questions.

The expert gives his or her answer. At the count of three, the other players will open their right hands, revealing their answers. 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.

### How the Game Ends:

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. Whatever “expert” outlasts everyone in the audience, wins the game.
<table>
<thead>
<tr>
<th>Statement</th>
<th>Truth</th>
</tr>
</thead>
<tbody>
<tr>
<td>Greg and Rowley play Magick and Monsters with Leland.</td>
<td>True</td>
</tr>
<tr>
<td>Greg wants to name his soccer team the Twisted Wizards</td>
<td>True</td>
</tr>
<tr>
<td>Holly Hills signs Greg’s yearbook, “Stay Cute!”</td>
<td>False</td>
</tr>
<tr>
<td>Greg loves to eat deviled eggs.</td>
<td>False</td>
</tr>
<tr>
<td>Uncle Joe’s dog is named Peanut.</td>
<td>False</td>
</tr>
<tr>
<td>When Greg borrows his dad’s leather jacket and wears it to school, he finds a love note from his dad to his mom in the pocket and gets grossed out.</td>
<td>False</td>
</tr>
<tr>
<td>At the Lock-In, Mr. Tanner thinks Greg’s team took a picture of a butt when it was really someone’s bent knee.</td>
<td>False</td>
</tr>
<tr>
<td>Greg and his Dad think L’il Cutie is the worst comic ever.</td>
<td>True</td>
</tr>
<tr>
<td>Greg thinks moose evolved from birds.</td>
<td>True</td>
</tr>
<tr>
<td>Greg’s favorite stuffed animal as a child was a bear named Tickles.</td>
<td>False</td>
</tr>
<tr>
<td>Manny’s nickname for Greg is Ploopy.</td>
<td>False</td>
</tr>
<tr>
<td>The girls in Greg’s class were impressed when Fregley chewed gum in his belly button.</td>
<td>True</td>
</tr>
<tr>
<td>Heather Hills is Holly’s older sister.</td>
<td>True</td>
</tr>
</tbody>
</table>
How to Play:
Label one jar, bin, or container Truth and the other Dare. Fill the Truth bin with revealing questions, and the Dare with clever and funny but harmless dares. You can use the questions and dares below or create your own.

Have all players sit on the floor in a circle and begin with one volunteer. Have that person select the next player once his or her turn is up.

At each turn, have the players choose between revealing a truth about themselves or completing a dare challenge. Once they’ve decided, have them draw a Truth or Dare are from their chosen bin and either reveal the truth or perform the dare.

What You’ll Need:
• Two small containers, such as boxes, bins, or jars
• Small pieces of blank paper
• Pens/pencils

### Truths

<table>
<thead>
<tr>
<th>Questions</th>
<th>Dares</th>
</tr>
</thead>
<tbody>
<tr>
<td>Have you ever had to go on a trip somewhere you really didn’t want to go, but you pretended to have a good time?</td>
<td>Talk like a pirate for the rest of this game.</td>
</tr>
<tr>
<td>Have you ever blamed a sister or brother for something you did and convinced your parents that s/he did it?</td>
<td>Act out your favorite scene from a Wimpy Kid book.</td>
</tr>
<tr>
<td>What was the nastiest trick you ever played on someone?</td>
<td>Name all nine of the Wimpy Kid books, in order. If you get one wrong, you have to walk across the room like a model on a catwalk.</td>
</tr>
<tr>
<td>Have you ever peed in a pool?</td>
<td>Pat your head and rub your belly until the next dare is completed.</td>
</tr>
<tr>
<td>What’s the strangest dream you’ve ever had?</td>
<td>Do your best impression of a ballerina.</td>
</tr>
<tr>
<td>Have you ever lied to a teacher, and what was it about?</td>
<td>Answer a Truth question as if you were Fregley.</td>
</tr>
<tr>
<td>What is the most embarrassing thing you ever said or did around a boy/girl you liked?</td>
<td>Tell the group the lamest joke you’ve ever heard.</td>
</tr>
<tr>
<td>What is the worst gift you have ever received?</td>
<td>Pretend to be a chicken and a horse at the same time.</td>
</tr>
</tbody>
</table>
**Personality Game**

**Setting Up:**
Cut out the little slips of paper on the next page. Hand out three random slips of paper to each person in the group. You may need to photocopy these sheets so that you have enough slips of paper for everyone.

**How to Play:**
Once the game begins, players have two minutes to trade their slips of paper with other players. Players should trade for phrases that most accurately reflect their personality.

**How the Game Ends:**
Once the two minutes run out, players are told that this game reveals which Wimpy Kid character they have the most in common with. Each slip of paper has little symbols in the corners. The symbols correspond to characters in the Wimpy Kid universe. The moderator should read off the symbols and name the corresponding characters. Players should keep track of how many of each symbol they have. Whichever symbol they have the most of is the Wimpy Kid character they have the most in common with. After players determine which character they are most like, players should be grouped by character so everyone can see who they have the most in common with. There are no winners or losers in this game, and all participants should be given Hero Points.

**Personality Key**

<table>
<thead>
<tr>
<th>Greg:</th>
<th>Frank (Dad):</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rowley:</td>
<td>Susan (Mom):</td>
</tr>
<tr>
<td>Manny:</td>
<td>Fregley:</td>
</tr>
<tr>
<td>Rodrick:</td>
<td></td>
</tr>
<tr>
<td>I think kind words can go a long way.</td>
<td>I would trade in my best friend if I could get someone better.</td>
</tr>
<tr>
<td>-------------------------------------</td>
<td>-------------------------------------------------</td>
</tr>
<tr>
<td>I can read the thoughts of animals.</td>
<td>I think rock ‘n’ roll music should be illegal.</td>
</tr>
<tr>
<td>I sometimes eat while sitting on the toilet.</td>
<td>I have a secret freckle and am not afraid to show it.</td>
</tr>
<tr>
<td>The music my parents listen to is terrible.</td>
<td>I still sleep with my stuffed animals.</td>
</tr>
<tr>
<td>The best adventure you can go on is through reading a book.</td>
<td>I spend more money on music than video games.</td>
</tr>
<tr>
<td>I have drawn on the walls with permanent marker and not gotten in trouble.</td>
<td>I think hugs are the best medicine.</td>
</tr>
<tr>
<td>I wish all the teenagers in this town would get shipped off to Alcatraz.</td>
<td>I am afraid of clowns.</td>
</tr>
</tbody>
</table>
**NAME-TAG GAME**

**Setting Up:**
Cut out the name tags below and tape one onto the back of each player. Players should not be told what their name tag says. For a larger group, make several copies of this page—it’s fine if more than one person has the same character name.

**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 character’s name is on their back. The player may ask yes or no questions only 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
- Greg
- Rowley
- Manny
- Rodrick
- Frank (Dad)
- Susan (Mom)
- Fregley
- Grampa

### Medium
- Gramma
- Mr. Jefferson
- Chirag Gupta
- Ruby Bird
- Holly Hills
- Joshie
- Abigail
- Patty Farrell

### Hard
- Mr. Nern
- Leland
- Bryce Anderson
- Heather Hills
- Jordan Jury
- Meckley Mingo
- Meemaw
- Aunt Veronica

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How to Play:
A moderator should read the questions, while a spotter watches for kids raising their hands. Each person who answers a question correctly should get Hero Points.

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**TRIVIA QUESTIONS**

- On Greg’s birthday-party invitation, Mom writes that Greg has enough toys and asks everyone to bring something else instead. What does she ask them to bring?
  - Books

- Greg has read almost every book in what series that focuses on girl friendships?
  - The Slumber Party Pals

- What do Greg and Rowley put in the freezer to use during the summer?
  - Snowballs

- Manny becomes fast friends with a kindergartener who moves in down the street from the Heffleys. What is his name?
  - Mikey

- What is the name of the stuffed monkey Greg slept with every night as a child?
  - Tickles

- Greg drops his cell phone into the toilet when which family member calls on a video chat?
  - Aunt Veronica

- While pregnant with Greg, what kind of music did Mom play so that Greg would become smarter?
  - Classical Music

- Which girl does Greg not want to be his dance partner in Phys Ed?
  - Ruby Bird

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**TRUE OR FALSE QUESTIONS**

- The dog that tries to get Greg and Rowley to step in poop is named Killer.
  - False
  - It’s Rebel. Killer is Greg’s uncle’s dog.

- The name of the doll Mom gave Greg for Christmas to get him ready for having a baby brother was named Alfrendo.
  - True

- Rowley stops blowing bubbles in his chocolate milk because Holly says it’s immature.
  - False
  - Abigail says it’s immature.
Greg’s school stopped using Hero Points because kids were printing their own counterfeit Hero Points. | **True**

Manny starts to cry when he finds a shoelace in his plastic Easter Egg. | **False**

He cries when he finds dental floss in his Easter egg.

Rowley runs for class Vice President. | **False**

He runs for Social Chairperson.

The Valentine’s Day dance Greg and Rowley go to is themed “Midnight in Paris.” | **True**

During the Lock-In, Greg and some other boys try to tunnel their way out by digging a passageway with spoons. | **True**

**BOOK, MOVIE, OR BOTH?**

Did Greg and Rowley both go on the Cranium Shaker in the book, movie, or both? | **The movie only.** In the book, Greg goes by himself.

Did Rodrick trick Greg into waking up in the middle of the night, thinking he was late for school, in the book, movie, or both? | **Both,** but in the book it was at the beginning of summer, and in the movie it was a week before school started.

Did Greg and Rowley first hear the story of the Muddy Hand from Fregley around a campfire in the book, movie, or both? | **The movie only.** In the book, Greg and Rowley first hear about the Muddy Hand from watching the movie Hello, You’re Dead.

Did Rowley invent the comic Zoo-Wee Mama! in the book, movie, or both? | **Both**

Did Greg and his Dad join the Boy Scouts in the book, movie, or both? | **The book only.** They joined the Wilderness Explorers in the movie.

Did Rowley and his mother do a dance together in the book, movie, or both? | **The movie only.**

After Greg ran up a bill at the country club, did he pay it with his birthday money in the book, movie, or both? | **The book only.** Dad settled the debt in the movie.

Greg tells Rowley in a secret code that his dad smells like a woman, but Mr. Jefferson figures it out and feels insulted. Did this happen in the book, movie, or both? | **Both**