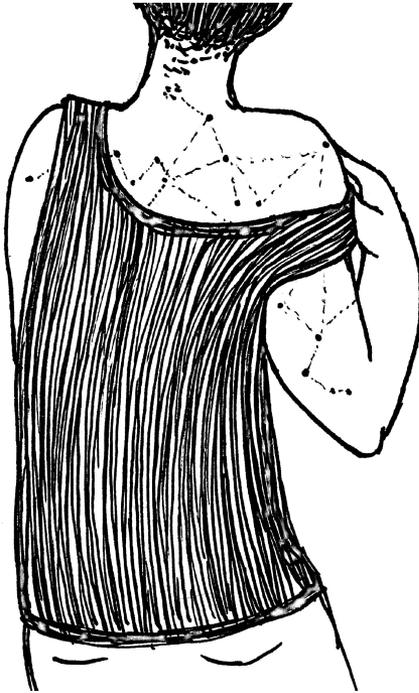


63 Microgames

Sydney Ayers · Tatyana Mustakos · Jake Bittner · Hizal Celik · Ari Daly · Victoriano Reyes · Kate Chaudoin · Bryan Tiggs · Matthew Bofenkamp · Matthew Bofenkamp · Adam J. Thompson · Xavier Apostol · Avi Romanoff · Giada Sun · Anna Henson · Sofia Syjuco · Lingdong Huang · Adela Kapuscinska · Caroline Hermans · Annie Huang · Nitesh Sridhar · Aman Tiwari · Andrew Chang

A tiny zine of tiny games made by friends,
in September of 2017, Pittsburgh, PA.

Sydney Ayers



Constellations · Gather friends or acquaintances (preferably very freckly). Grab a pen. See how many constellations you can make on their body by connecting moles, freckles, scars, etc.

Sydney Ayers

Thesaurus Thesaurus · Find friend to play with. Say “Thesaurus”- then a word of your choosing. (Example: Ghost.) Other player must come up with another word for it. Go back and forth until one player cannot think of another synonym.

Google Translate Telephone · Find a friend. Write a sentence in your native language to any other. Continue to translate the same sentence from whatever you got out of your first translation. The person to make the sentence completely incomprehensible with the least number of translations wins.

Tatyana Mustakos

By Any Other Name · Grab a bunch of paint chips and see if your friends can guess the color based off the color name.



Tatyana Mustakos

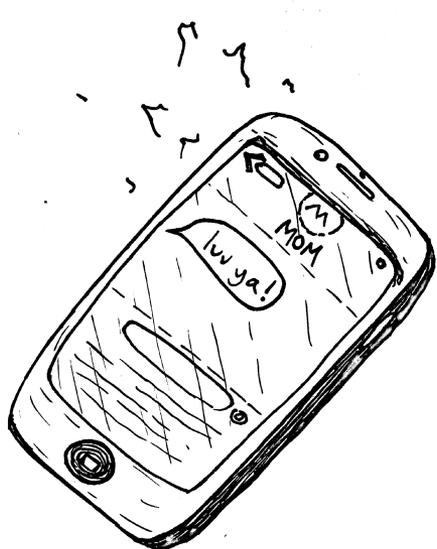
Frequent Flier · Every time a bus stops and you are close enough to catch you must get on for at least 2 stops.

Free Education · Walk into a (preferably large) class that you are not enrolled in. Pretend you belong. Get to know the teacher, do the homework. See how long you last.

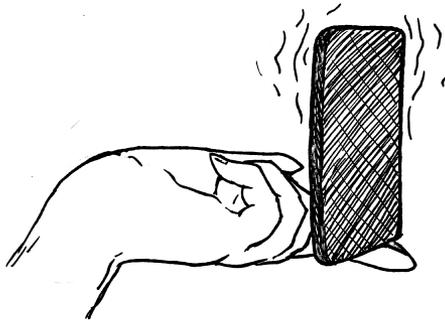
Jake Bittner

Phone Number Neighbor · Assume your phone number as one 10-digit number, and add one to it. Now text that number anything you like. If your phone number neighbor responds, you win!

MOM · Someone shout, “MOM!” to start the game. First person to get a text from their mom (or dad or guardian) wins.



Hızal Celik



1 · Two or more people compete to see who can balance their phone, on its corner, on one finger, the longest.

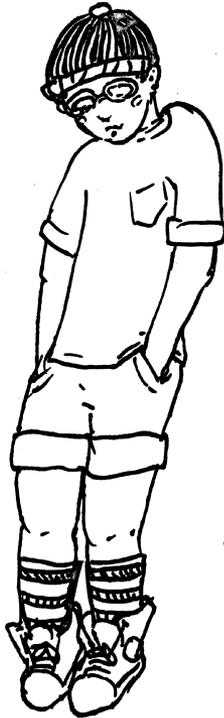
2 · Try to yell the most realistic/convincingly real but ultimately made up language.

Ari Daly

Untouchable Color · Choose a primary or secondary color and don't touch it. Other player(s) try to guess the color.

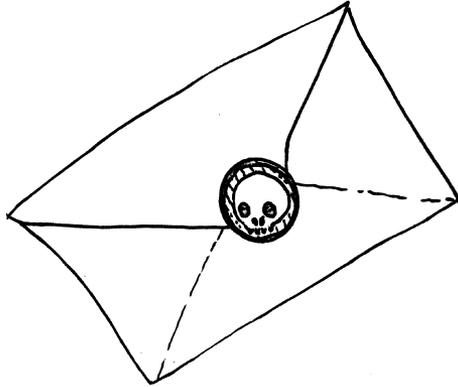
Google Doodle Calendar · Go through Google's Doodles page, and shrink the window such that you can only see the doodle, and not the title. If you can guess the holiday/significance of that day, you get 1 point. Continue on to the next day. Whoever gets to 10 points first wins.

Ari Daly



Where's Waldo's Other Outfit? · The first person to spot someone wearing white sneakers and glasses- and not wearing jeans- wins.

Victoriano Reyes



Slow Roast · Go to the post office and mail your friend an insult. They then, mail you an insult back in reply. Repeat this back and forth. The winner will be apparent.

Victoriano Reyes

Secret Note · Gather all players and then give a player a red card. Then disperse and then go about your day as usual. Whoever has the read card is “it”. The player who is “it” must give another player the card without the other player knowing. (Ex: slipping it into a pocket, leaving it on a table for them). Do not let anyone know you are playing the game. The game may cause you to perform odd behavior, but you must keep the game a secret. If someone finds out about the game or asks you about your odd behavior then the game is over.

Kate Chaudoin

Cat Whisperer · Walk until you find a cat on the street. Whoever the cat allows to pet them first wins the trust of the cat, but doesn't win the game. The cat decides the winner and you're all losers in the eyes of a cat.

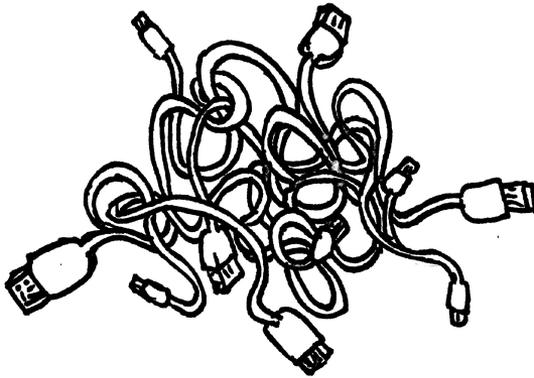


Kate Chaudoin

Marriage · Pick a flower and give it to the first hottie you see. Ask them out. Go on a date. Get married. Live the rest of your lives together. If they reject or dump you, you lose.

Mystery Pen Pal · Pick a random address in a phone book and send them a letter. Include a return address. Keep writing letters until they contact you back. If they tell you to stop sending them things, you lose. If you gain a friend, you win.

Bryan Tiggs



1% · Someone says “one percent”. The first person to pull out a phone charger after this wins.

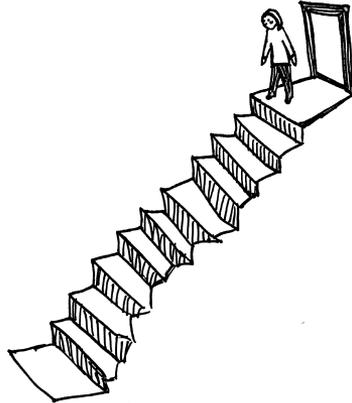
Bryan Tiggs

Dungeons and Dares · Everyone has 3 stats (Charisma, Wisdom, Dexterity) that are assigned +1, 0, and -1 in the order of their choice. A player gives another player a dare at any time they wish, at which point the dared party rolls a D20. Rolling a 1 means the dared party must do the dare, while a 20 means the daree must do the dare.

Dares are in the Charisma category if they deal with social interaction, Dexterity if they are physically challenging, or Wisdom if the act is generally unwise. The dared party uses the relevant modifier after the category of the dare is agreed upon. 1s and 20s cannot be modified, but a -1 makes a 2 into a 1 and a +1 makes a 19 into a 20.

Matthew Bofenkamp

- 1 · Go through as much time as possible without using one randomly selected letter of the alphabet.
- 2 · Two players each have an hour to learn one word of their choosing in as many languages as they can. Whoever learns it in the most languages wins.
- 3 · Never use stairs again.



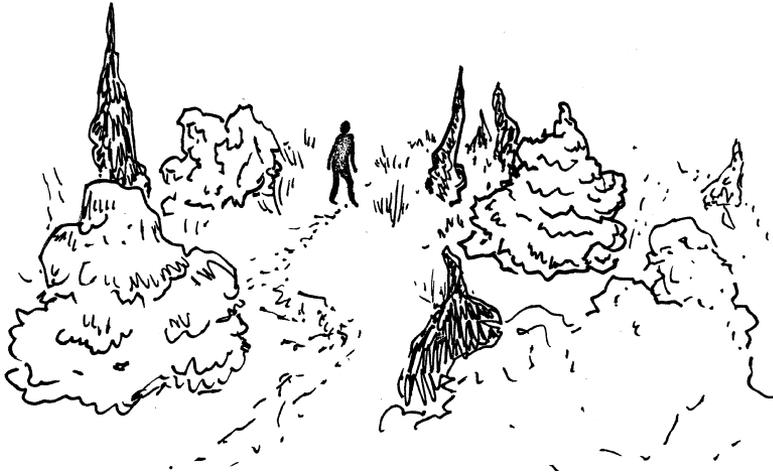
Adam J. Thompson

Destination · Choose a destination. With the explicit intention of reaching it, travel for as long as possible and take as many detours as possible in order to not reach it. As soon as you reach it, you lose.

How Do I Get Here from Here? · The player chooses and goes to a geographic location. Upon arrival, the player asks passers-by how to get to the location in which they are currently standing. The first passer-by to not know is informed that they are the winner. The game resets and begins again.

Adam J. Thompson

You Are Nowhere · A player goes for a walk. The player gets lost. As soon as the player is not lost, the player loses.

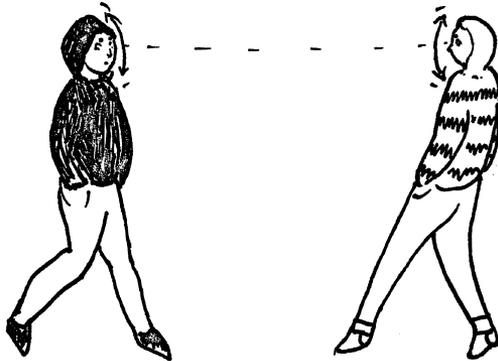


Xavier Apostol

The Long Cross · While at a crosswalk, and the crossing light allows you to walk, count how many steps you take. Increase your step-count by 10 every crosswalk you use after. You lose if the crosswalk light turns to a solid red hand and you're not yet on the sidewalk.

Tour Group · In a group of 2 or more, one team member must act like they're giving the other member(s) a tour of the area. The goal is to get other people (unaware of the game) to join your tour group without explicitly telling them that you're "giving tours". The first team to gain 3 additional members in their tour group wins.

Xavier Apostol



Nodders · Make eye contact with someone you don't know and nod your head at them in acknowledgement. If they nod back, you earn a point. The player with the most points at the end of the day wins.

Avi Romanoff



Death note · The person whose name is remembered the longest after they die wins.

Avi Romanoff

Caesar · Make an enemy. MOD1: As slowly as possible. MOD2: As quickly possible.

Bit rot · Recall an old memory. Rather than simply acknowledging that the memory exists, explore the memory in your mind. Is it as intact as you remember? Is it a memory or just the memory of a memory?

Giada Sun

Fantastic Mouth · Try to use voice input to reply any mail and message whole the day. If the player does not mess up anything or get annoying, they win.



Giada Sun

Creative Language · Imitate an animal's sound, and try to use this sound to develop a system and communicate with others, or try to complete a complicated task together.

Physical GPS · Go to a new city, try to use your memory to remember the roads and buildings without making any notes. And then try to draw the map of this city before leaving. The person who draws the most accurate map wins.

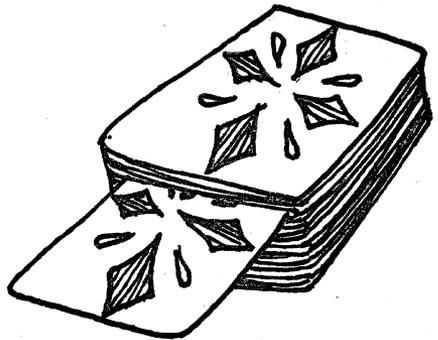
Virtual Lover · Create a fake account on Facebook. Pretend you are in a relationship with them for a week.

Anna Henson

1 · Draw a tarot card. Keep it face down. Put it back in the deck. Let this guide your day.

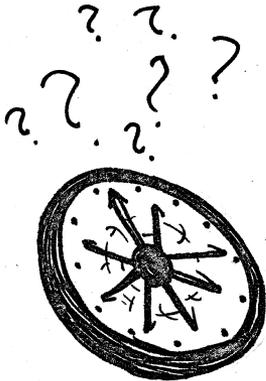
2 · First person to count all the hairs on their head wins.

3 · Imagine you are a magnet whose polarization changes randomly. Act accordingly.



Sofia Syjuco

1 · State a thing you have done once. Another player must one-up you and state something they have done twice. Each thing must be truthful. Continue.



2 · Make an assumption about your partner. If it is true, the game continues, and they take a turn. If untrue, you lose.

3 · Guess the time without looking at a clock, phone, or any time-keeping device.

Lingdong Huang

Name Your Champion · Find a non-empty room. Each person name an item in the room. Bang these items together until one of the breaks. The player who named the broken item is the loser.

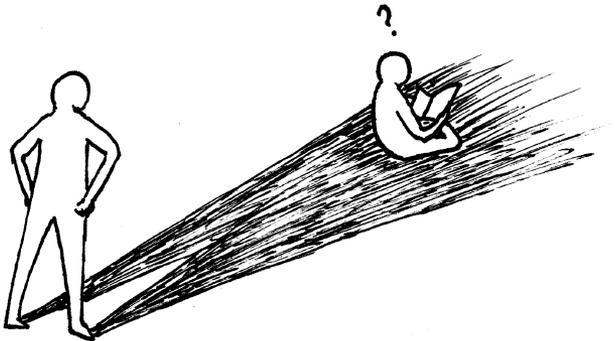
Voting Game · Each player casts a vote for whom they think should be the winner. The player who received most votes wins the game.

3 · The fattest person wins this game.



Adela Kapuscinska

1 · Pick a stranger who seems particularly inconvenienced by the sun. Do them a favor and stand in the way. Abandon quest if spotted.



Adela Kapuscinska

2 · Look around you for open, circular objects. Attempt to close them with anything of your choosing.

3 · Draw a line between two things you think should have a relationship, and offer no explanation. You are awarded 1 point if your partner agrees - otherwise, they have to hear your explanation. If you make a convincing case, you get 2 points.

Caroline Hermans



Tower of Sleep · See how many things you can stack on someone without them waking up.

Capitalism · Whoever dies with the most toys wins.

Sonic Attention · Look towards the loudest sound you can hear. As your surroundings change, continue to shift your gaze in the loudest direction.

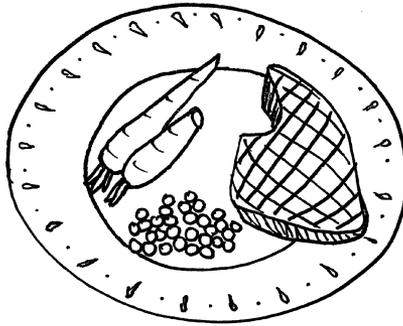
Annie Huang

Diceventure · Find a dice and use it to guide your journey. If you throw an odd number turn left at the next juncture. If you throw a even number then turn right instead. You lose once you ends up at a place that you had already visited in this game.

Blind Walk · Find an open field. Stand in the center of the field, close your eyes then walk carefully. Lose when you run into something.

Annie Huang

Healthy Eating · Eat one bite of meat item and then two bites of vegetables/fruit. You lose when you forget you are in a game.



Nitesh Sridhar

As the Crow Flies · Next time you see a bird, follow it. Keep following it in exactly the direction it flies, over obstacles, roads, and bodies of water until it flies too far away from you. See how many birds it takes until you get lost.



Nitesh Sridhar

Grotesquest · Each player has to take turns saying the most unpleasant two-word phrase they can think of. If a player can not think of one worse than the previous player's phrase, then that player is out. Last player remaining wins.

Spotlight · One person starts the game by yelling "spotlight" and pretending to aim a camera at some location. Everyone playing has to pretend to be a spotlight directed at the location. The last person to spotlight has to pose for their picture in the middle. (Playing with a real camera is highly recommended!)

Aman Tiwari

1 · Imagine the walls of the room as an atlas. Choose a great circle, and describe the climates, cultures, flora and fauna of the regions as you trace over it.

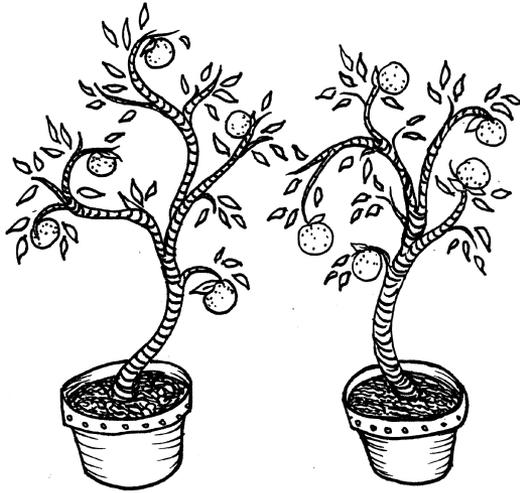
2 · The game starts when a player declares it to start and another agrees with the declaration. It must be cloudy. The game lasts for the next 30 minutes (adjust based on skill). If the clouds clear within the next 30 minutes, the declarer wins.



Aman Tiwari

3 · The ceiling is beautiful. Race from an end of a room (with a beautiful ceiling) to the other, only looking at the ceiling.

Andrew Chang



Bear Fruit · All players decide on a type of plant which bears fruit. Acquire and plant a seed of said plant. Whoever's plant bears fruit first wins.

Andrew Chang

I'm Waiting For Someone · Each player gets on separate lines. Let people pass in front until you can't anymore. Last person to complete their transaction wins.

Tearful · Watch a very good movie. Whoever cries the most wins.