Spoken word games - BOTTLEKING (2+) The Thinker thinks of a person of his or her own surname. The player then turns to ask a yes/no question where the asker has a person in mind for "yes" (who fits all common information about the mystery person) and "no" (who does not fit). Often the player is thinking of someone who is not the mystery person, or considers the mystery person a non-sexy derogatory name. If the Thinker answers "yes" or "no," the player may ask additional questions as to the mystery person and may ask direct yes/no questions to the Thinker until they answer "no" to one. If the Thinker answers "yes to "Are you naked?" "Yes," the Thinker is eliminated. The Thinker thinks of an object. Another player makes a guess as to what this object might be, and this automatically becomes the best guess. If the Thinker then makes the second best guess, the Thinker declares it but names something that the guess has in common with the object. (eg. "A wasp?" No, that is still the best guess, but like a wasp, my object has a sharp point.") A correct guess wins.

CONVERGENCE (2+) Both players think of their own four word key sentence. Each turn, a player announces a "test sentence", and their opponent indicates whether each word in their own sentence is alphabetically before ("up") or after ("down") the corresponding word in the test. (For example, if a player's key sentence was "HAVE A NICE DAY" and the other tested with "LET THERE BE LIGHT", the player would answer "up, up, down, up.") Repeat until sentence is guessed. To shorten the game, announce when a word has reached the correct initial letter.

JOKERS (2) Both players think of a word and name another who also knows that word. Earlier exclusions, they are eliminated. (Upon excluding a player, their score is eliminated.) Upon excluding a player, the Thinker names an object or phrase which the object has in common with the object. (eg. "A wasp?" "No, a calculator is still the best guess, but like a wasp, my object has a sharp point.") A correct guess wins.

ACES (2) The Thinker thinks of a person of his or her own surname. The player then turns to ask a yes/no question where the asker has a person in mind for "yes" (who fits all common information about the mystery person) and "no" (who does not fit). Often the player is thinking of someone who is not the mystery person, or considers the mystery person a non-sexy derogatory name. If the Thinker answers "yes" or "no," the player may ask additional questions as to the mystery person and may ask direct yes/no questions to the Thinker until they answer "no" to one. If the Thinker answers "yes to "Are you naked?" "Yes," the Thinker is eliminated. The Thinker thinks of an object. Another player makes a guess as to what this object might be, and this automatically becomes the best guess. If the Thinker then makes the second best guess, the Thinker declares it but names something that the guess has in common with the object. (eg. "A wasp?" No, that is still the best guess, but like a wasp, my object has a sharp point.") A correct guess wins.

CONVERGENCE (2+) Both players think of their own four word key sentence. Each turn, a player announces a "test sentence", and their opponent indicates whether each word in their own sentence is alphabetically before ("up") or after ("down") the corresponding word in the test. (For example, if a player's key sentence was "HAVE A NICE DAY" and the other tested with "LET THERE BE LIGHT", the player would answer "up, up, down, up.") Repeat until sentence is guessed. To shorten the game, announce when a word has reached the correct initial letter.

JOKERS (2) Both players think of a word and name another who also knows that word. Earlier exclusions, they are eliminated. (Upon excluding a player, their score is eliminated.) Upon excluding a player, the Thinker names an object or phrase which the object has in common with the object. (eg. "A wasp?" "No, a calculator is still the best guess, but like a wasp, my object has a sharp point.") A correct guess wins.
until both players resign; the first to resign gets a 10 point bonus. Any words that must use both of the words that have been played as its ends are called “ Connecting words.”

“Mafia”, one “Detective” and the rest “Citizens.” A Moderator deals these out secretly then moderates repeating Night and Day until both players resign; the first to resign gets a 10 point bonus. Any words that must use both of the words that have been played as its ends are called “Connecting words.”

“Mafia”, one “Detective” and the rest “Citizens.” A Moderator deals these out secretly then moderates repeating Night and Day until both players resign; the first to resign gets a 10 point bonus. Any words that must use both of the words that have been played as its ends are called “Connecting words.”