OUTDOORSMAN TOOLKIT

Campfire game cards

Simple versions for seated play · Page 1 of 2

1. Would You Rather

2–10 players · suggested age 5+

Offer two choices. Everyone chooses and says why, or passes. Rotate the questioner; finish after one question each.

> A self-packing tent or a self-carrying backpack?

2. Twenty Questions

2–8 players · suggested age 6+

Choose a secret object, animal or place. The group shares 20 yes/no questions; guesses count. Rephrase unclear questions for free. Reveal after a correct guess or question 20, then rotate.

> Pick camping gear; ask whether it is used for sleeping.

3. Categories

3–10 players · suggested age 6+

Choose a category. Name a different example each turn; no repeats. Agree whether variations count. Give hints or passes. Finish after two laps or when ideas run out.

> Camp kitchen: mug, spoon, pan, kettle, stove.

4. I Went Camping

3–8 players · suggested age 6+

Repeat every earlier item, then add the next alphabet letter. Offer one hint if someone forgets; reveal and restart if needed. Aim for J or your longest shared chain.

> Apple → apple + blanket → apple + blanket + cup.

5. Fortunately, Unfortunately

3–10 players · suggested age 7+

Start a story. Each player adds one sentence, alternating Fortunately and Unfortunately. After two turns each, announce a final lap to finish.

> A raccoon arrives with a suitcase full of pancakes.

6. One-Sentence Story

3–10 players · suggested age 5+

Choose a tone and a character with a problem. Add one sentence each, keeping the same story. After two laps, announce a final lap to solve the problem.

> A tiny dragon has lost the map to its campsite.

Before playing: follow fire restrictions; supervise children and the fire. Keep seats, paper and movements clear of heat. Fishbowl needs paper, pencils, a container, timer and good light away from flames. Other games need no supplies. Ages are suggestions. Allow passes.

Full rules, examples and sources: outdoorsmantoolkit.com/campfire-games/ · Prepared 7 Nov 2026

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7. Two Truths and a Tall Tale

3–8 players · suggested age 8+

Say two true statements and one invented one about yourself. Allow one question per listener, then everyone guesses together. Reveal the tall tale and rotate. Passing is fine.

> Use hobbies, food or places visited; avoid secrets.

8. Telephone

5–12 players · suggested age 6+

Pass a short phrase quietly from neighbor to neighbor once each. The last player says it aloud; the first reveals the original. Change the starter. Switch games if whispering excludes anyone.

> A purple penguin packed three pancakes.

9. Name That Tune

3–10 players · suggested age 6+

Hum without lyrics. Each listener gets one guess before anyone guesses twice. Give a category clue if needed; reveal after one more try. Rotate singers; stop after five songs or one each.

> Use songs the youngest player knows. Keep it quiet.

10. Team Count to Twenty

4–10 players · suggested age 7+

Count aloud in order, without a fixed speaking order or signals. One number per turn; no consecutive turns by one player. If voices overlap, restart at one. Stop at 20 or after five attempts.

> Try ten first. Nobody is eliminated.

11. Seated Charades

4–12 players · suggested age 6+

Mime an action from your chair without speech, sounds or real props. After three wrong guesses, simplify or reveal. Rotate actors; finish after one turn each.

> Using binoculars; brushing teeth; paddling a canoe.

12. Fishbowl

6–12 players · suggested age 8+

Two teams; three familiar prompts per person. Take alternate 60-second turns; one point per guess. Round 1: describe. Round 2: one word. Round 3: silent mime. Reuse ALL slips each round.

> Rotate clue-givers. One pass per turn; return passed/unfinished slips. Reveal stalled answers for no point. Highest total wins; ties stand.

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