

# Kent State University PhoneCenter Games

**BLACKJACK:** Just as the title says, the caller and the supervisor play blackjack, if the caller wins they get 5 points and if they lose they do not score.

**BOGGLE:** On the dry erase board you create a boggle board with roughly 50 small squares within a larger square. Each small square contains a letter with a point value attached to it. When a caller gets a pledge they have an opportunity to create a word in the boggle board. The rules are simple. The caller starts off by picking a letter on the board and expands from that letter and creates a word. The caller is able to go up, down, left, right, and diagonal all in one word but each box has to be touching in order. The caller adds up the point value within all the squares used in that word and that is their score.

**CALLING ROOM FEUD:** We created our own version of "Family Feud" using categories such as "Top 10 bars in Kent," and "Places to go on Spring Break." The number one answer is worth the most points and the points go down as the rank of the answer does.

**CALLING ROOM HANGMAN:** We play hangman on the board and for every letter that is guessed they receive a point and if the puzzle is solved they receive 5 points. The supervisors choose what the phrase or category of the night may be.

**CATEGORIES:** Categories is a game where you put 10-20 different types of categories in a bag and every time a caller gets a pledge they pull a category from the bag and have 20 seconds to name as many objects in that category as they can. For every object named at the end of that 20 seconds is the amount of points they shall receive.

**CHOOSE YOUR BONUS!:** At the beginning of the night the supervisors put various bonuses on the dry erase board for ex.: 2 hour bonus, 1 hour bonus, two  $\frac{1}{2}$  hour bonuses, and various gift certificates from area businesses. At the end of the night the caller with the most money gets first pick at the

bonuses, second highest gets second pick and so on. During the shift we keep track of who is winning so the callers know where they stand with each other.

**ENVELOPE GAME:** This game consists of gift certificates donated by area businesses. They are put in numbered envelopes before the callers arrive. Every time a caller gets a pledge they can choose a new envelope or choose an envelope from another caller. At the end of the night you get to keep all the envelopes that you have obtained through out the course of the night.

**GUESSTURES:** This game gets the caller up and moving. After the caller gets a pledge they pick four cards randomly out of a box of cards. They then set them up from least difficult to most difficult and have to act them out while the supervisors guess, like charades. The catch is if they do not grab the card out of the device that holds them quick enough the card drops down and the caller does not get the points.

**GUESS WHO?????:** Before the shift all the supervisors working that night will list three or four personal or unique characteristics about themselves. When a caller gets a pledge they have an opportunity to pick a phrase and match it up with the correct supervisor. If the caller is correct they get 5 points and that phrase is erased.

**HOT POTATO AND WACKY BANANA:** Basically for every pledge of \$100 or less the caller gets the hot potato and for every pledge over \$100 the caller gets the banana. The person who has the hot potato every half hour gets 1\2 hr of bonus and the person who has the wacky banana every hour gets an hour of bonus.

**HOT SHOT:** Once again this game requires a basketball hoop and ball. There are four marks on the ground; the further away the mark, the higher the point value.

**JEOPARDY:** Played the same way as on television except with different categories. The harder questions are assigned to the higher dollar amounts. Each caller play's for themselves, whoever ends up with the most money from the game that night wins.

**KRAZY CROSSWORD:** A crossword is chosen out of a crossword book and placed on the dry erase board. Every time a caller gets a pledge the caller has an opportunity to fill in a word in the crossword. Each letter in the word is worth a total of 1 point.

**PERFECT STRIKE:** This game requires a plastic set of bowling pins and a bowling ball. It's played the same as bowling, except we offer different point values. Each pin is worth one point and a strike or spare is worth 10 points. Each player gets two tries.

**PHONECENTER CONCENTRATION:** We create phrases using pictures like the game Classic Concentration. We then cover the phrase with squares of paper and every time a caller gets a pledge, they can remove one square to slowly reveal the puzzle. For every square they remove, they receive a point and if they solve the puzzle they receive a point for every square left on the puzzle. We use a corkboard so we can secure the squares on with thumbtacks.

**PHON-OPOLY:** The game's lay out is similar to Monopoly. You have a customized game board with squares all around the outside board. Each square contains a different department or college assigned with a negative or positive point value. Each caller starts out in the middle of the board with their name on a post-it note. Depending on the value of the pledge the caller gets determines how far you move around the board. For example, \$35-\$49 is one spot, \$50-\$99 is two spots and so on, and wherever you land is how many points you score. If the caller lands on their college the point value doubles with the exception of negatives.

**PICK AN EGG:** Random amounts of points are written on pieces of paper and placed in plastic Easter eggs. Every time a caller receives a pledge, they can choose an egg and they get the amount of points on the piece of paper. Whoever has the most points at the end of the shift wins!

**PIG:** This game requires a basketball and hoop (nerf). It's played the same way as the original, but the caller gets to choose a supervisor to shoot against. If the supervisor loses the shot, the caller gets one point. If the caller loses the shot, they receive no points. If the supervisor spells out the word "PIG" the caller gets five points.

**SCRABBLE:** On the dry erase board we create a scrabble board. We have a bag full of letters and the callers choose seven. Every time a caller gets a pledge they have an opportunity to create a word on the board using their own letters. The letters they use are put back in the bag and they choose new letters. Points are attached to each letter and once again the caller tallies up the points for their score.

**SUPERVISOR SQUARES:** This game resembles tic tac toe, when the caller gets a pledge they can pick one of the nine squares with a supervisor's name in it and then have to either agree or disagree to an answer of a trivia question that the supervisor answers. If the caller gets it right they score for their team, if not they score for the other team.

**THE LUCKY PLEDGE:** The supervisors put about thirty numbered blank spaces on the dry erase board. As the callers get a pledge their name is placed on the board in the order they are received. Then every fifth pledge of the night gets bonus of some sort.

**THE POINT GAME:** Before the shift the supervisor's think of a variety of things to assign points to throughout the night. For example, we may assign 1 point to first pledge of the night, 5 points to every pledge of \$250 or more, 3 points to every matching gift and so on. Our value is usually on a 10-point scale, and at the end of the night the caller with the most points wins.

**THE SINGING GAME:** The supervisors put two words on the board. The object of this game is that when the callers get a pledge they have to sing a song with at least one of the words in it and get 2 pts. If they sing a song with both words in it they get 5 pts and if they can name the artist they get an additional 5 pts. Each song sang is wrote down on the board and the words are changed periodically throughout the night.

**THE TICKET GAME:** You start by using a role of tickets and every time a caller gets a pledge they receive half of a ticket. The other half goes into a bag. Every half hour during the shift a supervisor grabs a ticket out of the bag and the caller who has the matching ticket receives a gift certificate. For every hour during the shift the supervisor once again reaches into the

bag to pull a ticket out and the caller with the matching ticket receives an hour bonus.

**TRIVIA FOR DUMMIES:** What we do for this game is we have trivia cards and when a caller gets a pledge he/she has a chance to play. A supervisor asks the caller which category of trivia he/she would like to choose. The supervisor then asks another supervisor trivia and the caller has an opportunity to agree or disagree and if the caller is correct then they get a point.

**WHO WANTS TO BE A PHONECENTER MILLIONAIRE:** Using the game board version, we play the same as on T.V. When a caller gets a pledge, they get to answer a question and every time they get they get the chance to move up. For Phone a Friend, they can call anyone in the U.S. and have 30 seconds to try to get the answer. For Ask the Audience, we poll the callers in the room by putting the question and answers on the dry erase board and the callers write which one they think is the correct answer. We then tally the answers to see which one received the most votes. 50:50 Lifeline is the same as on T.V.

**WIN, LOSE OR DRAW:** In our calling room we have a large dry erase board. When a caller gets a pledge they once again pick a piece of paper from a bag and they have 30 seconds to draw what ever was on the paper and the supervisor has to guess it. If in fact the supervisor does guess it, the caller receives a point. If the supervisor is unable to guess the picture, then the caller does not receive any points!

\* A caller gets to play each game twice if they receive a matching gift or a credit card!