

Gamabots

Tic-tac-toe

Play a game of tic-tac-toe,
aka noughts and crosses.

Variants

- Draw the board
- Keep score
- Try $3 \times 3 \times 3$
- Try 4×4

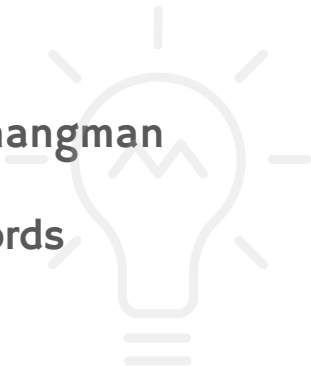


Hangman

Play a game of hangman.

Variants

- Make the hangman
- Keep score
- Multiple words

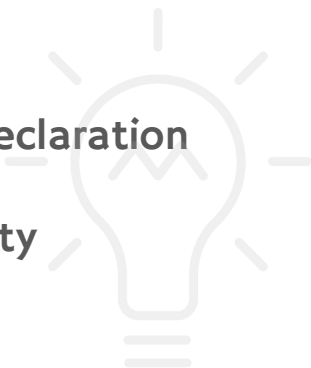


Twenty questions

Play twenty questions. Only yes/no answers are allowed. Start by declaring if the target is a person, place, or thing.

Variants

- Drop the declaration
- Keep score
- Add difficulty

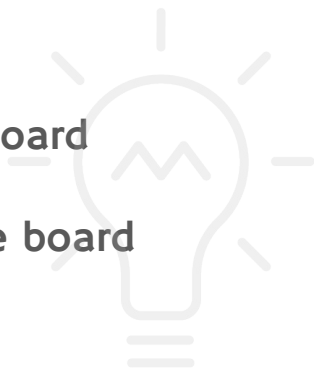


Battleships

Play battleships on a small board.

Variants

- Draw the board
- Keep score
- Enlarge the board
- Use emojis



Word game

Choose a word, then make
new words from its letters.
Most words wins.

Variants

- Add difficulty
- Keep score

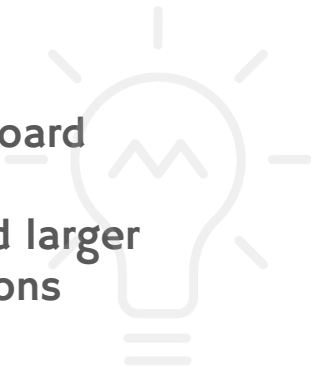


Wordsearch

Make a wordsearch puzzle.

Variants

- Draw the board
- Keep score
- Make board larger
- Add directions

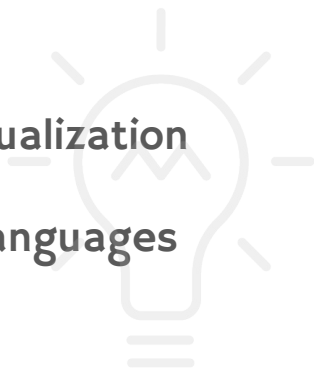


Rock-paper-scissors

Play rock-paper-scissors.

Variants

- Make a visualization
- Keep score
- Try other languages

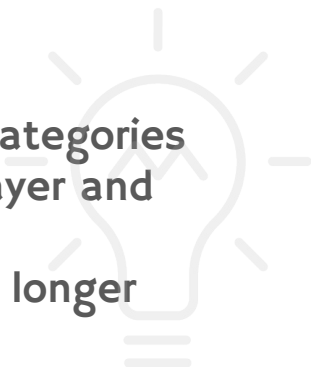


Mad libs

Play mad libs. Start with a story, remove some words, and prompt other player(s) for words of same category, e.g. noun or adverb.

Variants

- Add word categories
- Pose as player and setter
- Make story longer



Emoji movie titles

Guess the movie title from a string of emojis.

Variants

- Keep score
- Difficulty levels
- Add clues



Who am I?

Setter chooses a person and guesser asks yes/no questions to guess who.

Variants

- Pose as setter and guesser
- Keep score
- Difficulty levels
- Add clues

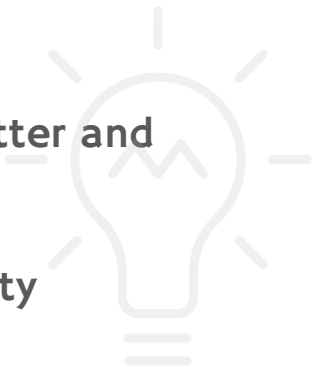


Picnic game

Setter chooses a secret theme and declares what they are bringing to a picnic. Guessers ask to bring other items, which setter declares allowed or not. The goal is to guess the theme, without giving it away.

Variants

- Pose as setter and guesser
- Keep score
- Add difficulty

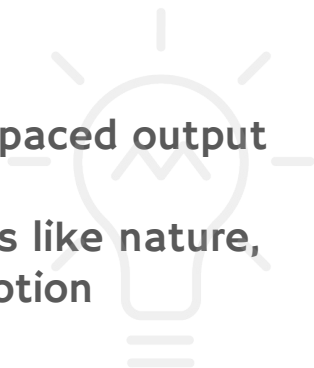


ASCII Pictionary

Setter posts ASCII art and guesser must guess what it is.

Variants

- Get monospaced output
- Keep score
- Add themes like nature, action, emotion



Cheat

Play the card game Cheat.

Variants

- Keep score
- Tally bluffs at end of game

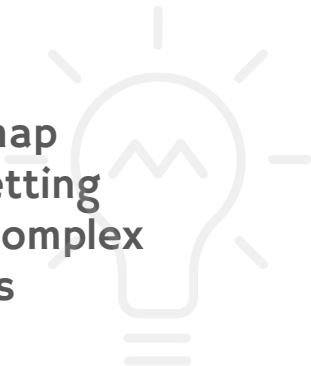


Text RPG

Create a text-based role playing game or 'choose your own adventure' story. Try to keep a consistent game map.

Variants

- Draw the map
- Vary the setting
- Add more complex interactions

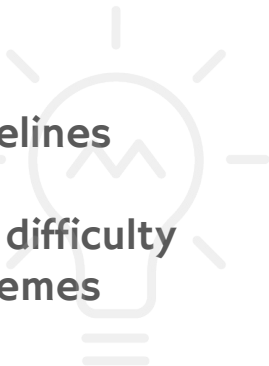


Chronology

Players start with two 'cards', each representing a real historical event with a date. Subsequent turns force the player to correctly place new events in their timeline, twisting or sticking when correct. First to 10 events.

Variants

- Draw the timelines
- Keep score
- Add levels of difficulty
- Add event themes



Liar's dice

AKA Perudo, each player rolls 5 dice, then 'bid' quantities of values based on their hand with everyone else's.

Variants

- Visualize the dice
- Keep score
- Reveal bluffs made



Zanzibar

Players take turns rolling dice and earn points by selecting certain combinations, with the option to re-roll and continue accumulating points or stopping and banking their score.

Variants

- Keep score
- More complex rules
- Try 3-player



Beetle

Draw a beetle, prompted by
the roll of a die:

1 - thorax

2 - head

3 - leg (requires thorax)

4 - eye (requires head)

5 - antenna (requires head)

6 - abdomen

Variants

- Draw the beetle
- Keep score
- Make more complex rules

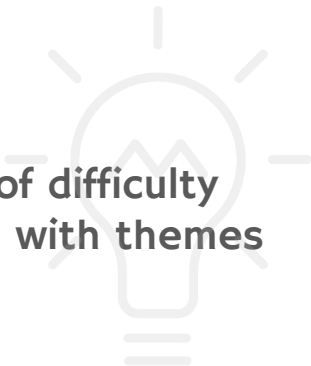


Quiz

Take turns setting and playing a quiz game. Try starting with multiple choice.

Variants

- Keep score
- Add levels of difficulty
- Add rounds with themes



Emoji countries

Guess the country from the
emoji(s).

Variants

- Disallow flags
- Keep score
- Levels of difficulty
- Add explanation



Movie game

Player 1 names a movie, player 2 names an actor in the movie, then player 1 names another movie that actor was in, and so on.

Variants

- Keep score
- Add hints
- Get back to the original movie

