

Games

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
0	0	0	0	0	0	0	0		
1									
1							ACTION		
1	0						MISC		
1	0	0	1					Ha-Ha	Participants lie on each other's stomachs in a lattice structure then they begin to laugh
1	0	0	1	1	1			Hique	Players stare at each other and try to make each other laugh
1	0	0	1	2					
1	0	0	1	3					
1	0	0	2	1				Snow Angels	Lie down in the snow and move your arms and legs
1	0	0	2	2					
1	0	1					RELAYS		Take turns spinning around baseball bat and then running back to "home"
1	0	1	2	1				Bum Darts	
1	0	1	3	1				pencil and string	Players relay winding a ball and string
1	0	2	1	1				crack the whip	Players hold hands and run around the lawn
1	0	2	2	1				rattlesnake	

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1	1						HIDING AND FINDING		
1	1	0						Miscellaneous	
1	1	0	1	1				Treasure Hunt	Groups have maps and hunt for objects
1	1	0	2	1					
1	1	1					HIDE AND GO SEEK		
1	1	1	1	1				Lost Sheep	A "shepherd" counts to 100 and then tries to catch "sheep"
1	1	1	1	2				Allie Allie Oxen	"Allie, Allie Oxen" was yelled to indicate there was a new "it"
1	1	1	1	2	1				
1	1	1	1	2	2				
1	1	1	1	2	3				
1	1	1	1	3				Go to Court	Participants hid in the street and when they were caught, they were sent to court
1	1	1	1	4	1			Hide and Seek	Played usually in the dark. "It" tries to touch other players
1	1	1	1	4	2				
1	1	1	1	4	3				
1	1	1	2	1	4			Beckon	People get out when "it" sees them. Players get three chances to get caught before they are "out" for good
1	1	1	2	2					
1	1	1	2	3					Wiggle
1	1	1	2	4					

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1	1	1	3	1				Jail Break	
1	1	1	3	2					
1	1	1	3	3					
1	1	1	3	3	1			Run Sheepy Run	Chant used to free everyone from the jail
1	1	1	3	3	2				
1	1	1	3	3	3				
1	1	1	3	4				Sneak Indian	"Indians" sneak into "camp" to free the prisoners
1	1	1	4	1				Kick the can	Players try to kick the can to set others free
1	1	1	4	2					
1	1	1	4	3					
1	1	1	4	4					
1	1	1	4	5					
1	1	1	4	6					
1	1	1	4	7					
1	1	1	4	8					
1	1	1	4	9					
1	1	1	4	10					
1	1	1	4	11					
1	1	1	4	12					

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1	1	1	4	13					
1	1	1	4	14					
1	1	1	4	15					
1	1	1	4	16					
1	1	1	4	17					
1	1	1	4	18					
1	1	1	4	19					
1	1	1	4	20					
1	1	1	4	21					
1	1	1	4	22					
1	1	2	1	1				Run, Sheepy, Run	Played in the dark; players were given signal to "Run, Sheepies, Run," when the base was safe
1	1	2	1	2					
1	1	2	1	3					
1	1	2	1	4					
1	1	2	1	5					
1	1	2	1	6					
1	1	2	1	7					
1	1	2	1	8					

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1	1	2	1	9					
1	1	2	2	1				Ditch 'Em	Players divide into teams, and one seeks the other; if you can "ditch" your captors, you can hide somewhere else
1	1	2	3	1				Steal the Flag	Teams try to get the flag of the other side; players go to jail and can get free by performing certain tasks
1	1	2	3	2					
1	1	2	3	3					
1	1	2	3	4					
1	1	2	3	5					
1	1	3					Number of Seekers Changes		
1	1	3	1					Willy	
1	1	3	1	1					One child is selected to be "it." If they can jump out and say "HALT" before being found, then the group has to stay still while he takes steps towards them. Eventually "IT" can touch one of the other players
1	1	3	2					Kangaroo Monster	
1	1	3	2	1					Everyone looks for "it" and when someone finds him, they all want to run back to the "X" without being tagged
1	1	3	3					Ghosts in the graveyard	
1	1	3	3	1					Players look for the ghost, when they find him/her they all run back to the base before they are tagged
1	1	3	4					Scooby Dooby Doo	
1	1	3	4	1					Father hides and children look for him, saying "scooby dooby doo"

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1	1	3	4	8					
1	1	3	5					No Bears are out tonight	
1	1	3	5	1					Players run around to avoid being caught by the bear; played in a house usually
1	1	3	5	2					
1	1	3	5	3					
1	1	3	5	4					
1	1	3	5	5					
1	1	3	5	6					
1	1	3	5	7					
1	1	3	5	9					
1	1	3	5	10					
1	1	3	5	11					
1	1	3	5	12					
1	1	3	5	13					
1	1	3	5	14					
1	1	3	5	15					
1	1	3	6					Froggie in the Meadow	
1	1	3	6	1					Children sing a rhyme and then run to find the froggie; whoever does, gets to be "IT"

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1	1	3	7					Kill the Commie	
1	1	3	7	1					Everyone has a toy gun and the players go LOOKING to kill the Commie
1	1	3	8					Bear	
1	1	3	8	1					The last person found hiding is the winner
1	1	3	9					Marian	
1	1	3	9	1					Two people are "IT" and have flashlights and you are caught when the light is shined on you
1	1	3	10					Which Witch	
1	1	3	10	1					Players feel around in the dark looking for the "witch"
1	1	3	11					Fox and Hounds	
1	1	3	11	1					Foxes hide and the hounds go out to find them
1	1	3	12					Team Tag	
1	1	3	12	1					Players who are tagged have to help tag the other until everyone's caught
1	1	3	13					Sardines	
1	1	3	13	1					It hides by himself and everyone looks for him/her. When you find "it", you hide with him/her until everyone is together
1	1	3	13	2					
1	1	3	13	3					
1	1	3	13	4					

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1	1	3	13	5					
1	1	4					HIDING OBJECTS		
1	1	4	1					Jelly Beans	
1	1	4	1	1				The Jelly Bean Game	Played like an Easter Egg Hunt: jb's are hid and then sought and then sorted by shape and color
1	1	4	2					Hot, Cold, Warm	
1	1	4	2	1					Something is hidden in the room and the seeker is given the clues of HOT/COLD/WARM to help him find the object
1	1	4	3					Boula Boula	
1	1	4	3	1					Children sing boula boula while the finder looks for a hidden object in the room
1	1	4	3	2					
1	1	4	3	3					
1	1	4	4					Huckle Buckle Beanstalk	
1	1	4	4	1					Say "I spy" when you find the object
1	1	4	4	1					Players look for an object and SHOULD "huckle buckle beanstalk" when they find it
1	1	4	5					Knives	
1	1	4	5	1					The object of the game was to find a knife and kill someone
1	2						TAG		
1	2	0						Miscellaneous	

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1	2	0	1	1				Flea Shot	A mean kid would say some self-conscious girl had fleas and they would run around "passing" the fleas back and forth
1	2	0	2	1				Between the legs Tag	Players got through each other's legs to avoid being tagged
1	2	0	3	1				Flag Tag	Players have flags in their belt loops and to be tagged, they must be pulled out
1	2	0	4	1				The Monster Game	Monster is the person who is "IT"
1	2	0	5	1				Round Up	Boundaries are set and when you are tagged you have to help round up others
1	2	0	6	1				Steal the Bacon	A shirt is placed in the middle of the playing field and players run toward "the bacon" or shirt. Whichever team gets the shirt now tries to tag the players of the defensive team
1	2	0	7	1				Three Deep	A circle is formed three people deep; two people are chosen to be it. "IT" A chases "IT" B until he is tired and then he chooses another person from the stacks
1	2	0	7	2					
1	2	0	7	3					
1	2	0	8	1				Tree Tag	Players start out huddled against trees. When "IT" yells "CHARGE" everyone must trade trees. "IT" tries to get a tree before they are all gone
1	2	0	8	2					
1	2	0	9	1				Allos	"IT" is blindfolded and tries to find someone else in the room
1	2	1					LINE TAGS		
1	2	1	1	1				Brownies and Fairies	One team runs toward another and when they approach, everyone turns around running the other way. The team that was originally stationary now tries to tag members of the other team for their own ranks

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1	2	1	1	2					
1	2	1	2	1				Crows and Cranes	One team runs toward the other trying to catch more members
1	2	1	3	1				Gutter	"IT" stands in the middle of the street. Players try to cross the street without being tagged
1	2	1	4	1				Indian Tag	Players run across a field and avoid being tagged
1	2	1	5	1				Mr. Sneeze	Players ask Mr. Sneeze what color his snot is, and if you are HEARING that color, you have to run across a line
1	2	1	6	1				No man's land	No man's land is the sidewalk; players try to avoid being tagged and have to help tag others when they are
1	2	1	7	1				Octopus Tag	Players must run when the "IT" player yells "OCTOPUS"; you try to run across a boundary
1	2	1	8	1				Old Man In, Old Man OUT	Players avoid being tagged by the caller while running from one side of an area to another
1	2	1	9	1				Pomp, Pomp, Pull Away	"IT" tries to tackle other players, but they can pull away
1	2	1	9	2					
1	2	1	9	3					
1	2	1	9	4					
1	2	1	9	5					
1	2	2					CALLER TAGS		
1	2	2	1	1				Colors	Players move between designated levels at the whim of a caller
1	2	2	2	1				Dark Blue Sea	"IT" shouts a number of steps and then "DEEP BLUE SEA" when he wants everyone to run around on the grass

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1	2	2	3	1				Mother, May I?	"Mother" stands behind a baseline and calls steps, the first player to touch the mother wins
1	2	2	3	2					
1	2	2	3	3					
1	2	2	3	4					
1	2	2	3	5					
1	2	2	4	1				Pickle	Girls run up and down the stairs yelling "one pickle, two pickle," etc
1	2	2	5	1				Red light, Green Light	On green light, players can go, on red light, they must stop. If you are caught moving, then you have to go back to the start. Winner is the first to touch the caller
1	2	2	5	2					
1	2	2	5	3					
1	2	2	5	4					
1	2	2	5	5					
1	2	2	5	7					
1	2	2	5	8					
1	2	2	5	9					
1	2	2	5	10					
1	2	2	5	11					
1	2	2	6	1				What Time Is It?	Players ask "IT" what time it is and then they get to move that many steps

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1	2	2	6	2				Captain Midnight	Caller calls out time to indicate steps
1	2	3					FREEZE TAGS		
1	2	3	1	1				Freeze Tag	People are frozen when they are tagged; the last tagged person is "it" for the next game
1	2	3	1	2					
1	2	3	1	3					
1	2	3	1	4					
1	2	3	2	1				Cartoon Tag	Like freeze tag, has nothing to do with cartoons
1	2	3	3	1					Players can unfreeze themselves by counting to fifty before everyone else is touched
1	2	3	4	1				Statues	You have to freeze in the position you are touched; if you lose your balance, you are it
1	2	4					GUESSING TAGS		
1	2	4	1	1				Colored Eggs	Prince and storekeeper negotiate for other players, called eggs with different colors
1	2	4	1	2					
1	2	4	1	3					
1	2	4	1	4					
1	2	4	1	5					
1	2	4	1	6					
1	2	4	2	1				Rotten Eggs	Played with a home base and a house to run around. A witch tries to get all of the players, or eggs

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1	2	4	2	2					
1	2	4	2	3					
1	2	4	2	4					
1	2	4	2	4					
1	2	4	2	5					
1	2	4	3	1				Which Witch	The victim walks through a spiral drawn in the sand and then proceeds to mind read with one of five pictures
1	2	5						HOLDING/PULLING/TACKLING	
1	2	5	1	1				Holding Tag	When you catch someone, you have to hold them and count to ten to get them out
1	2	5	2	1				1-2-3 Ringalario	Players cross barrels, grab people and try to say "1-2-3 Ringalario" three times fast and keep holding on. If they do, they earn more teammates
1	2	5	2	1				You're pregnant	"IT" counts "1,2,3,4,5,6,7,8,9,10 YOU'RE PREGNANT" to get more teammates
1	2	5	3	2					
1	2	5	4	1				Amoeba Tag	After you catch someone, they are joined with you
1	2	5	5	1				Chinese Tag	Person must hold the place on their body where they were tagged, while chasing others
1	2	5	6	1				Pomp, Pomp, Pull Away	Players grab each other and pull each other to the other side of the line
1	2	5	7	1				Viking Football	The object is to pick up members of the opposing team and drag them to your end zone
1	2	5	8	1				Tweetie Bird and Putty Tat	The "birds" run around the neighbor's lawn trying to avoid being tackled by the "cat"

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1	2	6					HOME BASE TAGS		
1	2	6	1	1				King Base	Players draw circles and then leave their personal bases to catch others
1	2	6	1	2				Tarzan	Pygmies attack "Tarzan" on the couch. The last person to be thrown off the couch wins
1	2	6	2	1				Prisoner's Base	Players that are caught are taken to a base
1	2	6	2	2					
1	2	6	2	3					
1	2	6	2	4					
1	2	6	2	5					
1	2	6	2	6					
1	2	6	3	1				23 Skidoo	A circle is drawn in the center of a playground and is a cage. The person who is "it" tries to tag everyone. Once you are tagged, you go to the cage. You can free yourself from the cage if someone touches you and yells "23 Skidoo"
1	2	6	4	1				Witch	The witch has a prison and a key. She can give clues to the other players who were not caught and imprisoned
1	2	7					THEME TAGS		
1	2	7	1	1				TV Tag	If you are tagged, you have to name a TV show. Repeats are not allowed
1	2	7	1	2					
1	2	7	2	1				Cigarette Tag	Must say brand names of cigarette when you are caught
1	2	7	3	1				Pop Tag	Players call out the names of soft drinks

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1	2	8					TRAIL TAGS		
1	2	8	1	1				Fox and Geese	Players stomp out a double circle pattern with a home base in the center. The foxes job was to tag the geese
1	2	8	1	2					
1	2	8	1	3					
1	2	8	1	4					
1	2	9	1	1				Smear the Queer	Shoving and tackling
1	2	9	1	2					
1	2	9	1	3					
1	2	9	1	4					
1	3						CIRCLE GAMES		
1	3	0					MISC		
1	3	0	1	1				Cat and Mouse	Cat is blind; must chase mouse who is shaking a jar of pennies and listen to the sound
1	3	0	2	1				Cut the Cake	Players stand in a circle while "it" is blindfolded and makes chopping motions with his hands trying to break the clasped hands forming the circle
1	3	0	3	1				Mouse Trap	Players stand in circle with their arms joined to "open and close the mousetrap." You don't want to get caught in the mousetrap
1	3	0	4	1				Ripe Oranges	Players form a circle and sing a song; girls move in and out of the circle
1	3	0	5	1				Sally's in the sugar bowl	Girl sings song while in the center of a circle; the song is sung four different times, four different ways

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1	3	0	6	1				Tisket, Tasket	Person sings a rhyme while walking around the outside of a circle. "IT" drops a letter behind the next person to be "IT"
1	3	0	7	1				Sign Game	Every person has a sign; "it" stands in the middle while players "pass" signs to each other. The object is for "it" to catch someone in the act of passing a sign
1	3	0	8	1				The Question Game	Players ask questions in a circle trying to trip each other up
1	3	1					CHASES		
1	3	1	1	1				Bottle Tag	Players use bottle and rolled up newspapers. "IT" walks around the circle and hits someone's knees. He then runs around and tries to get a newspaper in the bottle before getting tagged
1	3	1	2	1				Bubble Gum Chase	Girls say a rhyme and run around a circle
1	3	1	3	1				Duck, Duck, Goose	Children go around the circle touching each other's heads and saying "duck." If "goose" is said, the person has to beat "it" around the circle, or be "it" instead
1	3	1	3	2					
1	3	1	3	3					
1	3	1	3	4					
1	3	1	3	5					
1	3	1	4	1				Drop the Hankie	"It" walks around the circle and if s/he touches you with the hankie you have to race him around the circle
1	3	1	4	2					
1	3	1	4	3					
1	3	1	4	4					
1	3	1	4	5					

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1	3	1	4	6					
1	3	1	5	1				Vroteier	"It" drops his/her handkerchief
1	3	1	6	1				Snake in the Grass	The snake in the grass crawls on all fours to tag others
1	3	2					MUSICAL		
1	3	2	1	1				Musical Chairs on Horseback	Chairs are placed in a large circle around the arena
1	3	2	2	1				Oranges and Lemons	Players make arches with their hands and sing a chime
1	3	2	3	1				We're going to Kentucky	Players walk in a circle while a person who is blindfolded turns around with his/her finger pointing. If the song stops when s/he is pointing at you, you are "it"
1	3	3					KEEPING RHYTHM		
1	3	3	1	1				Ali Baba and the 40 thieves	Ali Baba does actions the person to the left has to repeat exactly, or be out
1	3	3	2	1				Buzz	Game is played with a beat, and the players go around the circle saying numbers that are not divisible by 7. If you do, you are out
1	3	3	3	1				Grandma Hickety Finch Died	Players use a rhythm and a dialogue. The headperson collapses in "death" at the end of the rhythm
1	3	3	4	1				King Monkey	Group sits in a circle and each person makes up a sign for himself. The leader starts with his sign, and then everyone goes around the circle doing all the preceding signs and adding their own. You are out if you mess up
1	3	3	4	2					
1	3	3	5	1				Name Game	Group must say names of others in circle and then add their own
1	3	3	5	2					

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1	3	3	6	1				Numbers	Group must say all the numbers of people in the circle and then add their own
1	3	3	6	2					
1	3	3	6	3					
1	3	3	6	4					
1	3	3	7	1				Vroom	There are two sounds "Vroom" and "Eeeerch" One person says "vroom" and then the next person to the left has to say that sound or "errch," which reverses the direction
1	3	3	8	1				Whose Hand?	Everyone lies in a circle facing down. Players weave their arms together, and then the leader taps his hand. The person next to him must tap her hand and you are out if you tap the wrong hand, or miss your tap
1	3	3	9	1				Who stole the cookies from the cookie jar	Players chant a song while snapping a rhythm in their hands
1	3	3	9	2					
1	3	3	9	3					
1	3	3	9	4					
1	3	3	10	1				FRUIT GAME	Players pick fruit and try to go around the circle saying what each other's fruit is
1	3	4					CENTRAL CALLER		
1	3	4	1	1				Animals	Caller call out names of animals
1	3	4	1	2				Cities	Caller calls out names of cities. If you are called, but do not answer, you get hit with a newspaper
1	3	4	2	1				Dippety Dip	"IT" does one of several hand motions that other players must imitate

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
1	3	4	3	1				Piggy Piggy	One person sits in the middle of the floor blindfolded with a pillow. Someone sits on someone else and the person being sat on grunts. The blindfolded person has to guess who grunted
1	3	4	4	1				Pretty Bird in My Cup	Players guess the color the central caller is thinking
1	3	4	5	1				Screaming Viking	A group of people stand in a circle facing each other. One person starts the game by calling out a name. That person has to make a sign and so do the players on either side of him until the caller calls another name
1	3	4	6	1				Soup, Sop, Seep	Caller says certain words that signify you must say your own name, be quiet, or say the name of the person next to you. Wrong answers are punishable with blows
1	4						PHYSICAL CHALLENGES		
1	4	0						Misc	
1	4	0	1	1				Tongue In, Tongue Out	Use your fingers to make faces
1	4	0	2	1				The Chocolate Game	Players must dress up and cut off a piece of chocolate before the person next to them can roll doubles
1	4	0	2	2					
1	4	0	3	1				Shining	Horses are hitched up and the driver of the sled pulled by the horses tries to get everyone thrown off
1	4	0	4	1				Window	If a person burps and doesn't say "safety," then they have to be punched until they touch a window
1	4	0	4	2				Rebounds	
1	4	0	5	1				Buck-Buck	Players pile on top of each other
1	4	0	6	1				Hyperventilation	Players make themselves pass out
1	4	1					ONE-ON-ONE STRENGTH		

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
1	4	1	1	1				Finger fencing	Players use their fingers to fence
1	4	1	2	1				Wrestling	Players try to pin each other
1	4	1	2	1	1			Leg Wrestling	Players try to pin each other's legs
1	4	1	3	1				Nauggies	Players run around the yard in sleeping bags and try to knock each other down
1	4	2					GROUP		
1	4	2	5	1				Red Rover	Players try to run and break through the other team's hands
1	4	2	5	2					
1	4	2	5	3					
1	4	2	5	4					
1	4	2	5	5					
1	4	2	5	6					
1	4	2	5	7					
1	4	2	5	8					
1	4	2	5	9					
1	4	2	5	10					
1	4	2	5	11					
1	4	2	5	12					
1	4	2	5	13					

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
1	4	2	5	14					
1	4	2	5	15					
1	4	2	5	16					
1	4	2	5	17					
1	4	2	5	18					
1	4	2	6	1				London Bridges	Players get caught in the London Bridge and then have a tug-of-war
1	4	3						HAND SPEED/STAMINA	
1	4	3	1	1				Bloody Knuckles	Players hit each other's fists until they are bloody
1	4	3	2	1				Flinch	Players slap each other's hands
1	4	3	3	1				Lather Shave	"It" is supposed to slap someone's hand before they move it
1	4	3	3	2				Hand Slap	
1	4	3	3	3					
1	4	3	4	1				Thumb Game	Object of the game is to press the opponent's thumb down
1	4	3	5	1				Circles	Make a circle with your thumb and index finger. Place the circle below your knee and try to get people to look at it. If they do, you can hit them
1	4	3	6	1				Mouse Trap	Make a mousetrap by contorting your fist and then have someone put their finger in it to be the mouse
1	4	4						BALANCE/DEXTERITY	
1	4	4	1	1				Hopscotch	Girls draw a chalk pattern on pavement and then hop from one pattern to another trying to keep balance

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
1	4	4	2	1				Splits	Two players throw knives into the ground at each other's feet and then try to pick up the knife without moving their feet and stretching to the ground
1	4	4	3	1				The 2 minute challenge	Players try to hold a spring in place with their wrist for 2 minutes
1	4	4	4	1				Chicken	Players ride towards each other on their bikes. The first person to dodge the collision is the chicken
1	4	4	5	1				String Games	Person weaves a string on her fingers and make objects like ladders and brooms by moving her fingers a certain way
1	4	5					FINGER STORIES		
1	4	5	1	1				Tommy, Tommy	One person spreads their fingers apart wide and the other person runs their index finger along them while repeating a rhyme
1	4	5	2	1				Little Man	Person does actions on another person's back while narrating a story
1	4	5	3	1				Child's Revenge	Person gives narration while writing on another person's hand
1	4	5	4	1				Finger Rhyme	Person makes finger into a gun while saying a rhyme
1	4	6					DARES		
1	4	6	2	1				Chicken	Players throw knives at each other's feet. The closer to your toe the knife lands, the less chicken you were
1	4	6	3	1				Raw Teeth and Bloody Bones	The kids dare each other to run around the house yelling
1	4	6	4	1				Truth or Dare	Players decide whether to answer personal questions or perform physical feats
1	4	6	4	2					
1	4	7					TAUNTING		

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
1	4	7	1	1				Je Te Prend	Two people play at a time, holding each other's chin with their right hands. They sing a rhyme together, trying to get the other person to laugh
1	4	7	2	1				Make Me Laugh	One person tries to get a group of people to laugh
1	4	7	3	1				Nice Pussycat	One person crawls around pretending to be a cat and trying to make others laugh, so they have to be the cat
1	4	7	3	2					
1	4	7	4	1				Here's an old lady	'IT" pretends to be an old lady trying to get people to laugh
1	5						DRINKING GAMES		
1	5	0					MISC		
1	5	1					SKILLS/COORDINATION		
1	5	1	1	1				Cardinal Puff	Players try to make a complicated set of hand motions; if they fail, they must drink a beer
1	5	1	2	1				One Hen, Two Ducks	Players try to recite a rhyme and if they mess up, they take a drink
1	5	1	3	1				Marshmallow UP	A person stands on one side of the room with a book and a marshmallow. The person with the book tries to hit the marshmallow to the other side of the room and the others try to catch it on top of their beer cans
1	5	1	4	1				The Prince of Wales	Students use a chant to determine who drinks. As everyone gets drunker, they have to drink more
1	5	1	5	1				Rivers, Mountains, and streams	Players clap and chant to decide who drinks
1	5	1	6	1				Shot gunning	Beer is shot into a person's mouth
1	5	1	7	1				Thumper	All players have signs. The object is to make someone else's sign and for them to catch it, and then keep the game going. If you miss your sign, you drink

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
1	5	2					TV THEME		
1	5	2	1	1				Hi Bob	While watching the Bob Newhart show, everyone must drink when someone on TV says "Hi Bob"
1	5	2	1	2					
1	5	3					COINS		
1	5	3	1	1				Quarters	Players toss a coin to see who drinks
1	5	3	1	2					
1	5	3	1	3					
1	5	3	2	1				Caps	Players toss bottle caps to determine who drinks
1	5	3	2	2					
1	5	4					CARDS		
1	5	4	1	1				99	Players deal cards to see who has to drink
1	5	4	2	1				Black and Red	Players guess the color of the card; if they are wrong, they must drink
1	5	4	3	1				High Card, Low Card	The person with the high card has to drink their entire beer
1	5	4	4	1				Spoons	Play the card game Spoons; whoever loses drinks
1	5	5					DICE		
1	5	5	5	1				Zonk	Players roll dice to collect points and so many points means so much alcohol
1	6						ROLE PLAYS		
1	6	0					MISC		

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
1	6	0	1	1				Dead Horses	Children fake a sighting of dead horses to scare each other
1	6	0	2	1				I'm Daisy	Children pretended to be Dukes of Hazard characters
1	6	0	3	1				Do you have any pies today	Father dressed as a peddler and try to get "pies" from his daughters
1	6	0	4	1				Variation of Truth or Dare	Everyone has role plays to do instead of actual dares
1	6	0	5	1				Wonder Woman	Girl pretends she is Wonder Woman
1	6	0	6	1				Zeus	College man impersonates Zeus on top of a dorm building
1	6	0	7	1				In the manner of the adverb	Players think of simple adverbs
1	6	1					ANIMALS AND MONSTERS		
1	6	1	1	1				Horses Game	Imagine a crisis, hop on your horse and go
1	6	1	2	1				Kangaroos	Players stuff both their legs into one hole and then fill the other with blankets and hop around the house
1	6	1	3	1				The peanut butter monster	Older siblings force younger one to be the peanut butter monster
1	6	1	4	1				The animal game	Players guess what animal "it" is acting out
1	6	1	5	1				Cat and Mouse	One person plays the cat who sits on a chair with their back to cheese. The other players are mice who try to get to the cheese without being caught by the mouse
1	6	1	6	1				PLAY	Audience participation story- Actors are selected from the audience and must do whatever the reader reads
1	6	1	7	1				Fishing for Gophers	Children get fishing poles and stick lines down gopher holes hoping for a "catch"
1	6	2					MOCK COMBAT		

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
1	6	2	1	1				Cowboys and Indians	Children run around pretending to be cowboys and Indians, shooting at each other with mock firearms
1	6	2	2	1					
1	6	2	3	1				Clay Switch	Children make switches from a tree and attach balls of clay to fight with
1	6	2	4	1				Machine Gun Nest	Gunner sits in a nest and pretends to shoot a line of approaching children. Whoever escapes unscathed is the next gunner
1	6	2	5	1				Nazis	Children march around school yard like soldiers and chant an anti-Hitler cheer
1	6	2	6	1				WAR	Boys pretend they are in combat
1	6	2	6	2					
1	6	2	7	1				Crabapple Wars	Children throw crabapples at each other from across the street
1	6	2	8	1				I declare War	Players stand in a circle and then choose countries to be. Players than fight for each other's country
1	6	2	9	1				Flour Bomb War	Players make bombs from flour and tissue tied up with tape. Boundaries are set and then the bombs are launched
1	6	3					MURDER/MYSTERY GAMES		
1	6	3	1	1				Mafia	Players are assigned to be civilians, mafia, or policemen. Mafia kills people and then everyone gets together to try to guess their identity
1	6	3	1	2					
1	6	3	1	3					
1	6	3	1	4					
1	6	3	2	1				Murder in the Dark	Participants decide on a murderer and then strangle each other in the dark

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
1	6	3	2	2					
1	6	3	2	3					
1	6	3	2	4					
1	6	3	2	5					
1	6	3	2	6					
1	6	3	2	7					
1	6	3	2	8					
1	6	3	2	9					
1	6	3	2	10					
1	6	3	2	11					
1	6	3	2	12					
1	6	3	2	13					
1	6	3	3	1					
1	6	3	4	1				Syndicate	Players must kill each other in private
1	6	3	5	1				Wink 'Em	"IT" winks at people in order to kill them and the others must identify him
1	6	3	5	2					
1	6	3	5	3					
1	6	4					PEOPLE		

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
1	6	4	1	1				Baby Game	
1	6	4	2	1				Dirty Diapers	Children pretend to be dirty diapers
1	6	4	2	2					
1	6	4	2	3					
1	6	4	2	4					
1	6	4	2	5					
1	6	4	3	1				Playing House	Children assume adult roles in the household
1	6	4	4	1				Playing School	Children decide on a teacher and then act out roles as students
1	6	4	5	1				The worm hospital	Children pretend to operate on worms
1	6	4	6	1				Here comes an old woman	One child pretends to be an old woman and says a rhyme that is supposed to make the others laugh or cry
1	6	4	7	1				Ethnic Faces	Children take turns contorting their faces to resemble those of certain ethnicities
1	6	5	1	1			STANDING STILL	Statue Store	Players pretend to be statues and a "buyer" comes by and examines them
1	6	5	1	2					
1	6	5	1	2					
1	6	5	1	3					
1	6	5	1	3					
1	6	5	1	4					
1	6	5	1	5					

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
1	6	5	1	6					
1	6	5	2	1				Frozen Robots	Players pretend to be frozen robots
1	6	5	3	1				Most beautiful	Everyone stands still and a judge selects the "most beautiful"
1	7							KISSING GAMES	
1	7	0						MISC	
1	7	0	1	1				Choo Choo Train	Boys and girls get into a train alternating sexes. They send a kiss down the line
1	7	0	1	2					
1	7	0	1	3					
1	7	1						PHYSICAL CONTESTS	
1	7	1	1	1				Kissing' Rugby	Boys and girls wallow on the floor giving and taking kisses
1	7	1	1	2					
1	7	1	1	3					
1	7	1	1	4					
1	7	1	1	5					
1	7	1	2	1				kissing tag	Boys and girls are on opposite sides and "it" is in the middle. A caller calls a number and letter and two people enter the ring with "it". The object is to kiss the person of the opposite sex before they kiss you
1	7	1	2	2					
1	7	1	2	2					

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
1	7	1	2	3					
1	7	1	3	1				Wink 'em blink 'em	Girls sit in a circle of chairs; one is left empty. The boy in the back of an empty chair winks at a girl and she has to get to the empty chair before he kisses her
1	7	1	3	2				Lip Lock	
1	7	2					EARNING KISSES		
1	7	2	1	1				Pop Can Tops Kisses	When you are done with a soda can, try to pull the top off; if it comes off with the rivet intact, you get a kiss
1	7	2	1	2					
1	7	2	1	3					
1	7	2	2	1				Perdiddle	When you are driving and see a car with no headlight, the first person to say "perdiddle" gets a kiss
1	7	2	2	3					
1	7	2	2	4					
1	7	2	2	5					
1	7	2	2	6					
1	7	2	2	8					
1	7	2	2	9					
1	7	2	2	10					
1	7	2	2	11					
1	7	2	2	12					

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
1	7	2	2	13					
1	7	2	2	14					
1	7	2	2	15					
1	7	2	2	16					
1	7	2	2	17					
1	7	2	2	18					
1	7	2	2	19					
1	7	2	2	20					
1	7	2	2	21					
1	7	2	2	22					
1	7	2	2	23					
1	7	2	2	24					
1	7	2	2	25					
1	7	2	2	26					
1	7	2	2	27					
1	7	2	2	28					
1	7	2	2	29					
1	7	2	2	30					
1	7	2	2	31					

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
1	7	2	2	32					
1	7	2	3	1				Spin the Bottle	Players get in a circle and spin a bottle. Whoever the bottle is pointing at when it stops gets kissed by the spinner
1	7	2	3	2					
1	7	2	4	1				21's	When you get a ticket to anything, if you can manipulate the numbers to equal 21 (add, subtract, multiply, divide ,ect.) you get a kiss
1	7	2	4	2					Put your hands on top of each other's until you arrive at 21, then kiss
1	7	3					CHANTS TO ENCOURAGE KISSES		
1	7	3	1	1				Jump Kisses	Little brother says a rhyme and then jumps on sister to indicate who kisses him
1	7	3	2	1				Tam Pierce	Children join hands while singing a rhyme and at the end someone is tagged and kissed
1	7	3	3	1				Girls in France	Girls sing a rhyme, then chase a boy and kiss him
1	7	4					MOUTH-TO-MOUTH CONTACT		
1	7	4	2	1				Lifesavers and Toothpick	Players hold toothpicks in their mouths and try to pass a lifesaver from person to person without dropping it
1	7	4	3	1				Kleenex	Players pass a Kleenex from mouth to mouth without dropping it
1	7	5					STEALING KISSES		
1	7	5	1	1				Measuring your head	Guy covers girls eyes with a towel and then steals a kiss
1	8						HAND HOLDING GAMES		
1	8	0					MISC		

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
1	8	0	1	1				Hold Hands Tag	Boy and girl run around holding hands
1	8	0	2	1				Dark	Boys and girls look for each other to tickle and hold hands in the dark
2							OBJECT MANIPULATION GAMES		
2	0						MISC		
2	0	0	1	1				Boxed Finger	Make a fake box to look like you cut your finger off
2	0	0	2	1				Dandelions	Recite a rhyme while removing dandelion heads
2	0	0	3	1				Socks	Children jump on trampoline and try to pull each other's socks off
2	0	0	3	2					
2	0	0	4	1				Popping Leaves	Children try to find out who can make a leaf pop the loudest
2	0	0	5	1				A What	Confusing verbal weaving
2	0	0	5	2					
2	0	0	5	3					
2	0	0	5	4					
2	0	0	6	1				White Elephant Gift	Everyone brings a gift and you can take gifts away from each other a certain number of times
2	0	0	7	1				Appearances are deceiving	Children jump the steps at grandma's house and award points
2	0	1					BICYCLES		
2	0	1	1	1				Bouncy Bouncy Bally	Rhyme is chanted while bouncing a ball
2	0	1	1	1				Big Wheels	Children build boxes and race them downhill

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
2	0	2					DARTS AND KNIVES		
2	0	2	1	1				Strip Darts	Players must remove clothing if darts landing certain places on a dart board
2	0	2	2	1				Territory	Players mark off territory and then throw things at each other
2	0	2	3	1				Number Guessing Game	Players fill in number on drawn staircases
2	1						BALLS		
2	1	0					MISC		
2	1	0	2	1				Cheater's Croquet	Like regular Croquet, only you can cheat
2	1	0	3	1				21 or Chinese Handball	Hit a ball against a wall and try to get points
2	1	0	4	1				Golf and Spoon Game	In an indoor arena around the outer edge, walk horses while holding a spoon. The last rider to still be holding his golf ball balanced in the spoon is the winner
2	1	0	5	1				Hot Pepper	Children sit on the floor with a ball and throw it to each other as if it were a hot pepper they don't want to touch
2	1	1					FOOTBALL		
2	1	1	1	1				Football in the dark	
2	1	1	2	1				Josh's Football Game	Family plays by Josh's rules, where he decides who is in and what plays are played
2	1	1	3	1				Silent Football	Players use gestures to pick plays
2	1	1	4	1				Table Football	Football is made from a piece of paper
2	1	1	4	2					
2	1	2					BASEBALL/KICKBALL		

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
2	1	2	1	1				Family Baseball Game	Family members stand with their toes touching and throw the ball to each other. After each toss, they move further away from each other
2	1	2	2	1				Stoop ball	One person uses a hard rubber ball and throws it against the stoop instead of a regular pitch
2	1	2	2	2					
2	1	2	2	3					
2	1	2	2	4				Fireball	Players throw balls at each other and if you get hit, you are out
2	1	2	3	1				Send Annie Over	Players throw a ball over the house
2	1	2	3	2				Ollie Ollie Oxen	
2	1	2	3	3					
2	1	2	3	4					
2	1	2	3	5					
2	1	2	3	6					
2	1	2	3	7					
2	1	2	4	1				Hotbox	The catchers throw the balls back and forth and the runners run the bases trying not to get tagged by one of the catchers with the ball
2	1	2	4	2					
2	1	2	5	1				Stickball	Hard rubber ball is pitched and has to be hit on one bounce
2	1	2	6	1				Two-person wiffle ball	Children use a rag wrapped in duct tape and hit the ball with their bare hands

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
2	1	2	7	1				World Series Baseball	Children imitate major league baseball with plastic balls, bats, and bases
2	1	2	8	1				kickball	Players kick balls to run to bases instead of batting one
2	1	3					BASKETBALL		
2	1	3	1	1				A my name is	Players chant a rhyme while dribbling a ball
2	1	3	2	1				P-I-G	Players take turn making shots. A missed shot is worth a P. Whoever spells P-I-G first is the loser
2	1	3	2	2					
2	1	4					SOCCER		
2	1	4	1	1					
2	1	5					VOLLEYBALL		
2	1	5	1	1				Volley Tennis	Game is played by two teams of six players each. Players volley the ball back and forth
2	1	6					RED BALL		
2	1	6	1	1				Dodge Ball	Players throw ball at one another and try to get each other out
2	1	6	1	2				Trench ball	A line divides two teams and players throw balls from their opposing trenches
2	1	6	2	1				Four Square	A court is divided into four sections. Players hit the ball to each other and if you less hitting the ball you are out
2	1	6	2	2					
2	1	6	2	3					
2	1	6	3	1				SPUD	Players try to hit each other with balls, the loser has to crawl under everyone's legs while they spank him

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
2	1	6	3	2					
2	1	6	3	3					
2	1	6	3	4					
2	1	6	3	5					
2	1	6	4	1				War Ball	Players hurl balls at each other in attempts to get members of the other team out
2	1	6	4	2				Battle Field	Like dodge ball, except catching the ball results in disqualification
2	1	6	4	3				Sniper	Played with only one ball. The object of the game is to eliminate opponents
2	1	6	4	4					
2	1	7					JACKS		
2	1	7	1	1				Jacks	Students throw little round balls at jacks and try to pick them up for points
2	1	7	2	1					
2	1	7	2	2					
2	1	7	3	1					
2	1	7	4	1					
2	1	7	4	2					
2	1	7	5	1					
2	1	7	5	2					
2	1	7	6	1					

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
2	1	7	7	1					
2	1	7	8	1					
2	1	8					MARBLES		
2	1	8	2	1				Poison	Players shoot marbles with their thumbs at other marbles, if you have the "poison" marble and it hits another player's that marble is dead
2	1	8	3	1				Chestnuts	A rectangle is made on the floor and players are given chestnuts that they try to hit against each other. The object is to win the other player's chestnuts
2	1	9					HACKY SACK		
2	1	9	1	1				P-I-G with a hacky sack	Try to catch the hacky sack before it bounces
2	1	10					FRISBEE		
2	1	10	1	1				Ultimate Frisbee	Two teams throw a frisbee around trying to keep the other team from getting the frisbee. The object is to maneuver the frisbee to the goal at the other end of the field
2	1	10	1	2				Frisbee	Children throw a frisbee around objects, such as trees, to keep it from other players
2	1	10	1	3				Records	Freshmen throw records out their windows pretending they are Frisbees
2	2						BOARD GAMES		
2	2	0					MISC		
2	2	0	1	1				Black and White	White and black markers are used, and the object is to block in your opponents with your color
2	2	0	2	1				Don't eat Pete	A card with nine squares is laid on the table. Each square has a number on it, 1-9. "Pete" is a designated piece of candy. The object is to eat the candy, but not Pete

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
2	2	0	3	1				Jump It	A board with dots in the shape of a cross is used. Pegs are stuck into the holes. The object is to "jump" your opponent's pegs
2	2	0	4	1				NCHUROKUTU	Two rows of six holes are made. Four small stones are placed in each hole. The starter picks up a pile of stones and drops one in each other holes as he goes around. The object is to get rid of stones
2	2	0	4	2					
2	2	0	5	1				Magic Squares	A tic-tac-toe board is drawn on the ground and a person has to guess which of the squares was picked by someone when they were out of the room
2	3						PAPER AND PENCIL DRAWING		
2	3	0					MISC		
2	3	0	1	1				Translating Game	Players draw pictures and invent meanings
2	3	0	1	2				ANATOMY GAME	GUESS THE BODY PARTS FROM CLUES
2	3	0	1	3				THREE DAYS TO DENVER	USE A WRITTEN CODE TO CRACK THE DISTANCE BETWEEN PLACES
2	3	0	1	4				FOOTBALL TEAMS	GUESS FOOTBALL TEAMS FROM WRITTEN DESCRIPTIONS
2	3	0	1	5				PUZZLES	TAKE A RING AND MANIPULATE IT
2	3	0	1	6				STATE ABBREVIATIONS	DIVINE STATE NAMES FROM WRITTEN CLUES
2	3	1					DOTS		
2	3	1	1	1				The dot game	A box of dots is drawn and then the players draw lines between two of the dots, taking turns. The winner gets the most boxes
2	3	1	1	2					

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
2	3	1	1	3					
2	3	1	1	4					
2	3	1	2	1				House on Fire	The object of the game is to be the first one to say "house on fire" Houses are drawn on paper
2	3	1	3	1				Drawing Charades	Game is a variation of charades. Players have to draw according to the phrases that are given and their team must guess
2	3	1	4	1				Tic Tack Toe	Two lines are drawn parallel and then two more lines are drawn perpendicular to these. Then the two players put either an "X" or an "O" in the squares, trying to draw three in a row, up, down, sideways, or diagonal
2	3	1	4	2					
2	3	1	5	1				Triangles	Players draw straight lines and try to connect them into triangles for points
2	3	1	6	1				Battlefield	Players draw a battlefield and then try to bomb each other
2	3	1	7	1				MASH	A board is drawn on a piece of paper. The fortune teller asks someone to give information and then she tells the person their fortune according to a pattern they make around the box
2	3	1	7	2					
2	3	1	7	3					
2	3	1	7	4					
2	3	1	7	5					
2	3	1	7	6					
2	3	1	8	1				Method for finding true love	Takes the letters of two people's names and uses numbers to figure out their percentage of true love

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
2	3	1	9	1				Pick a color	Ask a person to pick a color, then you spell it. Ask them to pick another number and then do the same thing. You move a folded paper apparatus while saying the name of each letter and number
2	3	1	9	2					
2	3	1	10	1				When were you born?	Tell the person to write down their birthday on a piece of paper. Take that number and multiply it by 2. Add 5. Multiply by 100, then divide by two. Tell them to add their age and the number of days there are in a year. Have them write a final number
2	4						BUTTONS/COINS		
2	4	0					MISC		
2	4	0	0	1				Kanibeling	The object of the game is to see how many times you can change directions while balancing a penny on a coat hanger
2	4	0	2	1				EXPERIMENT	
2	4	0	2	1				Sawdust swim	Coins are hidden in piles of sawdust and family members are divided into groups by age and assigned to find the coins
2	4	1					COLLECTIONS		
2	4	2					GUESSING GAMES		
2	4	2	1	1				Who's got the button	Children sit in a circle and cup their hands as they pass a button or coin while singing a rhyme and then guessing who has the token
2	4	2	1	2					
2	4	2	1	3					
2	4	2	2	1				Hands Up, Hands down	Two teams sit at opposite sides of a table. One team has the quarter and they pass it to each other underneath the table. Then they slam their hands down on the table. The other team has to guess who has the coin

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
2	4	2	2	2					
2	4	2	3	1					
2	4	2	3	1				Money Game	Father used to put money under cups and then the children select a cup and keep anything that is under it
2	5						CARD GAMES		
2	5	0	1	1				Golf	Someone deals four cards to each player. The object of the game is to combine your cards to get the lowest score possible
2	5	0	2	1				Quito	A game played with a special deck of cards where all the cards have symbols
2	5	1	1	1				Spoons	The object of the game is to get four of a kind, when you do, you reach for a spoon and then everyone does- whoever is left without a spoon is out
2	5	1	1	2					
2	5	1	1	3					
2	5	1	1	4					
2	5	1	1	5					
2	5	2	1	1				The candy game	Ask questions with candy for rewards
2	6						DICE		
2	6	0	1	1				BUNKO	Roll five dice to earn 23 points
2	6	1	2	1				House on Fire	The object of the game is to be the first one to yell "house on fire"; this is done when you complete a drawing of a couple with six kids
2	6	1	3	1				Mouse	Player make mice out of cotton balls and use dice to earn chances to catch beans

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
2	6	1	3	2					
2	6	1	4	1					
2	6	1	4	2				M and M Game	Players roll doubles to earn m&ms
2	7						ROPE AND STRING GAMES		
2	7	0	1	1				Tie Game	Played with two men's ties. You don't want to have both ties at once
2	7	0	2	1				Yummy doughnuts	Tie a string to a donut and then have people try to bite the donut off
2	7	1	1	1				Double Dutch	A jump rope game with two jump ropes
2	7	2	1	1				Chinese Jump Rope	Two people put a rope around their legs and stand about three to three and half feet apart. One person goes and you have go through a series of jumps. First you jump over one string into the middle, then over the second hand and your out.
2	7	2	1	2					
2	7	2	2	1				Jumping rope	Rope holders move the rope up with each successive jump. Whoever lasts the longest is the winner
2	7	3	1	1				Jacob's ladder	Players make a design out of string to represent Jacob's Ladder
2	8						STICK GAMES WITH NO BALL		
2	8	0	1	1				Diablo	Players swing a piece of wood around their head and try to catch it on another piece of wood
2	8	0	2	1				Flipping Apples	Get some small green apples that have fallen off a tree and then you make a fishing pole-like device to flip them
2	8	0	3	1				Guinea	Players hit sticks into the air
2	8	0	3	2					

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
2	8	0	4	1				Jack's Alive	Players blow on a smoldering stick
2	8	0	5	1				Old Sow	Players hit each other on the shins with sticks
2	8	0	5	2					
2	8	0	5	3					
2	8	0	6	1				Lincoln Logs	Girl used to help the ants build houses by the slaughterhouse
2	8	1	1	1				The toothpick hobo	Players make words by connecting toothpicks
2	8	1	2	1				Nine toothpicks	Players try to make nine toothpicks into ten
2	8	1	3	1				Sticks	Players use toothpicks and a pan of water to play football
2	8	2	1	1				Elephant Jump	Uses matches to solve a problem
2	8	2	2	1				Match Trick	Person tricks onlookers with a match
2	9						HOUSEHOLD EQUIPEMENT		
2	9	0	1	1				Blanket mountain	Mother puts a blanket on the floor and kids turn it into a mountain or city
2	9	0	2	1				The cup games	Players move cups in a pattern
2	9	0	2	2				parley vous	Players see how fast they can pass glasses
2	9	0	3	1				mess time	Players pull their house apart and do whatever they want with the furniture
2	9	0	4	1				salve tu pase	Players sing a song and try to sing it faster and mess each other up
2	9	0	4	2					
2	9	0	4	3					

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
2	9	0	5	1				Bite the bag	Place a paper sack on the floor- you have to bend over and bite it without falling
2	10						PLAYGROUND EQUIPEMENT		
2	10	0	1	1				Derrick pole	Children jump off derrick pole
2	10	1	1	1				See Saw Marjorie Daw	Teeter totter game
2	10	1	2	1					
2	10	2	1	1				Don't you laugh	Game played on the swings
2	10	2	2	1				Acting and names	Players pretend they are on a trapeze
2	10	2	2	1					
2	10	3	1	1				Add-on Game	Players do gymnastic moves and then add other moves
3	0						MENTAL GAMES		
3	0	0	1	1				Sell the beef	Players pick parts of a cow to try to "sell" to the rest with persuasion
3	0	0	3	1				Days of the week	Kids decide who they are going to marry based on what day it is
3	0	0	4	1				Old Man Tooter	There is a pirate named Old Man Tooter and children tell scary stories about him until someone screams and everyone runs upstairs
3	1						LANGUAGE MANIPULATION		
3	1	1	1	1				I saw a skunk	Tries to trick someone in to saying "I ate (eight) it" in a count off game
3	1	1	1	2					
3	1	1	1	3					

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
3	1	2	1	1				Word Creation	One person chooses a word to play with- everyone tries to think of words using only the letters of the first
3	1	3	1	1				Story	One person makes up a story and leaves several words blank. The other players fill in the blanks
3	1	4	1	1				Dictionary	Look up words and definitions for the other team to guess
3	1	4	1	2					
3	1	5	1	1				The question game	Ask each other questions face-to-face without pausing
3	1	7	1	1	1			Gossip	Say a phrase to each other and see if it comes back the same
3	1	7	2	1	1			The Name Game	Group forms string of names of players
3	1	7	3	1	1			Cities Game	Form string of cities
3	1	7	3	1	2			Homonym	The last letter of the first item must be the first letter in the next item
3	1	7	3	1	3				
3	1	7	4	2	1			The Rhyming Game	Players think of rhyming words
3	1	7	4	2	2				
3	1	7	4	3	1			What's your trade	Players follow a format of questions to make a rhyme
3	1	7	4	3	2			Charley Butcher boy	
3	1	7	4	3	3				
3	1	7	5	1				When I Grow Up	Players say the names of brands they will buy when they are older
3	1	7	7	1				JINX	When you say a word at the same time as another person, they can JINX you so you can't talk

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
3	1	7	7	2					
3	1	7	7	3				Inky pinky	Rhyme for when you get Jinxed
3	1	7	7	4					
3	2						GUESSING GAMES		
3	2	1					GUESSING OBJECTS		
3	2	1	1	1				Dittley Dump	Players tap fists on each other's back
3	2	1	1	2					
3	2	1	2	1				I'm Thinking of Someone...	One person thinks of a person and the other players try to guess who it is.
3	2	1	3	1				Wire Briar	Players guess the object that "it" is thinking of
3	2	1	4	1				Purple Jellybean	Family plays trivia game and awards beans for correct answers
3	2	1	5	1				Handy Dandy	Player must guess which hand the candy is in
3	2	2					GUESSING INFORMATION		
3	2	2	1	1				Hangman	Players try to guess a word. When they guess a letter incorrectly, a part of a man on a noose is drawn.
3	2	2	1	2					
3	2	2	2	1				Fifteen	A board with boxes is drawn and numbers are put in. The object is to add up the numbers to 15
3	2	2	3	1				Doggy Doggy	Piece of chalk served as a bone and children try to find it
3	2	2	4	1				Seven Up	Everyone puts their head down and people go around touching thumbs that are extended. Then you have to guess who touched you. If you do, you can be a toucher

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
3	2	2	5	1				Buck Buck	Players pile on top of one another and then try to guess how many fingers are on their backs
3	2	2	6	1				Button Button	Guess which person has the button
3	2	2	7	1				Old Man's Back	Players are blindfolded and have to guess who is touching their back
3	2	2	8	1				Charades	Players act out things and people guess who/what they are
3	2	2	8	2					
3	3						COUNTING OUT GAMES		
3	3								
3	3						TAUNTING IT		
3	3	1					CHOOSING IT		
3	3	1	1	1				Criss Cross Applesauce	
3	3	1	2	1				NOT IT	
3	3	1	2	1				TICK TOCK THE GAME IS LOCKED	
3	3	1	2	2					
3	3	1	2	3					
3	3	1	2	4					
3	3	1	2	5					
3	3	1	2	6					
3	3	1	2	7					

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
3	3	1	2	8					
3	3	1	2	9					
3	3	1	2	10					
3	3	2	1	1				APPLES, PEACHES	
3	3	2	2	1				MY BLUE SHOES	A RHYME IS SAID WHILE COUNTING ON THE TOES OF SHOES
3	3	2	2	2					
3	3	2	2	3					
3	3	2	2	4					
3	3	2	2	5					
3	3	2	2	6					
3	3	2	2	7					
3	3	2	2	8					
3	3	2	2	9					
3	3	2	2	10					
3	3	2	2	11					
3	3	2	2	12					
3	3	2	2	13					
3	3	2	3	1				BUBBLE GUM BUBBLE GUM	PLAYERS SAY HOW MANY PIECES THEY WANT AND THEN COUNT OFF

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
3	3	2	3	2					
3	3	2	3	3					
3	3	2	3	4					
3	3	2	3	5					
3	3	2	3	6					
3	3	2	3	7					
3	3	2	3	8					
3	3	2	3	9					
3	3	2	3	10					
3	3	2	3	11					
3	3	2	3	12					
3	3	2	3	13					
3	3	2	3	14					
3	3	2	3	15					
3	3	2	3	16					
3	3	2	3	17					
3	3	2	3	18					
3	3	2	3	19					
3	3	2	4	1				CHIN CHIN CHINAMAN	

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
3	3	2	5	1				DIRTY DISHRAG	COUNT OFF TOES
3	3	2	6	1				EENY MEANIE MINEY MOE	
3	3	2	6	2					
3	3	2	6	3					
3	3	2	6	4					
3	3	2	6	5					
3	3	2	6	6					
3	3	2	6	7					
3	3	2	6	8					
3	3	2	6	9					
3	3	2	6	10					
3	3	2	6	11					
3	3	2	6	12					
3	3	2	6	13					
3	3	2	6	14					
3	3	2	6	15					
3	3	2	6	16					
3	3	2	6	17					
3	3	2	6	18					

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
3	3	2	6	19					
3	3	2	6	20					
3	3	2	6	21					
3	3	2	6	22					
3	3	2	6	23					
3	3	2	6	24					
3	3	2	6	25					
3	3	2	6	26					
3	3	2	6	27					
3	3	2	6	28					
3	3	2	6	29					
3	3	2	6	30					
3	3	2	6	31					
3	3	2	6	32					
3	3	2	6	33					
3	3	2	6	34					
3	3	2	6	35					
3	3	2	6	36					
3	3	2	6	37					

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
3	3	2	6	38					
3	3	2	6	39					
3	3	2	6	40					
3	3	2	6	41					
3	3	2	6	42					
3	3	2	6	43					
3	3	2	6	44					
3	3	2	6	45					
3	3	2	7	1				ELVIS PRESSLEY DIED LAST NIGHT	GUESS THE DEAD KING'S HAIR COLOR AND THEN COUNT OFF BY THE NUMBER OF LETTERS (G-R-E-EN=5)
3	3	2	7	2					
3	3	2	7	3					
3	3	2	8	1				THE EMPEROR	HAS A FEMINIST THEME
3	3	2	9	1				ENGINE NUMBER NINE	SPELL Y-E-S OR N-O AROUND PEOPLES' SHOES
3	3	2	9	2					
3	3	2	9	3					
3	3	2	9	4					
3	3	2	9	5					
3	3	2	9	6					

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
3	3	2	9	7					
3	3	2	9	8					
3	3	2	9	9					
3	3	2	9	10					
3	3	2	9	11					
3	3	2	9	12					
3	3	2	9	13					
3	3	2	9	14					
3	3	2	9	15					
3	3	2	9	16					
3	3	2	9	17					
3	3	2	9	18					
3	3	2	9	19					
3	3	2	10	1				ITTY BITTY	WAY TO CHOOSE SIDES
3	3	2	11	1				ICH AND DU	RHYME IS IN GERMAN
3	3	2	12	1				ICK A BACK	NONSENSE WORDS
3	3	2	12	2					
3	3	2	12	3					
3	3	2	12	4					

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
3	3	2	13	1				INKA BINKA	INKA BINKA BOTTLE OF INK, PULL THE CORK AND YOU STINK
3	3	2	13	2					
3	3	2	13	3					
3	3	2	13	4					
3	3	2	13	5					
3	3	2	13	6					
3	3	2	13	7					
3	3	2	13	8					
3	3	2	13	9					
3	3	2	13	10					
3	3	2	13	11					
3	3	2	13	12					
3	3	2	13	13					
3	3	2	13	14					
3	3	2	14	1				IP DIP DIP	IP DIP DIP, MY LITTLE SHIP
3	3	2	15	1				MICKEY MOUSE	MICKEY MOUSE, BUILT A HOUSE, HOW MANY BRICKS DID HE USE?
3	3	2	15	2					
3	3	2	15	3					

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
3	3	2	15	4					
3	3	2	16	1				MY MOTHER	MY MOTHER AND YOUR MOTHER WERE HANGING UP CLOTHES, MY MOTHER PUNCHED YOUR MOTHER RIGHT IN THE NOSE. WHAT COLOR WAS THE BLOOD?
3	3	2	16	2					
3	3	2	16	3					
3	3	2	16	4					
3	3	2	16	5					
3	3	2	16	6					
3	3	2	16	7					
3	3	2	16	8					
3	3	2	16	9					
3	3	2	16	10					
3	3	2	16	11					
3	3	2	16	12					
3	3	2	16	13					
3	3	2	16	14					
3	3	2	16	15					
3	3	2	16	16					
3	3	2	16	17					

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
3	3	2	17	1				ONE RE-OREY	ONE RE-OREY RICKETY ANN
3	3	2	17	2					
3	3	2	18	1				EENY MEENY IN SPANISH	
3	3	2	19	1				ONE POTATO	ONE POTATO, TWO POTATO, THREE POTATO FOUR
3	3	2	19	2					
3	3	2	19	3					
3	3	2	19	4					
3	3	2	19	5					
3	3	2	19	6					
3	3	2	19	7					
3	3	2	19	8					
3	3	2	19	9					
3	3	2	19	10					
3	3	2	19	11					
3	3	2	19	12					
3	3	2	19	13					
3	3	2	20	1				UM APAY	NONSENSE RHYME
3	3	2	21	1				APPLE CORE	"APPLE CORE BALTIMORE," AND SOMEONE GETS RHYMED OUT

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
3	3	2	22	1				ROCK PAPER SCISSORS	PLAYERS MAKE ROCKS, PAPERS OR SCISSORS WITH THEIR HANDS AND EACH SYMBOL HAS ONE THAT DEFEATS
3	3	2	22	2					
3	3	2	22	3					
3	3	2	22	4					
3	3	2	22	5					
3	3	2	22	6					
3	3	2	23	1				IT IS I	ME OH MY SOMEONES KNOCKING IT IS I
3	3	3	1	1				LAURIE'S IT	LAURIES IT HAD A FIT COULDN'T GET OVER HER ARITHMETIC
3	4						PSYCHOLOGICAL GAMES		
3	4	0	1	1				A PSYCHOLOGICAL TEST	ASKS A SERIES OF QUESTIONS AND THE ANSWERS REVEAL CHARACTERISTICS
3	4	0	3	1				THE GOAL MAKING GAME	PLAYERS MAKE GOALS
3	4	1	1	1				WRIST STRINGS	SOMEONE PULLS A STRING FROM YOUR WRIST
3	4	1	1	2				GETTING THE GHOST OUT	
3	4	1	4	1				THE PUPIL TEST	WAY OF DIVINING WHETHER SOEMONE HAS A CRUSH
3	4	4	1	1				WHO'S NOT READY	APPLE CIDER, PUMPKIN PIES, WHO'S NOT READY HOLLAR "I"
3	4	4	1	2					
3	4	5	1	1				FIRST TO THE WORST	FIRST TO THE WORST, SECOND THE SAME, LAST THE BEST OF ALL THE GAME

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
3	4	5	1	2					
3	4	5	1	3					
3	4	5	2	1				WHO WANTS A SACK OF POTATOES	WHO WANTS A SACK OF POTATOES, WHO WANTS A STINK A POT, WHO WANTS YOU?
4							INITIATION GAMES		
4	0						MISC		
4	0	0	1	1				TELL SOMETHING UNIQUE	EVERYONE SITS AROUND AND TELLS SOMETHING UNUSUAL ABOUT THEMSELVES
4	0	0	2	1				CAT AND DOG	MAKE SOMEONE WIPE UP WATER WITH THEIR BACKSIDE
4	0	0	3	1				COBBLER MEND MY SHOE	PERSON PLAYS THE PART OF A MOTHER WHO MAKES CHILDREN FALL OFF CHAIRS
4	0	0	4	1				HODJA'S WISDOM	PERSON STEALS ANOTHER'S SAUCEPAN
4	1						PRACTICAL JOKES		
4	1	0	3	1				SNIPES HUNTING	TAKE SOMEONE OUT INTO THE FOREST AND TELL THEM TO LOOK FOR IMAGINARY SNIPES
4	1	0	3	2					
4	1	0	3	3					
4	1	0	3	4					
4	1	0	3	5					
4	1	0	3	6					
4	1	0	3	7					

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
4	1	0	3	8					
4	1	0	3	9					
4	1	0	3	10					
4	1	0	3	11					
4	1	0	4	1				I'M ENGAGED	MEN GO AROUND ASKING RANDOM GIRLS TO MARRY THEM AND THEN BREAK IT OFF
4	1	0	5	1				PINCHEY WHINCHEY	STUDENTS PINCH EACH OTHER WITH LIPSTICK ON THEIR FINGERS TO GET IT ON THE BOYS' FACES
4	1	0	5	2					
4	1	0	5	3					
4	1	0	5	4					
4	1	0	5	5					
4	1	0	6	1				PEARLIES	BOYS PUT COW DUNG UNDER HAT WITH VALUABLES TO SOIL THEIVES
4	1	0	6	2					
4	1	0	7	1				UNGA BUNGA	OTHERS TRY TO GET SOMEONE TO SAY SOMETHING SINISTER IN A LANGUAGE THEY DON'T KNOW
4	1	0	7	2					
4	1	0	7	3					
4	1	0	7	4					
4	1	0	7	5					

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
4	1	0	7	6					
4	1	0	7	7					
4	1	0	8	1				WHATIN' AH	MAKES THE OTHER PERSON SAY 'WHATN' **** I AM'
4	1	0	8	2					
4	1	0	8	3					
4	1	0	8	4					
4	1	0	8	5					
4	1	0	9	1				BLANKET PRANKS	CONVINCE SOMEONE TO UNDRRESS UNDER A BLANKET AND THEN REMOVE IT TO REVEAL THEIR NAKEDNESS
4	1	0	9	2					
4	1	0	9	3					
4	1	0	9	4					
4	1	0	9	5					
4	1	0	9	6					
4	1	0	10	1				RABBIT	PLAYERS SIT AROUND AND ASK EACH OTHER HOW TO PLAY RABBIT, THE JOKE IS THAT NO ONE DOES
4	1	0	10	2					
4	1	0	11	1				HUNT	SEND PEOPLE ON A HUNT FOR THINGS THAT DONT EXIST
4	1	0	12	1				BROKEN BOTTLE	GROCERY EMPLOYEE FAKES CUSTOMERS INTO THINKING THEY BROKE BOTTLES THEY DIDNT BRAKE

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
4	1	0	13	1				HUG THE POT HOLDER	PERSON WHO DOES NOT KNOW HUGS THE POTHOLDER INSTEAD OF HUGGING THE PERSON HOLDING THE POT
4	1	0	13	2					
4	1	0	14	1				CODE	MAGICIAN MESSAGES TEMPLES TO MAKE CONTESTANT THINK HER/HIS MIND IS BEING REAC
4	1	0	15	1				REUNION	GROUP PRETENDS THEY ARE REUNITING AND OUTSIDERS AREN'T ANY THE WISER
4	1	0	16	1				HOT OINTMENT	APPLY HOT OINTMENT TO JOCK STRAP
4	1	0	17	1				MEXICAN HORSE RACES	TRICK SOMEONE INTO SAYING SOMETHING EMBARRASING
4	1	0	17	2					
4	1	0	17	3					
4	1	0	18	1				APE	NON-KNOWERS HAVE TO GUESS WHO THE APE IS
4	1	0	18	2					
4	1	0	18	3					
4	1	0	19	1				URINE	GIVE SOMEONE A BOTTLE OF URINE AND TELL THEM IT IS COLOGNE
4	1	0	20	1				PENNY ON THE FLOUR	PLAYERS ATTEMPT TO GET A PENNY OUT OF COMPACTED FLOUR
4	2							SUPERSTITION OR TRUST	
4	2	0	1	1				MYSTERY MENU	GUESTS ARE GIVEN A MENU IN CODE AND THEY HAVE TO ORDER AND EAT THE THINGS THEY ORDERED EVEN THOUGH THEY DONT KNOW WHAT THEY ARE
4	2	1	1	1				THE AIRPLANE RIDE	MAKE UNSUSPECTING PERSON THINK THEY ARE REALLY HIGH IN THE AIR AND THEN TELL THEM TO JUMP OUT

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
4	2	1	2	1				THE PURPLE COW	NON-KNOWER DRAWS A COW AND A PERSON MAKES THEM TOUCH COLD CREAM
4	2	1	3	1				EGG WALK	PARTICIPANT IS BLINDFOLDED AND TRIES TO WALK A STRAIGHT LINE WHILE AVOIDING STEPPING ON RAW EGGS PLACED BEFORE HIM
4	2	1	4	1				MEASURING FOR A COFFIN	PLAYERS POUR WATER DOWN NON-KNOWERS PANT LEG
4	2	1	4	2					
4	2	1	4	3					
4	2	1	4	4					
4	2	1	4	5					
4	2	1	4	6					
4	2	1	4	7					
4	2	2	1	1				LIGHT AS A FEATHER, STIFF AS A BOARD	TRUST THAT WHEN YOU FALL BACKWARD, SOMEONE WILL CATCH YOU
4	2	2	1	1	1			LIFTING	
4	2	2	1	2					
4	2	2	1	2	1			AURA	SOMEONE SITS IN A CHAIR
4	2	2	1	3					
4	2	2	1	4					
4	2	2	1	5					
4	2	3	1	1				IRONING BOARD	MAKE SOMEONE THINK YOU ARE LIFTING THEM WHEN YOU ARE NOT

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
4	2	3	2	1				PASS THE BODY	PLAYERS PASS STIFF BODY TO EACH OTHER WHILE STANDING IN A CROWD
4	2	3	2	2					
4	3						GUESSING GAMES		
4	3	1	1	1				AUNT EFFIE	TRY TO IMITATE CAMP LEADER BUT MUST CLEAR THROAT
4	3	1	1	1				BLACK MAGIC	THE RIGHT OBJECT IS THE ONE RIGHT AFTER THE OBJECT THAT IS PURE BLACK
4	3	1	2	1				THE MOON IS ROUND	SAY THE RHYME BACK, BUT THE IMPORTANT PART IS THE THROAT CLEARING
4	3	1	2	1				SCISSORS	HAVE TO FIGURE OUT THE PATTERN OF CROSSED VERSUS UNCROSSED
4	3	1	2	2					
4	3	1	3	1				IF YOU CAN'T DO THIS	
4	3	1	3	2					
4	3	1	3	3					
4	3	1	3	4					
4	3	1	3	5					
4	3	1	4	1				SILVERWARE WRTING	THE SILVERWARE DOESN'T HAVE ANYTHING TO DO WITH THE NAME WRITTEN, YOU SIT HOW SOMEONE ELSE IS SITTING
4	3	1	4	2					
4	3	1	4	3					
4	3	1	4	4					

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
4	3	1	4	5					
4	3	1	5	1				BROOM-A-LAY	GUESS WHERE THE OTHER PERSON TOUCHED THE BROOM
4	3	1	5	2					
4	3	1	5	3					
4	3	1	5	4					
4	3	1	5	5					
4	3	1	6	1				SILLY SALLY	SILLY SALLY ONLY LIKES TO DO THINGS WITH TWO CONSECUTIVE LETTERS
4	3	1	6	2				I LIKE, BUT I DON'T LIKE	THE OBJECT IS TO LIKE THINGS WITHOUT THE LETTER "I" IN THEM AND NOT LIKE THINGS WITH THE LETTER "I"
4	3	1	6	3					
4	3	1	6	4					
4	3	1	7	1				GUESS THE MAGAZINE	THE PLACE ON THE MAGAZINE THE POINTER POINTS TO TELLS THE GUESSER WHERE THE "RIGHT" ONE IS
4	3	1	8	1				BARNYARD ANIMALS	MAKE A PERSON DO AN IMPRESSION OF A CHICKEN AND THEN SIT DOWN ON AN EGG
4	3	1	9	1				POLISH BASKETBALL	MAKE SOMEONE ROLL A QUARTER ON THEIR FACE TO GET PENCIL LEAD ALL OVER THEMSELVES
4	3	1	9	2					
4	4							SEXUAL EMBARRASSMENT	
4	4	1	1	1				PIANO BENCH	MAKE PEOPLE SAY THINGS THAT WOULD BE EMBARRASING ON A WEDDING NIGHT
4	4	1	2	1				THE TELEPHONE GAME	

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
5							SETTING-APPROPRIATE GAMES		
5	1						LDS SACRAMENT MEETINGS		
5	1	1	1	1				HYMN GAME	WRITING ON HYMNBOOKS
5	1	1	2	1				UNDER THE BED	LOOK UP HYMNS AND ADD PHRASES TO THE END OF THE TITLE
5	1	1	2	2				IN THE BATHTUB	
5	1	1	2	3					
5	1	1	2	4					
5	1	1	2	5					
5	1	1	2	6					
5	1	1	3	1				A NEW AGNEW	CHANGING THE TITLES OF THE HYMNS
5	1	1	4	1				HYMNAL CHASE	NUMBERS CIRCLED IN THE METER LEAD TO OTHER NUMBERS THAT REVEAL A MESSAGE
5	1	1	5	1				BOOK SUFFER	WRITTEN REBUKE TO HYMBOOK WRITERS
5	1	1	5	2					
5	1	2	1	1				SACRAMENT MEETING BINGO	PLAYERS GUESS WHO WILL BEAR THEIR TESTIMONY AND GET TO CROSS OFF NAMES AS THEY COME UP
5	1	2	1	2					
5	1	2	1	3					
5	1	2	1	4					

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
5	1	13	1	1				NICKLES	KIDS GOT NICKLES TO KEEP UNLESS THEY MISBEHAVED
5	1	14	1	1				CATTLE GUARDS	CLOSING EYES OR HOLDING BREATH WHEN YOU CROSS CATTLE GAURDS
5	2						YOUNG MEN/YOUNG WOMEN MEETINGS		
5	2	0	1	1				TREAT EXCHANGE	LEAVE TREATS FOR SOMEONE AND THEN THEY HAVE TO TREAT SOMEONE ELSE
5	2	1	1	1				FOUR ON A COUCH	PLAYERS TAKE NEW NAMES ACCORDING TO THE PERSON'S SEAT THEY STOLE ON THE COUCH
5	2	3	1	1				NEW ERA BOWL	TRIVA GAME BASED ON THE "NEW ERA"
5	2	4	1	1				THE CARNIVAL	SET UP GAME TO TEACH ABOUT THE THREE DEGREES OF GLORY
5	2	4	2	1				THE AIRPLANE CRASH	SET UP MOCK PLANE CRASH TO TEACH ABOUT HEAVEN
5	3						WEDDING SHOWERS		
5	3	0	1	1				TYING THE RIBBON	A STRING IS DISTRIBUTED IN SUCH A WAY AS TO DIVINE THE NEXT PERSON TO BECOME PREGNANT
5	3	1	1	1				HOW WELL DO YOU KNOW THE BRIDE	PLAYERS TAKE A QUIZ TO SEE WHO KNOWS THE BRIDE THE BEST
5	4						BABY SHOWERS		
5	5						TRAVEL		
5	5	0					NON VEHICLE SPECIFIC		
5	5	0	1	1				TRAVELING GAME	PLAYERS SAY THEY ARE GOING ON A TRIP AND THEN NAME WHAT THEY ARE TAKING WITH THEM. THE OBJECT IS TO REMEMBER WHAT EVERYONE ELSE IS TAKING
5	5	1					AUTOMOBILE		

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
5	5	1	1	1				LOAD OF HAY	SAY A RHYME AND THEN DO THE ACTIONS IT SAYS TO DO WHEN YOU SEE HAY OUT THE WINDOW
5	5	1	2	1				RAILROAD TRACK	WHEN PASSING A CEMETRAY, HOLD YOUR BREATH SO THE EVIL SPIRITS WILL NOT FOLLOW YOU
5	5	1	2	1	1			CAB	LOOK FOR CABS AND MATCH THE ONES FROM THE SAME COMPANY
5	5	1	2	2					
5	5	1	2	2	1			ROADSIDE SCAVENGER HUNT	LOOK FOR THINGS ALONG THE ROAD WHILE DRIVING
5	5	1	2	3	1			I SPY	LOOK FOR THINGS ALONGSIDE THE ROAD
5	5	1	2	4	1			SLUG BUG	GUESS THE FLAVOR BY THE COLOR OF THE VW BUG
5	5	1	2	4	2				
5	5	1	2	4	3			ZIP	
5	5	1	2	5	1			BEAVERS	YELL OUT BEAVER WHEN YOU SEE A VW BUG
5	5	1	2	5	2				
5	5	1	2	6	1			THERE'S A LION	LOOK FOR MEMBERS OF THE LION'S CLUB
5	5	1	2	7	1			LOOK FOR THE UNUSUAL	KIDS LOOKED FOR UNUSUAL THINGS AND MOM GOT TO DETERMINE WHAT WAS UNUSUAL
5	5	1	2	8	1			BURY YOUR COWS	COUNT COWS BY THE SIDE OF THE ROAD, BUT IF YOU PASS A CEMETARY YOU HAVE TO BURY YOUR COWS AND START ALL OVER AGAIN
5	5	1	2	8	2				
5	5	1	2	9	1			BOMP	COUNT VOLKSWAGENS AND GET TO PUNCH PEOPLE

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
5	5	1	2	9	2				
5	5	1	2	9	3				
5	5	1	2	9	4				
5	5	1	2	9	5				
5	5	1	2	9	6				
5	5	1	2	9	7				
5	5	1	2	9	8				
5	5	1	2	9	9				
5	5	1	2	9	10				
5	5	1	3	1				TAXI CAB	
5	5	1	3	1				ONE HEADLIGHT	MAKE A WISH WHEN A CAR WITH ONE HEADLIGHT PASSES AND YELL 'PIDDIDLE'
5	5	1	3	1	1			NAME THE OBJECT	PARENTS FOUND OBJECT AND KIDS HAD TO GUESS WHAT IT WAS
5	5	1	3	1	2				
5	5	1	3	1	3				
5	5	1	3	2	1			TWENTY QUESTIONS	ASK TWENTY QUESTIONS TO FIND THE INDENTITY OF THE OBJECT
5	5	1	3	3	1			DISTANCE GAME	GUESS THE DISTANCE AND THEN COMPARE WITH DAD'S ANSWERS
5	5	1	4	1	1			ALPHABET	EVERY PERSON FINDS LETTERS FROM A TO Z AND THE WINNER GETS DONE FIRST

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
5	5	1	4	1	2				
5	5	1	4	1	3				
5	5	1	4	1	4				
5	5	1	4	1	5				
5	5	1	4	1	6				
5	5	1	4	1	7				
5	5	1	4	1	8				
5	5	1	4	1	9				
5	5	1	4	1	10				
5	5	1	4	1	11				
5	5	1	4	1	12				
5	5	1	4	2					
5	5	1	4	2	1			THE CITY GAME	THINK OF NAMES OF CITIES THAT START WITH DIFFERENT LETTERS OF THE ALPHABET
5	5	1	4	3	1			THE NURSERY RHYME GAME	SING NURSERY RHYMES TO THE TUNE OF THE "ABC" SONG WITHOUT MESSING UP
5	5	1	5	1	1			LUMP OF CLAY	GET STIFF AND ROLL INTO A BALL AND THE OTHER PERSON "MOLDS" YOU HOWEVER THEY LIKE
5	5	1	6	1	1			KISS AND TOUCH THE ROOF	WHEN YOU GO THROUGH A YELLOW LIGHT, YOU KISS YOUR HAND AND TOUCH THE ROOF OF THE CAR
5	5	1	6	1	2				

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
5	5	1	6	2	1				
5	5	1	7	1				ONE HEADLIGHT	GET POINTS FOR SPOTTING CARS WITH HEADLIGHTS; SOMETIMES REDEEMABLE FOR KISSES
5	5	1	7	2					
5	5	1	8	1	1			BOMBING CARS	WHEN A CAR COMES DOWN THE ROAD, YOU HAVE TO BEAT IT INTO THE HOUSE BEFORE IT PASSES
5	5	1	8	2	1			SKUNK	TRY TO TRICK DRIVERS INTO THINKING THEY RAN OVER A SKUNK TO SEE THEIR REACTIONS
5	5	1	8	3	1			HIT THE DECK	RUN AND JUMP WHEN A CAR GOES BY
5	5	1	8	3	2				
5	5	1	8	4	1				
5	5	1	8	5	1			CHINESE FIRE DRILL	RUN AROUND THE CAR WHEN THE LIGHT TURNS RED
5	5	1	9	1	1			SENIORITY	THE OLDEST GETS THE OPTION TO "CALL" THE FRONT SEAT
5	5	1	9	2	1			SHOTGUN	CALL YOUR SEAT BY YELLING "SHOTGUN"
5	5	1	10	1	1			LICENSE PLATES	LOOK FOR NUMBERS IN PLATES TO MATCH NUMBERS YOU HAVE WRITTEN DOWN
5	5	1	10	1	2				
5	5	1	10	1	4				
5	5	1	10	2	1			STATE	
5	5	1	10	2	2				
5	5	1	12	1	1			I SEE THE STEEPLE	CHILDREN ARE QUIET WHILE LOOKING FOR THE STEEPLE

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
5	5	1	12	2	1			THE QUIET GAME	HAD TO BE VERY QUIET AS LONG AS WE POSSIBLY COULD
5	5	1	15	1				HOWDY DOODY	WITCHES LIVE UNDER BRIDGES SO YOU HAVE TO PUT YOUR FINGER TO THE ROOF AND SAY "HOWDY DOODY" UNTIL WE GO THROUGH THE TUNNEL
5	5	1	15	2					
5	5	1	16	1				RAILROAD TRACKS	RAISE FEET WHEN GOING OVER THEM
5	5	1	16	2					
5	5	1	16	3					
5	5	2	1	1				COUTNING ON THE BUS	TRY TO OUTCOUNT EACH OTHER
5	5	5	10	1	3				
5	5	12	1	3	1			I DARE YOU TO STARE	LITTLE KIDS CHALLENGE EACH OTHER TO STARE WITHOUT FLINCHING
5	6						WATER GAMES		
5	6	0	1	1				SPRING WATER FIGHTS	PLAYERS THROW WATER BALLOONS AT EACH OTHER
5	6	0	2	1				DIBBLE DABBLE	A SMALL FLOATING OBJECT IS USED TO SIGNAL PLAYERS TO DIVE IN THE POOL AND GRAB THE OBJECT
5	6	1	1	1				SHARK	ONE PERSON IS THE SHARK WHO TRIES TO GRAB OTHER PLAYERS' LEGS
5	6	1	1	2					
5	6	1	1	2	1			MARCO POLO	SWIMMERS ARE CAUGHT AND THEY HAVE TO GUESS WHO THEIR CAPTOR IS
5	6	1	1	2	2				
5	6	1	1	2	3				

FOLKLORE ARCHIVES -- GAMES

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>Category 1</i>	<i>Category 2</i>	<i>Description</i>
5	7						BIRTHDAYS		
6							GAMES FOR SPECIFIC DAYS		
6	1						BABIES AND CAREGIVERS		
6	1	1	1	1				Horse	Lap game and rhyme about horses
6	1	1	1	2				WASH THE LADY'S DISHES	GRANDPA WOULD SING RHYME ABOUT DISHES AND THEN THROW KIDS ON THE FLOOR
6	2						MISSIONARIES		
6	2	1	1					WALLER KAI	MISSIONARY DOGPILE
6	2	1	2					WALLARING	
6	2	2	1					EL LATINO	GAME TO TEACH MISSIONARIES SPANISH. THE OBJECT IS TO BE THE ONE WHO SPEAKS THE MOST SPANISH