

Green Glass Door

Tell the group that you are going to take something through a Green Glass Door and that everyone else should try to also. The object of the game is to determine what can be brought through the Green Glass Door.

Go first and say the following: "I can bring a tree through the Green Glass Door, but I cannot bring a leaf." The key is that the name of the object must have double letters, either consonants or vowels. If a player tries to take an object through the Green Glass Door that does not have a double letter, say: "You cannot take that through the Green Glass Door."

Under my Umbrella

The main person would name something that cannot go under his umbrella and then something that can go under it. The point of the game is for the people who don't get it to figure out what can and can't go under the umbrella.

If you say say ummmmmm... then say anything else, it can go under the umbrella. If you just say the item name, it cannot. Think of the name ummmmmmbrella.

Cosmic Number

There is a cosmic number and it is four. Can you figure out why four is the cosmic number?

1 is 3, 3 is 5, 5 is 4, and 4 is the cosmic number
8 is 5, 5 is 4, and 4 is the cosmic number
2 is 3, 3 is 5, 5 is 4, and 4 is the cosmic number
15 is 7, 7 is 5, 5 is 4, and 4 is the cosmic number
9 is 4 and 4 is the cosmic number
18 is 8, 8 is 5, 5 is 4, and 4 is the cosmic number
17 is 9, 9 is 4, and 4 is the cosmic number
100 is 10, 10 is 3, 3 is 5, 5 is 4, and 4 is the cosmic number

Solution:

one is 3, three is 5, five is 4, and 4 is cosmic. The number of letters in each number leads to the next number in the sequence - one has 3 letters, three has 5 letters, five has 4 letters. Four is the cosmic number because its value equals its number of letters.

Black Magic

The object of this game is for a group to figure out how two people are communicating "telepathically." The name is both a joke about fake "black magic" psychic powers, and a hint for the audience to help them guess how the game works.

To play "Black Magic" you have one person, the "guesser", close their eyes or face away from the group. Then, another person silently points an object out to everyone else in the room. This object is now what the guesser has to guess.

Steps

1. Ask someone to follow you to another room, so they can learn the secret to your black magic.
2. Return to the room alone. Leave your assistant behind somewhere where they cannot hear what is going on.
3. Ask a volunteer to select any one object in the room for your assistant to guess.
4. Call the assistant back into the room.
5. Point to a few objects in the room, asking "Am I thinking of ___?" Point in turn to a window, a chair, a person's clothing — just about anything in the room that *wasn't* chosen — and ask this question. Fill in the blank with the name of the object. As long as you remember to avoid black objects, your assistant should answer "No."
6. Point to a black object and ask "Am I thinking of ___?" naming the black object. Your assistant should once again answer "No."
7. Point to the correct object. As arranged in advance with your assistant, the object you point to right after the black object is the object the volunteer guessed. Your assistant will answer "Yes" to your question this time.
8. Let the audience try to guess how it's done.