

Fun games to play over the phone

The 5 second game

Two or more players

One person chooses a category. Another person now has to try to name three things belonging to that category in five seconds. For example, you may choose the category 'vegetables.' If the other person can name three vegetables in five seconds they win, and it will be their turn to set a category for you (or for another player if playing in a group). If they are not able to name three things in time, it is your turn again to set the category.

The rhyme game

Two or more players

The first player says a word. The next player must come up with a word that rhymes with it. Continue taking turns to come up with rhyming words until one of you says a word that does not rhyme, or cannot think of rhyming word within 5-10 seconds. That person has lost. The last player to have said a correctly rhyming word picks a new word to rhyme.

Story game

Two or more players

One of you begins a story with one sentence. The next person picks up and adds another sentence, then the next person adds another. Keep taking turns for 5 minutes and try to make the story as silly and fun as possible.

Two truths and a lie

Two or more players

Each player thinks of two things that are true about themselves and one that isn't. The other players have to guess which one is the lie.

For example: I once won an international dance competition. I've been to Russia six times. I am a black belt in taekwondo.

The lie might be that the person has actually been to Russia five times. It's a great game to discover more about each other!

Word game

Two or more players

One player says the full name of a famous person. The other(s) have three minutes to make as many words as possible from the letters of that person's name. A pen and paper may be helpful! If playing with three or more players, the person who calls out the most words in 3 minutes wins and picks a new celeb for the next round.

20 questions

Two players

One person thinks of a person, place, animal, or object. The other person can ask up to 20 yes or no questions to help them guess what it is. Take it in turns to be the thinker or the guesser.