

YMCA CAMP SEYMOUR

Games Book



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Tips for Great Games!

All of the games in this book require no complicated props and are relatively simple to explain. You should be playing games with your campers every day! They make the day fun and bring groups closer together.

- Avoid games where there is one loser and avoid games where there is one winner. The exception to this is if you're playing a short game and there's multiple rounds (screaming toes, for example)
- If there is elimination in your game, round should be short (less than 3 minutes) otherwise, kids should be playing the entire time
- Your game should be adapted to your group size
- Add a story to your game! This increases buy-in and makes it more fun!
- Always end the game when people are still having fun. They'll want to play it again later! You plan should never be to play until people get bored.
- If your campers are becoming frustrated by a mind game, it's okay to pause and come back to it. You can give them hints if needed!
- Games are always more fun if you play with the campers.
- If a game is complicated, teach a rule, play a little bit, and then introduce the rest of the rules.
- Make sure you understand the game yourself before you teach it!
- Games are a great way to spend time while waiting if you're early to a line up or break out!
- Make these games your own! Add variation to the rounds or let campers come up with new rules. The sillier, the better!

Name Games

Action Syllables

With the group standing in a circle, have the participants each choose an action for every syllable of their name. Example: Elvis has 2 syllables, so he does a hip shake with "El" and snaps his fingers for "vis". Once Elvis has done his action while saying his name, the whole group repeats. After the 2nd person does their name, the whole group repeats, then does Elvis's again. And so on 'til everyone's done it.

Group Name Juggle

This activity starts off like the traditional name toss. In case you aren't aware, here are the common rules:

- 1) Arrange the group in a circle.
- 2) One person starts off by saying the name of someone else in the circle, and tossing the ball to them.
- 3) That person then in turn says the name of a different person, and tosses the ball to someone else who has not yet received the ball.
- 4) That continues until everyone in the circle has received the ball once.
- 5) Generally, the objective is to pass the ball around the circle without dropping it. If the ball is dropped, the group restarts until completed without dropping.
- 6) You can add a "thank-you, (name)" from the receiving person if you like...

For ADVANCED...

- 1) Once the group has accomplished the task as described above, add a second item (ball, rubber chicken, etc.) and instruct the group that it, too, must travel in the same pattern.
- 2) You can add more items as you see fit. For a more "team-building" type game, add 4-6 items, and hold the rules in place. For a more "ice breaker" type game, add as many items as possible, particularly goofy props, and you will see the group get sillier and sillier. You can slowly take props out after a few minutes and end on one last round of the name toss.

Double-Whammy Name Toss

Start the activity with the traditional name toss.

Once the group has successfully completed the task, instruct them to pass the ball in the exact REVERSE order.

Once the group has successfully completed that part, introduce a second ball or object of a different color/style/shape. Instruct the group that they must pass the ball in the original order and the second ball in the REVERSE order at the same time.

Eventually, the objects will cross at one person. Good times!

First Names

Have everyone count the number of letters in their first name. Now ask them to find someone who has the same number of letters. Those two are now partners. If a person can't find someone let him/her use another name they are called by (i.e.,

a student named Matthew may use the name Matt and then look for someone with 4 letters instead of 7.) If they still can't find someone pair up with a person who has the closest number of letters.

High-Five Name Toss

Follow the traditional name toss rules, but instead of tossing a ball, participants cross the circle, exchange high fives and take each other's spots in the circle. Great way to avoid catching/throwing anxiety, or way to play if you don't have an object to toss.

Name Bop

This is a test for once everyone thinks they know everyone else's name. The group sits in a circle, with one person "it" sitting in the middle. "It" has a soft club (like a long sock with another sock balled up in on end). The leader begins by saying someone's name. That person must say their own name and the name of someone else before they get "bopped" (softly on the leg). And so it goes 'til someone messes up, or gets bopped, then they become "it".

Name Line

Get everyone to stand in a line or sit in a circle. The first person says their name and a favorite thing.

The second person then says their name and a favorite thing, as well as the name and thing of the person before them.

Each person after that adds the names and items of all of the people before them.

Variations:

For younger children, you can have them say just the names.

You can have anyone who makes a mistake be out...

Name Roulette

Divide those present into two equal groups. Have each group form a circle, facing in. Move the two circles so they are close together, forming an 8 shape. On the word go, one circle will rotate clockwise and the other will rotate counterclockwise. Tell each group to stop rotating when you say stop. On the word look, the two people who are standing back to back where the circles "touch" will turn around to face the person in the other circle. Each person rushes to say the name of the person they are across from. Whoever says the other's name first "wins" that person for their team. Keep playing until everyone is on one team!

Name Toss

Here are the common rules:

- 1) Arrange the group in a circle.
- 2) One person starts off by saying the name of someone else in the circle, and tossing the ball to them.
- 3) That person then in turn says the name of a different person, and tosses the ball to someone else who has not yet received the ball.

- 4) That continues until everyone in the circle has received the ball once.
- 5) Generally, the objective is to pass the ball around the circle without dropping it. If the ball is dropped, the group restarts until completed without dropping.
- 6) You can add a "thank-you, (name)" from the receiving person if you like...

Reverse Name Toss

Start the activity with the traditional name toss.

Once the group has successfully completed the task, instruct them to pass the ball in the exact REVERSE order. People will quickly realize that they didn't *really* pay attention to the person that passed the ball to them. Great way to help participants to learn each other's names.

Tag Games

Amoeba Tag

Two people are it. They hold hands and chase people. Any person they catch joins the chain by linking hands. When another person is caught they can stay together or split 2 and 2, but they must split even numbers and can link together at will. This game is played until nobody is left.

Back to Back Tag

Two people hold hands start off as being "it." They can try to tag any other player but they can only use their free hands. When they tag someone, that person joins onto them by holding hands. Remember, other players can only be tagged with one of the two free hands. Players are safe from being tagged if they find another player and stand back to back with them. They can stand back to back and be safe for only 10 seconds before they can be tagged. The game continues until everyone is tagged.

Fruit Salad

Everyone lines up on one edge of the playing area with the tagger standing in the middle. Each player thinks in their head of a fruit that they will stick with the entire game. The tagger calls out fruits, for example, "apple" or "orange". If any player has chosen that fruit, they run across the playing area attempting not to get tagged. If they get tagged, they turn into a fork and must stand in the spot they were tagged. Their arms become the tines of the fork and they can attempt to tag people from their spot. The original tagger may still run to tag people. If the tagger calls out "Fruit Salad", everyone must cross the playing area!

Link Tag

Everyone gets a partner and links arms. Two people are chosen to split up. One will be it and the other will be chased. Whenever the person links with a pair of players, the person on the opposite end must break off. They will now become chased. If the person gets tagged, they become it. Variation: When the person on the opposite end breaks away, they become it and must chase the person who was originally the chaser.

Everybody's it!!!

Proclaim, "Everybody's it!" in an open space and the participants begin trying to tag others, while avoiding getting tagged.

Decide beforehand if simultaneous tags result in both sitting down, or both remaining free.

Once tagged, participants sit down, extend their arms, and try to tag those left running around.

Shark and Octopus Tag

Everyone begins the game as an octopus and stands on one side of the playing field. One person is chosen to be a shark and they will stand in the middle of the playing field. Play begins when the shark calls out, "Octopus, Octopus, swim in my ocean!" All players must run across the playing field trying to get to the other side without getting tagged by the shark. Anyone who is tagged must sit down where they are tagged. They now become the shark's helpers. When the shark calls out "Octopus, Octopus, swim in my ocean!" again, the players will try to run back to the other side. Anyone who runs within arms reach of the sitting players and gets tagged must sit down. The game continues until there is only one person left.

Steal the bacon

Split the group evenly into two groups and sit them with their backs turned towards the center line, approximately 20 feet apart.

Assign numbers to each player on both sides from one to the final person. At the end, each team will have a number 1, 2, etc.

In the center place a ball. When you call out a number, the goal is to be the first to reach the ball, and bring it back to your side without being tagged by the other person. If you make it back safely, your team scores a point, if you are tagged, the ball goes back in the middle, and a new number is called.

Remember: Tag, not push!

Toilet Tag

When someone is tagged, they must squat down to form the "toilet" and hold one hand out to the side, like the "handle".

To get back into the game, someone must "flush" the frozen person and make a loud "Woooooosh" sound.

Guaranteed good time!

Large Group Games

The Big Wind Blows/My Friend Who/Have You Seen My Dinosaur etc.

Everyone stands in a circle with one person in the middle. Something marks the spot of each person in the circle (a shoe works well!)

The person in the middle says

"The Big Wind Blows for anyone _____ " they fill in the blank with something like "wearing socks", "who has a birthday in September"... etc.

Everyone who fits that description has to go into the middle of the circle and find a new place to stand, the one rule is that they cannot stay in their own spot and they cannot go to the spot immediately beside them. The person in the middle tries to get a spot on the edge of the circle and this leaves someone in the middle who makes the big wind blow again!

Chuck the Chicken

Start with 2 teams. One camper is given a throwable object, their team then forms a circle around them and that person throws the object. After they have thrown the object then they go around the circle saying everyone's name in order of the circle. Every time they make it around the circle it counts as a run. Meanwhile the other team is chasing the object. Everyone forms a line behind the first person that has gotten the object. They then pass the object between their legs until it reaches the last person, where it is then passed overhead back to the first person in line. When the first person gets the object the team yells out, and the other team stops counting runs. The first person in line that retrieved the object now has a circle formed around them and they throw the object and the process reverses.

Dragon Racing

Have campers line up in groups of 4-10, with hands on each other's shoulders, to form "dragons". The last person in line will put a bandana in their back pocket. Each dragon is trying to get the handkerchief from the other dragons! Switch the order of the line frequently.

Evolution

Have the group in a circle. Everyone starts out as an egg and places their hands above their head and together so that they look like an egg. When you say go each person will find another egg. Once they found that person they will then Rock, Paper, Scissors. The loser stays an egg and the winner becomes a chicken, placing their arms as wings and making chicken noises. The chicken then looks for another chicken while the egg looks for another egg. When you win as a chicken you become a dinosaur, placing your hands out and roaring like a dinosaur. If you lose as a chicken you drop back down to an egg. Dinosaurs then find other dinosaurs, where they will play to become the ultimate people. Ultimate people put their hands over their heads like superman and look for others like them. If you lose as a dinosaur you go back to being a chicken, looking for other chickens. If the Ultimate person loses to another Ultimate person they go back to a dinosaur, and if they win they stay as ultimate people.

Finding Twins

Decide ahead of time on a category such as animals, famous people, occupations, emotions, sports, etc. and prepare slips of paper with specific examples of the category you have chosen. Make two slips for each example (one set of three for an odd number). After distributing the slips, each person makes a noise associated with the example and/or performs a movement. The group circulates until partners have been found.

GaGa Ball

Gaga is an exciting version of dodgeball that requires players to hit the ball with their hand or fist (rather than catching & throwing) below the waist of other players.

Although you can play anywhere, the official version requires a "pit" in for containing game play, as well as allowing wall shots.

Official Rules of Gaga (Israeli Dodgeball)

Designate one non-player as the referee. The referee is the sole authority during play and is responsible for settling disputes and ensuring fair play.

The referee begins play only after all players are standing in the gaga court and have indicated that they are ready to start the game.

One player tosses the ball up in the air. Players yell "ga" on the first bounce and "ga" again on the second bounce, and the ball is then in play.

Players hit the ball with their hands only, and may not carry or throw the ball - it must be punched with open hand or fist.

Anytime the ball hits a wall, it then can be caught by another player and they begin to punch the ball along the ground.

Any player who is touched by the ball either directly or by a rebound off the wall is "out" and must step out of the circle.

If the ball contacts a player or a player's clothing below the waist, that player is eliminated. If the ball contacts the player above the waist, the player is still in.

If the ball goes out of the gaga court, the last player to touch the ball is eliminated.

If a player catches the ball before it bounces, the player who had the last contact with the ball is eliminated.

Once the player hits the ball, they must wait until the ball touches someone else before hitting it again (no double touches).

If there are only two players remaining, a player may hit the ball up to 3 times in a row. The ball is "rejuvenated" by contact with the wall, and the hit count resets.

Some Ga-Ga games are designed to be team efforts, although the sport is traditionally a one-against-all competition. Teaming, or intentional passing of the ball to other players, is allowed only at the discretion of the referee and must be specified in advance of play.

There are plenty of variations available, and like 4-square, you can

certainly make your own house rules!

Giants, Wizards and Elves

Split group up into 2 teams, designate 2 safety zones, one on each teams side, and designate a middle area.

Each team then gets in a huddle and picks what they want to be as a team, a giant, a wizard or an elf.

Giants put their hands up over their heads, wizards put their hands out straight in front of them wiggling their fingers, and elves make pointy ears on their head with their pointer fingers.

Once the teams have decided their character they want to be, they come up to the center spot and line up face to face, then on a count of 3, everyone does whatever action their team picked.

Giants beat elves, elves beat wizards and wizards beat giants, so the team that beats the winning team chases the other and tries to tag as many members on the other team as possible before they reach the safety zone.

The members from the team that get tagged become a part of the other team.

Repeat until all players are on one side.

Indy Five Hundred

The group should be sitting in a circle and numbered 1-4. Give each number a name of a car. (ex. 1's are Porches, 2's are Ferrari's... etc) The game leader calls a car name and those cars have to get up and run around the circle. The first person back to their spot wins. There is a twist to this game. The cars can have things wrong with them as the leader chooses. Some ideas are; FLAT TIRE (Hop around on one foot), RUN OUT OF GAS (Crab Walk), TURBO BOOST (run around), NO MUFFLER (noisy!)...etc

Right Hand Man

Each person silently chooses another in the group as their right hand man. They also choose a different person as their left hand man. On go, each player moves to keep their right hand man on their right and their left hand man on their left.

Order Up

It's like "Simon Says" except there are limited and specific commands, each with their own sign. The leader yells them out and performs the sign. The campers must follow along. If the leader does not say "order" before each command, the campers must not listen to the leader.

Pro Tips:

Do a practice round first, going over all of the commands and hand gestures
Go fast

Assign a judge

When you say a command, do the hand gesture too. Eventually, say a command but do the wrong hand gesture in order to trip people up.

Here are the Commands, followed by their signs.

Order up: Arms out, palms up.

Order down: Arms out, palms down

Order 'bows: Stick elbows up, pointed in front of you, arms next to your head

Order lobes: Hold onto your ear lobes with both hands

Order nose: Touch your nose with your index finger, using both hands

Order toes: Touch your toes with both hands

Order Pizza: Everyone shouts "Mamma Mia!"

Red Light, Green Light

In this game, one person plays the 'stop light' and the rest try to sneak up on them. At the start, all the children form a line about 15 feet away from the

stoplight. The stoplight faces away from the line of kids and say 'green light'. At this point the kids are allowed to move toward the stoplight. At any point, the stoplight may say 'red light' and turn around. If any of the kids are caught moving after this has happened, they are out. Play resumes when the stoplight turns back around and says 'green light'. The stoplight wins if all the kids are out before anyone is able to touch them. Otherwise, the first player to touch the stoplight wins the game, and is stoplight for the next game.

Robot Roundup

Have the campers join into pairs, 1 as the robot and the other as the robot controller.

The controller must give the robot a unique noise or word. When the game begins, the controllers and robots are spread across the area.

Each controller then turns on their robot at the same time and the robots start walking.

The robots are only allowed to walk in a straight line. When the robot bumps into someone or something, the robot must stop and start yelling its unique noise.

The controller must run to the robot and point it in a new direction.

The robot then begins walking again until it hits something else

Stationary Games

1-2-3-Look

This is a very simple game that can include the entire group. It can be hard if the circle gets too big, but it can still be done. This is the quiet version of "Screaming toes"

Everyone closes their eyes and lowers their heads, the leader calls out 1-2-3-Look! As the leader calls "look," the campers look up at one specific person. Make sure you instruct them that they cannot change who they look at, because if you and the other person happen to be looking at each other then you are both out.

When the camper looks up they look at one specific person. If that person is looking back at them, both players are out. If that person is looking at a different person, the camper puts their head back down and waits for the next call of "1-2-3 Look." Continue the game rapidly until only two players are left. It's not a game of skill, it's just fun!

2 Truths and a Lie

Ask each person in the group to think of two true facts about themselves, and one lie.

Each person in the group takes a turn telling the group their three items.

The group then has to agree on which fact they think is a lie. Once the group announces their decision, the speaker tells the group the correct answer. The group then can talk about any of the interesting things they just learned about the new person.

Ah soh koh

Everyone sits in a circle, and learns the 3 commands and their movements.

- 1) Ah – the person says "Ah" loudly, and takes their left or right arm across their chest, pointing at the person next to them
- 2) Soh - the person says "Soh" loudly, and takes their left or right arm above their head, pointing at the person next to them
- 3) Koh – the person puts both arms together in front of them and point to someone else, anywhere in the circle.

The phrases must always go in that order, and each phrase needs its correct hand motion. You go when you are pointed at by someone next to you using "ah" or "soh," or by someone across from you using "koh." When you are "koh"ed at by someone you can either start again with "Ah" or put your hands up and say "nooooooooo." If you say "nooooooooo" then the person who said "koh" has to start again with "Ah." If you mess up, you step out of the circle and walk around the outside trying to confuse people by shouting random words.

Assassin

This is a game best played in a large group. We always played it with the 6-10 year olds at our summer camp. Sit all of the children in a circle, with legs crossed. Have all children put their heads down. One person (we always had at least one adult present) would walk around the circle and tap one child on the head. This person was the assassin. The child eliminates all other players by winking at them. If you are winked at, silently count to 10, then put your feet in the middle of the circle. We always had a few drama queens who would act as if they really had been shot, and clutch their chest, and shake and scream. Very funny. If the assassin eliminates everyone, then they win. They can be "witnessed" as well. If a player thinks they know who the killer is, before they get winked at, they can say they have a suspect. Such as "I suspect that Sally is the assassin." If Sally is not the assassin, then the accusers are eliminated. A less brutal version is the sandman. Same thing, except being winked at means you take a nap.

Beat the Bunny

The bunny (small ball) is started first and is passed from person to person around the circle.

When the bunny is about half way around, the farmer (large ball) is started in the same direction.

The farmer can change directions to try and catch the bunny, but the bunny can only go one way, until the farmer changes direction.

Birthday Line Up

Have the group get in a line. Tell them they must, in silence, get in order by: birthdays

- Height
- Name
- Age
- shoe size
- alphabetically by favorite color
- number of siblings
- number of pets owned
- etc.

Beat Master

Everyone sits in a circle, and one person leaves, then one person is selected to be the Beat Master. Everyone else in the circle has to follow the movements that the Beat Master does i.e.-clapping, snapping, banging the ground. The person who stepped out of the circle then comes back and tries to see whose movements everyone is following, and guess who the beat master is.

Count 10

Ask the group to stand in a circle.

Someone starts counting from 1 and say's one or two numbers. Then moving in a

clockwise direction the next person says one or two numbers counting up from where the last person left off.

A person is eliminated when they have to say "10." The game continues again from "1" starting with the person to the eliminated's left.

e.g. "1", "2, 3" "4, 5" "6, 7" "8" "9" "10" then the person who said 10 is eliminated.

Dollar Dollar

Sit one person in the middle of a circle whose role will be to guess where the "dollar" is.

Each person places their left hand on their left knee cupped to receive the "dollar". With the other hand each person pretends to take the "Dollar" from their own left cupped hand and place it in the cupped hand of the person to their right.

All sing the song and do the movement in rhythm to the song. Have the person in the middle close their eyes while the rest sing the song through twice. The person in the middle then opens their eyes and guesses at where the "dollar" is all the while the rest continue the song and movement.

If they guess wrong then the person who does have the "dollar" gets to be in the middle. If correct gets to stay in the middle. (You can give the guesser one, two or three guesses.)

"Dollar" can be a quarter or small stone

Warm-up: Your hand, your neighbor's hand (repeat until hand pattern set)

Song: Dollar dollar how I wonder, from the one hand to the other, is it fair or is it square to keep poor (person in middle's name) sitting there? (Repeat as needed.)

Down by the Banks

Have campers sit in a circle with their right hands on top of the child sitting next to them, and their left hand under the other child's. As you sing the song the last one to have their hand hit is out. When only 2 campers are left have them each take their right hands and hold the other camper's like they are shaking hands and have then do a sawing type motion, and the person at the end with their hand closer to their chest is out.

Down by the banks

of the hanky panky

where the bull frogs jump

from bank to banky

with an eeps iipes opes opps

Jumps off a lily pad and goes KERPLOP!

you're out!!

Duckie Wuckie

Sit in a circle and have one person in the middle as "it". The it person asks individuals "Would you be my Duckie Wuckie?" The single individual has to respond "No, I will not be your duckie wuckie" without smiling or laughing. If the person cannot say the entire response, they switch places and become "it". If they are able to say it with a straight face, they are safe and the "it" must move on to someone else.

Ducks and Cows

This is a great way to divide a large group into two smaller groups. Players close their eyes while one person goes around tapping them on the shoulders designating them either a duck or a cow. On a given signal, players keep their eyes closed and must find other members of their duck or cow team by "mooing" or "quacking".

Elephants, Cows and Giraffes

Get into a circle with one person in the center. This person will then call out elephant, cow, or giraffe. The person that is pointed out, as well as the person on each side of him/her will have to coordinate their actions and make each animal as described.

Elephant: center will stick both hands in front of their nose in a cylinder to form a trunk. On each side of them they will form the ears by leaning over placing one hand by the center person's hips and the other by their head.

Cow: center person will enter lock their fingers and turn them upside down so that the thumbs point down forming udders. The outside people will then milk the udders.

Giraffes: center places their hands directly over their head and together forming the neck, while the outside two arch their backs touching the middle person's toes to form the legs.

If they do not get into this position by the count of 5 by the pointer then the last to get into position will become the center person.

Elf Hide and Seek

One player is chosen to be the elf. The elf looks around and thinks of a spot that a tiny elf could hide. The other players try to guess the spot. They can ask questions about the hiding place that can be answered yes or no. When they are way off the elf can say, "cold" or if they are close "warm". Whoever guesses the hiding place gets to be the next elf.

Finger Fencing

Player pair up. They grasp hands in a handshake style, with their thumb and index finger extended in a finger gun shape. Each person is trying to touch their finger to the other person's leg!

Finger Grabbers

Circle up. Have everyone place their left hand out flat and their right pointer finger into the palm of the person to their right. On the count of three, everyone tries to grab the finger in their left hand while trying not to get their right finger caught.

Four Standing Alone

Players are sitting. Anyone can stand up any time they want to, but they cannot remain standing for more than 5 seconds. The aim of the game is to have exactly four standing at one time. Talking is not allowed.

Fruit Basket Turn Over

Seat players in a circle. One person stands in the center. Each player is given the name of a fruit. The person in the middle calls out the name of two fruits. The two people must quickly change seats. The person in the middle also tries to reach one of the seats. The one left standing then calls the name of two other fruits. They may also call "fruit basket turnover" and everyone must change seats.

Huckle Buckle Bean Stalk

Players close their eyes. "It" hides a predetermined object in a tricky spot, but it is in plain view. The others hunt for the object. Everyone should be able to see it clearly by spinning in a circle from where they're standing. When a player sees the object they say "huckle buckle bean stalk!" and then sits down quietly. Game continues until everyone finds the object. The first finder gets to hide the next object .

Human Machines

Each group acts out a machine with sound effects (i.e. telephone, fax, washing machine, dryer, blender, typewriter, stereo, airplane).

Icelandic Foot Tag

Everyone stands in a close circle and crosses their feet, right over left. Play begins with one person tagging the foot of the person to their right. A "tag" is sliding your foot in one fluid motion to touch with of the feet of the next player. The next player moves the foot that was touched to touch either of the feet of the player next to them. Play moves in the same direction the entire game, with turns being taken one at a time. The goal is to keep balance. If someone feels like they may fall or does fall, they are out for the round. Play ends when there is a winner!

Little Sally Walker

Get everyone in a circle with one person in the middle.

The person in the middle walks around inside the circle while everyone else sings, "Little Sally Walker walking down the street. She didn't know what to do so she stopped in front of me. (At this point, the one in the middle stands in front of someone and does a dance move)

(Still singing....) Hey girl, do that thing do that thing and switch! (still singing) Hey girl do that thing do that thing and switch!

The new person now walks on the inside of the circle and continues the game.

Opposites

A leader is chosen to perform different actions. Everyone else in the group must do the opposite of those actions. If the leader sits, the others must stand. If the leader puts their hand on their head, the others put it on their foot or maybe they put their head in their hand or maybe they stand on their head. It is interesting to see the different interpretations of what is "opposite".

Pass the Banana

Form a circle with all players sitting on the floor. It is important for the players to sit close together with their knees up and their hands tucked under their legs. The person in the middle has to figure out where the banana is as the people in the circle are passing the "banana" under their legs secretly.

People to People Twister

Pair up in groups of two and stand back to back. Make sure participants introduce themselves to one another.

Then the leader will say different combinations that the group has to try to get to while staying back to back (right hand to right hand, left foot to right foot, head to head, right hand to left leg, etc...). The pairs must maintain all called combination until they switch partner.

Once the leader says People to People they will then go switch partners.

If you have an odd number of participants, the odd person is the leader. Once pairs switch, the odd person out is the new leader.

Poison Dart Frog

Players sit in a circle. A detective is chosen, and they sit in the middle. Everyone closes their eyes and a "poison dart frog" is picked by the counselor. The detective is trying to figure out who is the poison dart frog. When the poison dart frog winks at another player, the player is out and must lie down. A dramatic death or delay is always fun. The poison dart frog continues to wink at players until they are discovered or until everyone is out. The detective gets three guesses to guess the poison dart frog.

Screaming Toes

Gather the group in a circle. Instruct everyone to look down at their toes. When you say "look up" everyone will look at a specific person. Make sure you instruct them that they cannot change who they look at, because if you and the other person happen to be looking at each other then you are both out.

When the camper looks up, they look at one specific person. If that person is looking back at them, both players scream!!!! And are out. If that person is looking at a different person, the camper puts their head back down and waits for the next call of "look up."

Continue the game rapidly until only two players are left. It's not a game of skill, it's just fun!

Unique Similarities

Break group into small groups (generally 4-5 people). Find 4 things that you all have in common (carry a visa, saw X movie, have a brother, love snow, visited London, wearing green, etc.) Then each individual finds one thing that is unique to them (no one else in their group has/does) [I collect buttons]. Share with larger group.

Who am I?

The group forms a circle. One person is chosen to be the Guesser and they go into the middle of the circle. The Guesser is blindfolded or asked to keep their eyes closed.

Note: Be sure to ask that the Guesser is comfortable playing the game blindfolded. If they are not, let them know it's alright and choose another person to be the Guesser.

The game begins with an adult spinning the Guesser around in a circle. The group is asked to spin around in a circle as well, but in the other direction. When the spinning stops, the Guesser points in the direction of one of the people in the circle and says the name of an animal. That person must make the noise that that animal makes. The guesser will then try to guess who the person is by the sounds they make.

Who's in my Club

The leader picks a player who has something in common with them (i.e. shoelaces, shirt color, height). The chosen player joins them and the group gets one chance to guess what it is they have in common. If they guess wrong, another player is chosen to join the club who also has the same common trait. The group guesses again. If they are wrong, one or more appropriate players can be chosen. When the group guesses correctly another leader is chosen.

Who Moved

Select one person to be "It." "It" looks carefully at the poses of each person in the group, and then "It" turns around. One predetermined person changes their pose in the group while all the others try to stay as still as possible. "It" then attempts to guess who has moved.

Who is Missing

The children sit in a circle and close their eyes. Then, the person running the activity walks around and taps one person on the shoulder. The person that got tapped leaves the room or hides somewhere where no one can see them. Everyone opens their eyes and tries to find out who is missing. To make it harder, have them stand up and move them around so they don't know who is near them.

Who Stole the Cookies From the Cookie Jar? /Who wants a Cookie from the Cookie Jar?

Group (sings): Who stole the cookies from the cookie jar?

(insert name of camper) stole the cookies from the cookie jar!

Camper: Who, me!?!?!?

Group: Yes, you!

Camper: Couldn't be!

Group: Then who?

(Camper uses another campers name) stole the cookies from the cookie jar!

Song keeps going until each camper's name is used. Perfect for bus rides!

Zip Zip Zonk

Sit your group in a circle. The 1st person starts by saying the word "zip". One person says it after another around the circle... zip, zip, zip, zip etc. Now tell the players that the aim is for no one to be able to see their teeth. They must cover them with their lips at all times. (Pull them over your teeth as you would if you were rubbing in lipstick. Now go around the circle again saying zip. (It sounds more like zaip now!!) Ok then explain to the players that they can change the direction that zip is going by saying zonk which makes it bounce around again the other way. A person is caught out if any player sees another's teeth. The accuser must show this by shouting teeth teeth, bending their arm up so their hand touches their shoulder and slapping their elbow. AT ALL TIMES TEETH MUST BE COVERED. People who are caught out must sit out of the circle. When only 3 or 4 people are left have them stick out their tongues while keeping their teeth hidden. Keep playing the game. Eventually you should get a winner.

Zoomy Zoomy

Have a group of kids sit in a circle. The leader is Zoomy Zoomy and everybody else is a number 1.2.3 and so on until everybody has one.

Clap your lap twice and snap twice to make a pattern. Zoomy Starts by chanting "Zoomy Zoomy, Zoomy ZooMa, Zoomy Zoomy, Zoomy ZooMa" to the pattern. Then the game starts.

Zoomy calls out a number twice and that number has to repeat its number and say another number. Somebody can say Zoomy. Whoever messes up 1st is out. And the game continues.

Example:

Zoomy Zoomy, Zoomy ZooMa, Zoomy Zoomy, Zoomy ZooMa

"Zoomy Zoomy (the leader), 7 7,"

Person with the #7, "7 7, 2 2"

Person with the #2, "2 2, Zoomy Zoomy"

The leader "Zoomy Zoomy, 3 3"

Person with the #3, "5 5... (Wrong didn't say their number 1st) so Number 3 would be out, now there is no number three..

So everybody has to know who is still in, and the game carries on.

Mind Games and Riddles

Astronaut

Camp Leader says: 'I'm going to outer space. And I'm going to take a...'
The leader picks out an object/animal/food that has the first letter in their name.
(i.e. Melinda would take a Marshmallow. Josh would take a Jacket.)
And so on. Pick three people that know the trick and then do it. (Let's say the three people's name is: Josh, Mariah, Katie) Then you start the game by the Leader saying:
'I'm going to space and I'm going to take a JACKET. (Because the Leader's name was Josh. So J&J.) Mariah, would you like to go to space?'
'Yes.'
'And what are you going to bring?'
'I'm going to bring a MUFLER.' (Mariah and Muffler. M&M.)
'Okay. We're going to space, Katie would you like to come?'
'Yes!'
'What are you going to bring?'
'I'm going to bring a KITE.' (Katie and Kite. K&K)
And so on. Then ask the kids. It was a fun activity to get their brains thinking.

Black Magic

Requires two people who know how to play. Tell the audience that you and the other person have a telepathic connection and you can share knowledge with your minds. Send one of the people in on the trick out of the room. You and the audience will decide on an object for the other person to guess. Invite them back, then start suggesting items. "Is it that chair?" "Is it my shoe?" etc. For the object you indicate right before the correct object, it must be something black. That is how the guesser will know what the correct object is. The secret is in the name!

Broom Dance

Have people do a dance with a broom, and you'll tell them whether it's correct or not! Demonstrate as often as needed, changing the dance each time. To be a correct dance, the person needs to cough before dancing.

Can You Make a Triangle?

"Okay, I can make a triangle between the fence, the bush, and this bench." Let others try to make a triangle and tell them if they're correct or not. All correct triangles have the word okay before them!

Coffeepot

One player thinks of a verb silently to themselves. When they have it, other players ask them questions about the verb, using coffee pot as the stand in verb. For example "Can you coffeepot in the winter?" "Is coffeepotting fun?" "Can animals coffeepot?" The verb thinker will answer truthfully with yes or no questions until someone guesses what the word is! Then switch verb thinkers.

Four is the Magic Number

12 is 6, 6 is 3, 3 is 5, 5 is 4 and 4 is the magic number.

20 is 6, 6 is 3, 3 is 5, 5 is 4 and 4 is the magic number.

7 is 5, 5 is 4 and 4 is the magic number.

And so forth

Each number becomes the number of letters used to spell it. Three is Five because there are 5 letters in the word three. Four is the magic number because it is the only number where the letters used to spell it matches its numerical value.

Green Glass Door

What can go through the green glass door? Grass can, but dirt cannot. Trees can, but branches cannot. Any word with consecutive double letters can go through, like the words in the name!

Hink Pink

The object of the game is to guess the pair of rhyming words that someone has thought of. For example, free tree. Once they think of their word pair, they'll tell the group the number of syllables following this pattern:

Hink pink – one syllable each

Hinky pinky – two syllables each

Hinkity pinkity – three syllables each

Hinkhinkity pinkpinkity – four syllables each

Then, they'll give a one word/really short clue for each of their words. So if they're giving a clue for "free tree", they might say "Hink Pink. A no-cost plant" and based on that clue, everyone tries to guess what the rhyming words are.

How Many Elephants?

"If there are three elephants on the desk and four elephants in the trashcan, how many elephants are in my pocket?" The first two things you say are totally random and not relevant to the answer. The correct number of elephants are the number of words in the final question. "How many elephants are in my pocket?" would be 7 elephants because there are 7 words in the question.

How many? – 2

How many elephants? – 3

How many are there total? – 5 etc.

In my Grandmother's Attic

The first player says, "In my grandmother's attic, I found... and ..." and names something that starts with "A." The next player says the same phrase, the object beginning with the "A," and then something that begins with a "B." Continue this way, each player reciting the previous items and adding another, all the way through the alphabet, to "Z."

Johnny Johnny Woo

Person in the know will hold up any hand and touch each finger starting with the pinky, saying Johnny Johnny Johnny Johnny Woo, Johnny Woo, Johnny Johnny Johnny Johnny. The woo is when the pointer touches the forefinger/index finger and slides down to the thumb. When finished, cross arms or join hands on lap. Then get rest of the players to try and do it, it's likely they will just focus on the Johnny Johnny Woo hand actions, and pay no attention to your crossed arms/hands. People have only successfully done it when they catch on that they have to cross arms/hands.

Master Sculptor/Artist

You'll need two people who know the trick. One is the Master Artist and the other is their apprentice. The apprentice gets sent away and the group decides on someone the artist will draw/sculpt. The drawing/sculpture is nonsense – the sculpture can be made of found objects such as rocks, sticks, and pine cones. Invite the apprentice back to guess who the drawing/sculpture represents. They should go on about "the placement of this reminds me so much of them" etc. The Master artist clues the apprentice into who it is by sitting exactly like that person.

My Aunt Loves Coffee but she Hates "T"

Everyone sits in a circle, and each person makes a statement. For example "My aunt loves _____ but she hates _____."

The activity leader will say "true" or "false" to the statement. Go around the circle until everyone has figured out the pattern.

The pattern is that My Aunt only likes things that don't have a letter "t" in the word.

Things My Aunt Loves: Bread, Cars, Rain, Dogs, etc.

Things My Aunt Hates: Trains, Thunder storms, Cats, Tennis, etc.

Moon Trip

One camper announces that they are going on a moon trip and are bringing two things, and names two examples.

Camper then says that if you want to go then you have to bring two things, and as the "space commander" they will let you know if you can bring the items you suggest.

Go around the group and ask them their name and what they will bring. If their items don't meet the correct criteria, camper can't come into space, and move on the next camper.

Repeat this a couple times around the group until most campers guess the secret...

The first thing must start with the first initial of camper's first name and the second thing starts with the first initial of their last name.

Open or Closed?

Hold a random object in your hand. Ask "is it open or closed?" The audience guesses. It is open if your mouth is open (a smile works best). It is closed if your mouth is closed.

Question game

Everyone sits in a circle, and each person asks a question to the person to their left (or right...it really doesn't matter.) The questions should have interesting answers...like a couple of words... not just "yes" or "no" (that makes this game really boring.) By the time you get around the circle, everyone should have asked and answered a question. You instruct everyone to remember the question that they asked and the answer they gave to the question they were asked. Those are now the only 2 phrases they are allowed to say. You then instruct everyone to get up and sit next to someone new in the circle. Then you will go around the circle and people will ask their original questions, and give their original answers, regardless of their question. It is really funny to listen to how it comes out in the end.

Red Rock Room

Campers try to figure out what belongs in the Red Rock Room. For example, bagels can go in the red rock room. So can paper, teeth, books, etc. Any word that starts and ends with a consonant belongs in the red rock room!

Scissors or Crossed Uncrossed Game

Scissors is a neat trick to have in your bag for those down times when everyone is getting bored. Unfortunately, you cannot do it more than once with the same group. Two sticks, two pencils or anything which can simulate open or closed scissors will do. Don't use actual scissors for this game.

Have the group sit in a circle. While passing the "scissors" to the person on their right, the leader says "I receive the scissors (either open or closed) and I pass them (either open or closed)".

The person receiving repeats the statement while passing to the next person. The leader (and anyone else who has caught on to the trick) announces if each part of the statement is right or wrong. Continue until everyone can pass the scissors correctly.

The trick has nothing to do with the scissors. Open and closed refer to whether the person's legs or feet are crossed (closed) or uncrossed (open) when receiving and passing.

This activity usually generates some discussion about the importance of looking past the obvious and thinking creatively.

Sometimes Y

Announce you have a story, and ask others to guess its details using only Y/N questions.

ANSWER: Questions that end in consonants are answered "No," while questions ending in vowels merit, "Yes," and Y-endings merit "Maybe." This leads to often contradictory answers and a very funny story!

Stick Numbers or Alien Language

There is one counselor who has several sticks. They make up a random combination with the sticks and say, "This is a secret language; the sticks spell out a number 1-10, and 1-10 only."

You can make as many stick figures and arrangements as you want, it doesn't matter. As long as you are making numbers with your hands. Say it is a 5, all you have to do is put your hand on the ground and spread out your finger.

The fingers that you make numbers with must be on the ground and visible, all the campers are looking at is the sticks.

If your campers can't get it, tell a few other counselors the secret and have them guess. This drives campers crazy that a counselor can figure it out.

Story Riddles

Give campers the initial statement, then have them ask yes/no questions until they discover the answer

1. The man was afraid to go home because the man in the mask was there. Why?
2. A person pushes their car until they arrive in front of a hotel. They pay the owner of the hotel some money, and then push their car away. Why?
3. Two people are driving toward each other with their headlights off. No moon or stars are visible, and no electric lights are on anywhere nearby. Both cars are painted black, with no reflective surfaces. Yet both people know just when to hit the brakes and narrowly avoid hitting each other. How is this possible?
4. There are a carrot, a pile of pebbles, and a pipe lying together in the middle of a field. Why?
5. A person is sitting in a room. Another person enters, carrying a closed cardboard box, and sits down nearby. Though the first person can't see, hear, or smell the box's contents, they know what's in the box.
6. A person tells their boss, "Don't take your planned flight today! I had a dream last night that if you do, your plane will crash." The boss fires the person. Why?
7. Jack and Judy were lying on the floor dead. There was a puddle of water and broken glass on the floor. How did they die?

Solutions

1. They are playing baseball. The man in the mask is the catcher. The other man is afraid to advance to home base.
2. They are playing Monopoly. One player is using the car token and has landed on the other player's property with a hotel.
3. It's daytime and it's a cloudy day, which is why the sun is not visible.)
4. They're the remains of a melted snowman
5. The box contains a cat. The person is allergic to cats and immediately feels the allergy symptoms coming on.
6. The person was the night watchman; they should've been on duty the previous night, not dreaming. (They tell their boss about the dream out of concern for their boss's safety.)
7. Jack and Judy were goldfish. They died because their bowl broke.

The Right Party

The person who knows the trick is the host. Everyone must sit or stand in a circle. "I'm inviting you all to my party, which is called "The Right Party". There's a dress code that's different for every person. You'll need to ask questions to figure out what you can wear to the party!" Each person's "correct" attire is what the person sitting to their right is wearing! You can do several rounds, like shirt/pants color, shoes, hairstyle, accessories.

Umbrella Island

"I'm going to Umbrella Island, and I can take... ummm... a boombox!" You can take anything to umbrella island as long as you say "um" at some point in your answer! Ask others what they think they could take, and tell them if they're right or wrong! Demonstrate as many times as needed.

Who Has the Ball?

"If I throw the ball to Siobhan, who throws it to Tyreke, who has the ball?" (always name people playing in the group)

The first person who speaks after the question is asked has the ball. So if Siobhan speaks first, regardless of what she says, she is the one with the ball.

Card Games

I Doubt It

Set Up

Before game play can begin, a dealer must be selected. To do so, players must choose a random card from a shuffled deck. The player with the lowest card becomes the dealer. Ties are broken with repeated drawings. The dealer shuffles the deck and passes out all of the cards face down to every player one at a time. Aces are low and Kings are high.

How to Play

The game starts with Aces. The player left of the dealer begins by stating how many Aces they will be putting face down in the middle of the game play area. Play moves clockwise and the rank for the turn increases to 2 and so on. Players have to lay down at least one card even if they do not have the specific rank in their hand. For example, if the rank a player must lay down is a 5 and they have no 5s, they can secretly lay down a Queen and a Jack and say they are laying down two 5s. Before the next player lays down their cards, anyone who thinks the current player is lying can say "I Doubt It". If the player was lying, they must take all of the cards in the middle and add them to their hand. If the player was telling the truth, the player who said "I Doubt It" must take all of the card in the middle. The first player to get rid of all of their cards wins the game.

Mao

The main feature of Mao which distinguishes it from many of its predecessors is that there is a rule against explaining or asking about the rules. New players are expected to join a game and deduce the rules of play by observation, trial and error. Make sure to keep this game light hearted and fun for new players.

The object of the game is to get rid of all of the cards in your hand by playing one card per turn.

Set Up

Each player is dealt 7 cards. Once the cards are dealt the dealer will place the remaining cards face down in the middle of the playing area as the draw pile and place the top card face up next to the draw pile. If you're playing with a large group, you may need more than one deck of cards.

How to play

Upon receiving their cards, players are not allowed to touch their cards until the dealer says, "The seven card game of Mao is now in session." At this point game play will begin with the player to the left of the dealer and continue clockwise from there.

On each player's turn they may play one card of the same value or suit of the face up card in the middle of the play area. If the player is unable to do so, they must draw one card and knock on the table.

Special Rules

- **Talking** is not allowed during gameplay
- Playing an **8** reverses the order of play.

- Playing an **Ace** skips the next players turn
- **Jacks** are wild cards. It can be played on any suit and the player calls out a new suit of their choosing. Play will continue as if the chosen suit is on top of the play pile.

- When playing a **spade** card, you must name the card just played. For example, Jack plays the ace of spades, so they must say "Ace of spades."

If a **seven** is played, the player must say "Have a nice day," and the next player must either draw a card or play another seven and say "Have a very nice day."

If multiple sevens are played in a row, the player of each seven must add one "very" to the phrase "Have a very nice day,"

Whenever a rule is broken, the player is penalized by being given one card from the draw pile. The dealer should administer a penalty card, and upon giving the card, they must state what the penalized play has done to deserve the card. For example, Suzy plays a seven, but forgets to say "Have a nice day." You give her one card and say, "Failure to say 'have a nice day.'"

When a player "wins" a round, they get to decide on a new rule to add. They don't announce it, they keep it to themselves. On the next round when players fail to adhere to their new rule, they are able to penalize them with one card and an explanation of the rule they failed to follow.

If a break in the game is needed for any reason, any player can declare a point of order by saying "Point of Order." Talking is allowed only during a point of order. The point of order ends and gameplay resumes when any player says "point taken".

Palace

Set Up

Palace is a card game for two to four players. The game requires a standard 52 playing card deck and is suitable for ages 8 and up. 3s are low and Aces are high. The objective of the game is to not be the last person with cards.

To set up Palace, the dealer shuffles the deck and passes out nine cards to each player. The first three cards are faced down. The next three are placed faced up on top of the previous cards. The last three cards are the player's hand. The remaining deck forms the Stock.

Before the start, every player has the opportunity to exchange any of the cards in their hand with any of their three faced up cards.

How to Play

The player left of the dealer begins by placing a card in the center of the gameplay area. Going clockwise, players try to outrank or equal the previous card played with cards in their hand. If they cannot do so, they must take the entire center pile. A player must have three cards in their hand at all times. Players replace cards that they play with cards from the Stock.

In Palace, 5s, 2s, and 10s are special cards.

If a player plays a 5, the next card must be equal or lower in rank.

2s are wildcards. Any card can be played on top of a 2.

10s remove the pile. They also allow the same player to lead the next pile.

After the Stock is exhausted and the player's hand is empty, they move onto the three flipped over cards. After playing the three top cards, the player then blindly

plays the three down facing cards. After flipping over a down facing card, they must play it before flipping over another card. Once all of their cards are played, they are out. Play continues until all but one person are out of cards.

Spoons

Set Up

The objective of Spoons is to be the first player to get a four of a kind and not to be the last player grab a spoon.

The dealer shuffles the deck and then passes out seven cards, faced down, to each player. The remaining deck is then placed to the right of the dealer. Spoons (or pencils/sticks/rocks) are in a central location where everyone can easily grab them. There is one less spoon than players

How to Play

The dealer begins the game by drawing a card from the deck. The dealer then discards a card and passes it clockwise by setting it on the ground/table between them and the person to their left. This pattern continues: once a player receives a card, they then must discard a card clockwise. Small draw piles may form between players. Players can only have seven cards in their hand at a time. The goal is to form a four of a kind.

Once a player has gotten a four of a kind, they must grab a spoon from the center of the group. There is always one less spoon than the number of players so, the person who does not get a spoon after a player gets a four of a kind loses that round.

Go Fish

Set up

The objective of Go Fish is to have the most "books", or 4 of a kind, by the end of the game.

The players assemble in a circle and the dealer shuffles the cards. The player to the dealer's immediate right cuts the shuffled deck and the dealer then passes the cards out face down, clockwise, and one at a time. If less than 4 people are playing, each player receives 7 cards. If more than 4 people are playing, each player receives 5 cards. The remaining deck is placed face down in the middle of the circle to form the "ocean".

How to Play

The game begins when the player to the left of the dealer "fishes" by asking another player if they have a certain card in their hand (e.g. "Do you have any Queens?"). If the player does have the type of card asked for, they must give the asker all of that type they possess. The asker then continues questioning the same or a different player if they have another or the same type of card. If a player does not have the typed asked for, they say "go fish" and the asker picks up the top card

from the ocean. The gameplay then moves to the left and the next person fishes for cards.

A player makes a book when they have 4 of a kind. When a book is made, the player places the 4 cards face up in a pile in front of them to verify to the other players that they made a book. The game ends when all 13 books are made. The player with the most books wins. If a player runs out of cards during the game, they may select one from the ocean when it is their turn. If there are no more cards in the ocean, they are out of the game and the number of books they have is final.

Ranter-Go-Round

Set Up

Ranter-Go-Round is a classic card game for 3 or more players. The game requires a standard 52 playing card deck and is suitable for ages 6 and up. In Ranter-Go-Round, Aces are low and Kings are high. The objective of the game is to have the highest card value.

To set up a game, players need to form a circle around a stable playing area. Every player gets three lives at the start of the game. Decide upon a first dealer. The dealer shuffles the deck and passes out one card, faced down, for each player.

How to Play

Gameplay begins with the player left of the dealer. The first person looks at their card and can either keep it or switch cards with the player to their left. Switches are permanent. Play then proceeds clockwise with each player having the opportunity to switch cards with the person on their left. If a player has a king, they must immediately flip it over. A player cannot swap with a King. A player who is to the right of a King must keep their card. On the dealer's turn, they can either keep their card or choose the top card from the remaining deck.

After the dealer goes, all players turn over their cards. The player with the lowest card loses a life. Cards are reshuffled and the dealer position rotates clockwise. The last player alive wins.

Odd Queen

Set Up

Cold Potato is a card matching game played with 2 or more players and a standard 52 playing card deck. The objective of the game is to pair up all of your cards and to avoid having the odd Queen out by the end of the game.

The dealer first removes one Queen from the deck in order to designate the "Odd Queen". The dealer then shuffles the deck and the player to their right cuts it. The dealer then deals all of the cards one by one clockwise to each player.

How to Play

After everybody receives their cards, players make any pairs they can with their hand and place them facing down on the table. The dealer then holds out their hand facing down (so that no one can see the cards) towards the player to their left. The player left of the dealer then chooses one random card from the other players hand and add it to their own. The player left of the dealer tries to make

another pair with this new card. If they can, the pair is added to their pile of pairs. If they cannot, the card remains in their deck. The player left of the dealer then offers their hand faced down to the player to their left and gameplay proceeds as before.

Players can "Go Out" and be safe from becoming the Odd Queen in two ways: they can pair up all of their cards or the player to their left takes their last card for the draw.

Because one of the Queens was removed, there will always be an unpaired Queen. The player who has it at the end of the game becomes the Odd Queen and loses.

Wacky Eights

Set Up

Wacky Eights is a classic game for 2 or more players played with a standard 52 playing card deck. The objective is to have the least number of points after a player gets 100 or more points.

The dealer shuffles the deck and passes out 5 cards faced down one by one to all players. The remaining cards form the stock pile and are placed in the center of the group. The top card from the stock is flipped over and placed next to the stock and gameplay begins.

If the first card is an 8, the 8 is placed somewhere in the middle of the stock pile and a new starter card is flipped over.

How to Play

Starting with the person to the left of the dealer, players try to get rid of their cards by placing them on top of the flipped up card in the center. Players may do so if the card they want to get rid of is the same rank or suit of the card flipped up. 8s are wild and if a player plays an eight, they must state what suit the eight will be for the next player.

If a player cannot place any of their cards on the one in the center, they must draw cards from the stock until they can place or until they've drawn a maximum of five cards.

Scoring

After a player gets rid of all of their cards, the round is over and points are tallied. Cards remaining in players' hands are counted as the following point values:

- Cards 2 through 9 (except the 8) are worth their face value

- Aces are worth 1 point

- Cards 10 through King are worth 10 points

- 8s are worth 50 points.

Once a player reaches 100 points or above, the player with the lowest number of points wins the game.

Speed

Set Up

Speed is a classic card game for 2 players. In Speed, 2s are low and Kings are high. Aces can either be lower than 2 or higher than King. The objective of Speed is to be the first player to get rid of their cards.

The dealer then passes out two piles of cards, faced down, to each player. The first pile has 5 cards. The second pile has 15 cards.

The dealer then makes four piles of cards in the middle of the gameplay area. The first and fourth piles have 5 cards each and the second and third piles have 1 card each.



How to Play

Both players pick up their own 5 card pile. Players then flip over the two 1 card piles in the middle. Players then use these two middle piles to get rid of their cards. Players can get rid of a card if it follows in increasing or decreasing sequence to the cards in the middle. There are no turns. Players get rid of their cards when they can.

After playing a card, players replace it with the top card in their 15 card pile.

If no player can play onto the middle piles, both players flip the top card of the side piles onto the middle piles. If the side piles become exhausted, then the middle cards are shuffled and new side piles are formed.

The player who gets rid of their cards first wins.

Royalty

Set Up

Royalty is a trick taking game that requires 4 to 7 players and a standard 52 playing card deck. In Royalty, Aces are high and 3s are low. The objective of Royalty is to be the first one to get rid of your cards.

The dealer passes out all of the cards to each player.

How to Play

The person who received the 3 of Clubs plays that card to begin the game. Play then proceeds clockwise. To place a card, a player must match or outrank the card previously played. Pairs outrank singles, 3 of a kind outranks pairs, and etc. If a 2 is played, the pile is eliminated and that player begins a new pile. If a player cannot match or outrank the previous card, they must pass.

The first player to get rid of their cards becomes the Royalty. The last person to get rid of their cards becomes the Peasant. At the end of the round. The Royalty shuffles the deck and passes out the cards. The Royalty then sees the Peasant's

hand, takes which card they would like, and then gives the Peasant their least helpful card. The Royalty then begins the game with whatever card they choose.

Slap

Set Up

Slap is a multiple player game that combines chance with agility. Played with a standard 52 playing card deck, the objective of the game is to win all of the cards through drawing and slapping.

The dealer shuffles the deck and passes out all of the cards to each player in a clockwise fashion.

How to Play

Starting with the player to the left of the dealer and going clockwise, players take turns drawing the top card of their deck and placing it in a pile in the center of the group. Players can win all of the cards in the pile and advance in the game by two methods: Face Cards and Slapping

Face Cards

If a player draws a face card from their deck, the next player has a given number of chances to also draw a face card or else the pile goes to the player on their right. A player's number of chances to draw a face card depends on which face card was initially drawn.

 If an Ace was drawn, the next player has 4 chances.

 If a King was drawn, the next player has 3 chances.

 If a Queen was drawn, the next players has 2 chances.

 If a Jack was drawn, the next player has 1 chance.

Slapping

The following card sequences allow any player to slap the pile and get all of the cards:

 Two cards of the same rank are played consecutively (a pair)

 Two cards of the same rank have one different card in between them (a sandwich)

 An ascending or descending run of three cards

Penalty

If you slap the pile when no sequences are in effect, you must add two cards to the bottom of the pile.