WAR

1. Shuffle a standard 52-card deck and deal half to each player. Players may not look at their cards.
2. Each round, both players simultaneously reveal the top card of their deck. This is a “battle.” The high card of the battle wins, and the player who played that card takes both cards and places them face down on the bottom of their deck.
3. In case of a tie, both players play three more cards from their deck, face down, and then a fourth card face up as the “battle.” Whoever has the high card now takes all the cards, placing them face down on the bottom of their deck. If it’s still a tie, repeat this step until someone plays a higher card during the “battle.”
4. Whoever runs out of cards first loses the game, and the other player is the winner.

SAME/DIFFERENT

1. Two players each get a penny. One player’s goal must be “same” and the other player’s must be “different” – decide who is on which side.
2. Players both secretly choose to place their penny heads-up or tails-up, concealing their penny.
3. On the count of three, reveal whether your penny is heads or tails.
4. If the two pennies are both showing heads or both showing tails, the “same” player wins. If one penny is showing heads and the other is showing tails, the “different” player wins.
RPS

1. On the count of three, two players each reveal one of their hands while showing the sign for rock (a fist), scissors (only index and middle finger extended in a “V” or “peace sign”) or paper (open hand, all fingers out.)
2. If the two players show different signs, then rock is more powerful than scissors, scissors is more powerful than paper, and paper is more powerful than rock; the player with the more powerful sign wins.
3. In case of a tie, play again until someone wins.

ROLL HIGH

1. The first player rolls a six-sided die and gains that many points, keeping track of points on a piece of paper or with tokens.
2. Pass the die to the next player, who does the same. There can be any number of players. The last player passes back to the first player after rolling.
3. Whoever reaches 20 points first wins.
**GUESS MY NUMBER**

1. The first player secretly thinks of a number.
2. The other players take turns trying to guess the number.
3. If a player guesses wrong, they are out of the game.
4. If a player guesses correctly, they win and are the first player for the next round of the game. If nobody guesses correctly, the first player remains and guesses a new number.

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**20 QUESTIONS**

1. The first player secretly thinks of an object.
2. The other players take turns asking the first player questions about the object, which must be in the form of yes/no questions. The first player must answer these questions truthfully.
3. Instead of asking a question, a player may guess what the object is. If they are correct, they become the first player for the next round of the game.
4. If the first player is asked twenty questions total, they win the game, reveal the correct answer and stay as the first player for the next round.