

17th Century Games

Below, you will find a list of easy to play games from the 1600s. Some of the games might seem very familiar to games we play today. Most of the games require others to play with, but you can get creative and think about how you could play them if you were on your own!



- **Blind Man's Bluff**

Blindfold one player and spin them around several times in a circle. The other players, who are not blindfolded, can jump around the player and make noises as they try to tag them. The person who gets tagged first is the next person to be blindfolded.

- **Hunt the Slipper**

One person leaves the room while the other players find a shoe. One person hides it somewhere on their person and calls the other player back in. While the player is in the room, they can try and guess who has the shoe. While the player is trying to guess, the other players can try to sneakily pass the shoe between themselves. If the one player guesses who has the shoe, that person must leave the room and the game starts over.

- **Naughts and Crosses**

This game is just like tic, tac, toe today! You make a diagram of two horizontal parallel lines and two vertical parallel lines to make a grid. Then, each player adds an "x" or an "o" until they get three in a row.

- **All Hid**

All Hid is simply Hide and Seek. One person closes their eyes and counts to a number (usually 50). Then, that person searches through the area of play, trying to find the other players who have hid.

- **Touch and Go**

Touch and Go is an old fashioned version of Tag! One person is “It,” and the other players run away from them. The person who is “It” runs after the other player and tries to tag them. Sometimes when you play, the first person tagged is the next person who is “It.” Other times, when you tag a person, you join an “It” team, and you work together to tag the other players out to join you.

- **Hop Frog**

Hop Frog is the same as LeapFrog. One player crouches down while the other hops over them, usually places his or her hands on the player’s back to help them over. Once over, that player crouches down while the other player stands up and jumps over!

- **Barriers**

Barriers is a children’s game where two players pretend to duel, but instead of using swords, they simply use sticks they have found outside! You play until one player has hit the other player three times, or until an opponent is disarmed. Be careful and ask an adult before you play.

- **Nine Pins**

Nine Pins is just like bowling! If you are at home, you can probably find simple objects to play this game with- especially in your recycling bin! All you need is a ball-like object and 10 objects to be your pins. You line up your pins in a triangle shape, and throw your ball towards them from the same starting point.

- **Cherry Pit**

When playing this game, you want to dig a small hole in the ground. Many people play it with marbles, but it can be played with any small round object, including a cherry pit! Each player tries to flick their marble closest to the hole without actually getting it into the hole! If it gets in the hole, you are automatically out. The winner of each round is the person who got their marble closest to the hole without it actually falling in.

- **Cross and Pile**

This game is another name for Heads or Tails! You and a partner will take a coin. One of you calls heads, the other tails. The coin is thrown in the air, caught, and

presented on the back of your hand. The person who guessed the side that is face up wins, and gets the next toss!

- **Handy Dandy**

In this game, you take an object in your hand and form a fist. Then, you put your hands behind your back, choosing whether or not to switch the object between your hands. Then, you present both your hands with closed fists to the player before you, and they try to guess which hand the object is in. If they guess right, they get the next turn. If they guess wrong, you do!

- **Passage**

This game requires three dice and a partner. One player starts by throwing the dice. The players take turns rolling the dice. The goal is to roll a double- meaning at least two dice have the summer number! If the sum of the two dice is above 10, you automatically win. If the sum of the two dice is below 10, you automatically lose!