Riddle me, riddle me, what could it be?

Age group: 5–100
Number of players: 2–24 (form two groups if you have more than 10 players)
Tools: playing cards, an envelope for each card or a bag for all of the cards, a tablet for each player.

Game play: Put the playing cards in envelopes, shuffle them and lay them on a table (or put all of the cards in a bag from which players can draw them). The oldest player goes first. They take one envelope from the table and use a counting rhyme to choose the next player or just name someone (if they don't know a counting rhyme). After all players have taken the necessary number of cards (agree on a certain number before the game; around one to three cards is enough, otherwise the game will be too long), every player takes a tablet and pairs up with another player (if there is an uneven number of players, make one group of three). The pairs find a quiet place where they sit down, back to back, and activate the augmented reality with their tablets and playing cards. Their task is to think of some characteristics they can use to describe the object. If a player is ready to describe the object they have been looking at, they should call out 'Ready', so their partner knows that they should start listening and guessing what the other player is describing. The player who is going to describe an object should start by saying: 'Riddle me, riddle me, what could it be?' They should continue describing the object like telling a riddle, by saying "It has/it is..." The player describes the object and gives hints until their partner guesses the object or gives up. Then they switch turns and the previous guesser can now describe their object. After the objects have been described, the pairs can look at the objects together and discuss the best ways to describe them. You can also save the riddles created during the game (using a voice recorder, recordable pegs or other recording devices) or write them down to share the riddle with everyone else.