Who Am I? Guessing Game for Adults

Choose a hidden role or object, ask one yes-or-no question per turn, and guess without using famous characters or personal details.

Host guide / A4 / 3–12 adults; play as a circle or in pairs / 10–25 minutes; about 1–3 minutes per guesser

Read the guide privately first if this activity has hidden answers. Print single-sided at Actual size / 100%. Cut only sheets marked CARDS. Keep answer keys with the host.

What you need

- Printed target cards or the 50-item list, cut into slips.

- Optional sticky notes or a card holder; do not stick a card to someone without consent.

- A timer only if the group wants a turn limit.

How to run it

1. Prepare the target list by printing and cutting the items into slips, or let a host privately choose one. Keep the card face hidden from the player who is guessing.

2. Invite a volunteer to play. Let the player hold a card facing outward, use a card stand, or receive a private prompt on a second device; no card needs to be attached to the body.

3. The player asks one yes-or-no question on each turn. The group answers truthfully and consistently. After each answer, the player may ask another question or make a guess.

4. If the target is guessed, reveal the card and offer the next turn to a volunteer. If the player wants to stop, reveal the target without commentary.

5. For a group round, use one target at a time. For a pair or remote round, the host sends the target privately to everyone except the guesser. Do not use cameras to show personal spaces.

6. End after a few turns or when the group is ready. Do not score people by how quickly they guess or use answers to infer personality, knowledge, or work ability.

Use a hidden target without pressure

The guessing player should not see their target until the round ends. A card can be held outward by a host, placed on a stand, or sent privately; the traditional forehead sticky note is optional and should never be used without the person’s consent. A pass, swap, or early reveal is always allowed.

Targets are generic roles and everyday objects. Do not add a coworker’s name, a real person’s personal detail, a political figure, a health condition, or a character from a protected franchise. The game should not rely on knowing a specific show, book, or celebrity.

Keep questions simple and fair

Players ask questions that can be answered yes or no, such as “Am I something people use at home?” or “Do I help someone find a place?” The host should answer consistently based on the target. Avoid overly narrow questions about a specific brand, employer, or location.

If a target can reasonably fit several categories, accept a broad answer and offer one optional hint. The goal is to identify the word, not trap the player with ambiguous wording.

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Choose an in-person or remote format

In person, form a circle and let one volunteer guess while the group sees the target. In pairs, one person selects a target and answers the other’s yes-or-no questions; then they switch roles. For remote play, the host privately messages the target to everyone except the guesser or displays it on a second screen.

A camera is not needed. A participant can host, answer questions, read targets, observe, or pass. For a quiet group, allow typed questions and answers.

Printable host sheet

Read: “One player will guess a hidden role or object. The group can see the target and answers yes or no. Ask one question at a time, or make a guess. You may request one hint, switch the card, or pass. We will not use real people or copyrighted characters.”

Keep the prompt list with the host. After a guess, reveal the answer, thank the player, and ask for another volunteer. If nobody wants another turn, stop.

Use the 50 original target cards

The target bank combines public roles and everyday objects that can be identified through broad yes-or-no questions. A host can sort them into roles and objects before printing, or mix them for a varied game. If a card is unfamiliar, replace it instead of requiring participants to explain their knowledge.

No answer key beyond the card itself is needed. The cards are single target words or short phrases; they do not include character names or copyrighted story material.

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CARDS / Who Am I? Guessing Game for Adults

NC_WHO_AM_I-001 / Role museum guide	NC_WHO_AM_I-002 / Role lighthouse keeper
NC_WHO_AM_I-003 / Role city bus driver	NC_WHO_AM_I-004 / Role public librarian
NC_WHO_AM_I-005 / Role event usher	NC_WHO_AM_I-006 / Role neighborhood gardener

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CARDS / Who Am I? Guessing Game for Adults

NC_WHO_AM_I-007 / Role bicycle mechanic	NC_WHO_AM_I-008 / Role train conductor
NC_WHO_AM_I-009 / Role mapmaker	NC_WHO_AM_I-010 / Role astronomer
NC_WHO_AM_I-011 / Role architect	NC_WHO_AM_I-012 / Role radio host

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CARDS / Who Am I? Guessing Game for Adults

NC_WHO_AM_I-013 / Role chef	NC_WHO_AM_I-014 / Role tailor
NC_WHO_AM_I-015 / Role bookbinder	NC_WHO_AM_I-016 / Role potter
NC_WHO_AM_I-017 / Role locksmith	NC_WHO_AM_I-018 / Role stage manager

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CARDS / Who Am I? Guessing Game for Adults

NC_WHO_AM_I-019 / Role sound engineer	NC_WHO_AM_I-020 / Role park ranger
NC_WHO_AM_I-021 / Role translator	NC_WHO_AM_I-022 / Role archivist
NC_WHO_AM_I-023 / Role weather presenter	NC_WHO_AM_I-024 / Role mail carrier

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CARDS / Who Am I? Guessing Game for Adults

NC_WHO_AM_I-025 / Role illustrator	NC_WHO_AM_I-026 / Role coffee roaster
NC_WHO_AM_I-027 / Role florist	NC_WHO_AM_I-028 / Role boat captain
NC_WHO_AM_I-029 / Role bakery owner	NC_WHO_AM_I-030 / Role museum curator

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CARDS / Who Am I? Guessing Game for Adults

NC_WHO_AM_I-031 / Role geologist	NC_WHO_AM_I-032 / Everyday object paper airplane
NC_WHO_AM_I-033 / Everyday object compass	NC_WHO_AM_I-034 / Everyday object luggage tag
NC_WHO_AM_I-035 / Everyday object umbrella	NC_WHO_AM_I-036 / Everyday object alarm clock

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CARDS / Who Am I? Guessing Game for Adults

NC_WHO_AM_I-037 / Everyday object teapot	NC_WHO_AM_I-038 / Everyday object folding chair
NC_WHO_AM_I-039 / Everyday object paper clip	NC_WHO_AM_I-040 / Everyday object magnifying glass
NC_WHO_AM_I-041 / Everyday object bicycle bell	NC_WHO_AM_I-042 / Everyday object rain boot

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CARDS / Who Am I? Guessing Game for Adults

NC_WHO_AM_I-043 / Everyday object train ticket	NC_WHO_AM_I-044 / Everyday object sunflower
NC_WHO_AM_I-045 / Everyday object mailbox	NC_WHO_AM_I-046 / Everyday object lantern
NC_WHO_AM_I-047 / Everyday object key ring	NC_WHO_AM_I-048 / Everyday object notebook

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CARDS / Who Am I? Guessing Game for Adults

NC_WHO_AM_I-049 / Everyday object telescope	NC_WHO_AM_I-050 / Everyday object reusable water bottle

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Host answer key

Keep this section separate from player cards. Accept equivalent wording where the meaning matches.

01. museum guide

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

02. lighthouse keeper

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

03. city bus driver

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

04. public librarian

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

05. event usher

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

06. neighborhood gardener

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

07. bicycle mechanic

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

08. train conductor

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

09. mapmaker

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

10. astronomer

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

11. architect

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

12. radio host

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

13. chef

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

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14. tailor

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

15. bookbinder

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

16. potter

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

17. locksmith

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

18. stage manager

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

19. sound engineer

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

20. park ranger

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

21. translator

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

22. archivist

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

23. weather presenter

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

24. mail carrier

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

25. illustrator

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

26. coffee roaster

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

27. florist

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

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28. boat captain

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

29. bakery owner

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

30. museum curator

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

31. geologist

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

32. paper airplane

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

33. compass

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

34. luggage tag

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

35. umbrella

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

36. alarm clock

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

37. teapot

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

38. folding chair

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

39. paper clip

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

40. magnifying glass

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

41. bicycle bell

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

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42. rain boot

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

43. train ticket

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

44. sunflower

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

45. mailbox

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

46. lantern

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

47. key ring

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

48. notebook

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

49. telescope

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

50. reusable water bottle

Keep this target hidden from the guesser; answer questions consistently and allow a pass.

Hosting questions

Does the player have to wear a card on their forehead?

No. Use a card stand, a host-held card, a second device, or a private message. Physical placement is optional and requires consent.

Can the group use famous characters?

This prompt set uses generic roles and objects. Keep the game brand-neutral and avoid copyrighted characters or real coworkers.

What counts as a question?

Use questions that can be answered yes or no. A player may ask for one optional hint or make a guess at any time.

Can someone pass?

Yes. A player can swap a target, stop early, observe, or pass without explanation.

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Original AI-assisted resource with AI editorial review. Independent human playtesting and physical printing have not been completed. Answer, listen, or pass.

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