

FAMOUS PAIRS

Items Needed: Name Tags

Each person has a name tag pinned to his back.

The object of the game is to learn his identity. Each player is allowed to ask one “yes” or “no” question of each other player. At the same time, the two people introduce themselves (their real names!) and shake hands.

Variation:

The names can be in pairs and they will have to find their partner. i.e. Romeo/Juliet, Napoleon/Josephine, Antony/Cleopatra, Cain/Abel

