

#### **SUMMER GAME ACTIVITY GUIDE**



### Catch the Summer Premiere!

Wednesday, July 7 at 8/7c on NBC





#### **GAME ACTIVITY GUIDE**

Tired of three-legged races and water balloon tosses? It's time to play some off the hook "Minute To Win It" games using household objects. This activity guide contains the same challenges seen on the show and played by homegrown gamers across the country. They range in difficulty from easy to "That's crazy!" Be sure to check out the animated blueprints for all the games at <a href="http://www.nbc.com/minute-to-win-it/how-to/">http://www.nbc.com/minute-to-win-it/how-to/</a>.

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#### THE BASICS

On the show, contestants play 10 sixty second games of increasing difficulty to win larger amounts of cash, up to a million dollars (unless they lose their 3 lives first by failing to complete the challenges in time). In case you don't have a million bucks lying around you can always give out prizes. If you want to involve more players, the following page offers some cool "Minute to Win It" variations.



#### MINUTE TO WIN IT VARIATIONS

#### **HEAD TO HEAD**

Two players compete simultaneously in the same challenges in a best of 3 Battle Royale.

#### LAST MAN STANDING

10 players compete at the same time in group-friendly games such as Hanky Panky. At the end of each round, the person who finished last is eliminated, until one surviving player is declared the "Last Man Standing."

#### **TEAM CHALLENGE**

Divide participants into two teams. At the start of every round, each team must decide which member will go up against a challenger from the opposing side in a head to head contest. The player who finishes first scores a point for their group. The team with the most points at the end of 10 games wins.

#### MINUTE TO WIN IT DECATHLON

10 challenges are set up at game stations, with the competitors rotating from station to station. Each player who successfully completes a challenge in 60 seconds receives a point (harder games may be worth more). The contestant with the most points at the end of 10 games wins.

#### **M2WI RECORD BREAKERS**

Competitors rotate from game station to game station, where each player is timed. After they've completed all 10 games, prizes are awarded to the individuals with the best time in each event.



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## Back Flip



#### **Game Description**

Place pencils on the back of hand in increments of 2, and then flip them off and catch all of them ending with 12 total pencils.





#### Rules:

- Pencils are placed on playing surface in increments of two with all of the erasers facing the same direction.
- Player cannot continue adding the next set of two until catching the previous set(s).
- 3. To complete the game, player must have caught pencils in sets of 2, 4, 6, 8, 10, and finally 12 pencils.

#### Items Needed:

12 Pencils

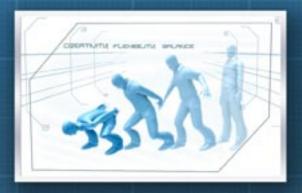


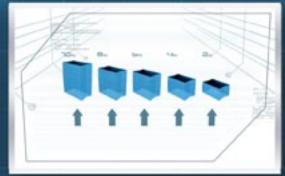
### Bite Me



#### **Game Description**

Pick up paper bags of varying heights using only the mouth.





#### Rules:

- Cut each grocery bag into different heights (10", 8", 6", 4", and 2") on the floor, right side up. Pick up the tallest bag only touching the floor with his or her feet.
- If you touch the ground with some body part other than you feet while attempting to grab a bag, you must reset by standing up before making another attempt.
- 3. Have all 5 bags on the table within 60-seconds.

- 5 Paper Grocery Bags
- Table



### **Blind Ball**



#### **Game Description**

While blindfolded, collect 2 balls balancing on cardboard tubes.





#### Rules:

- Cut one cardboard tube into 2 short tubes and 2 long tubes. Spread out the tubes so they stand vertically with a ball balancing on top of each.
- After being blindfolded, spin around 2 times. Begin searching for a ball (without crawling).
- If a ball touches the floor at any time, it is out of play. Obtain 2 balls (holding them at the same time).

- 1 blindfold
- 4 inflatable balls (apx. 10" diameter)
- 3 cardboard tubes (from gift-wrapping paper)



## Blow Ball



#### **Game Description**

Blow off all red ping-pong balls from a tray leaving only 3 yellow ping-pong balls remaining.





#### Rules:

- Red ping-pong balls are placed on the pizza tray with the three yellow ping-pong balls interspersed in a triangular pattern.
- When the clock starts, player will begin blowing ping-pong balls while moving freely around the pizza tray.
- 3. To complete the game, player must have blown off all red ping-pong balls leaving only the 3 yellow ping-pong balls remaining.

- 73 Red ping-pong balls
- 3 Yellow ping-pong balls
- 1 Pizza tray



### Bobblehead



#### **Game Description**

With a pedometer attached to the forehead, move the head around to record 125 total "steps" in a minute.





#### Rules:

- 1. Put the pedometer on the head and set to zero in steps mode.
- 2. Without touching the pedometer begin head and body motion to register "steps" on the pedometer.
- 3. Must record 125 "steps."

#### Items Needed:

 1 Pedometer attached to a headband.

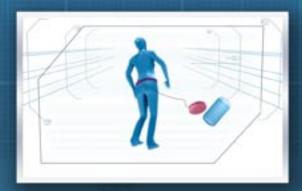


## Bottom's Up



#### **Game Description**

Knock over empty cans using a yo-yo tied to the back of the waist.





#### Rules:

- Place empty cans around the edge of a table. Begin moving the body to swing yo-yo.
- Do not use hands, arms, feet, or legs to guide the string or yo-yo.
- Must remove all cans from the table using only the yo-yo or yo-yo string.

- Table
- At least 4 empty aluminum cans
- 1 Yo-Yo (tied to a belt, or belt loop on the back of the waist)

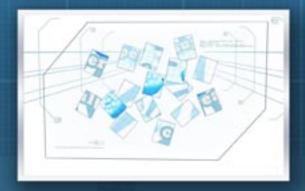


### Breakfast Scramble



#### **Game Description**

Assemble the front of a cereal box that has been cut into 16 even pieces.





#### Rules:

- Cut the front of a cereal box into 16 even rectangles and stack them face down.
- 2. Begin turning over pieces.
- 3. Assemble pieces to recreate the original cereal box.

#### Items Needed:

1 Cereal Box



### Bridge The Gap



#### **Game Description**

Using only one deck of cards build a bridge over an open gap created by two big books and place the empty card box on top of the bridge.





#### Rules:

- Two books should be placed 11 inches apart. Any non-playing cards should be removed from the deck, and the cards should be shuffled.
- When the clock starts, player can begin building bridge with cards.
- To complete the game, player must have built a bridge that will hold the playing card box in the center of it.

- 2 Collegiate Oxford dictionaries
- 1 New deck of playing cards
- 1 Empty playing cards box



# Broomski Ball



#### **Game Description**

Roll tennis balls over a taped down broomstick and jump them into three buckets at different heights.





#### Rules:

- The game begins with the broomstick and buckets affixed to the floor, and the foul line placed 9 feet back from the front of the first bucket.
- 2. When the clock starts, player can begin rolling tennis balls.
- 3. To complete the game, player must have jumped at least one ball into each basket.

- 3 Buckets
- 1 Broomstick
- Tennis balls
- 1 Foul line

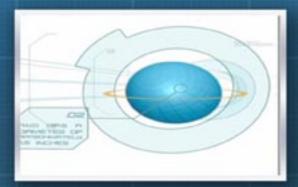


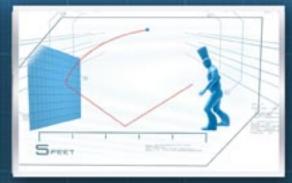
### **Bucket Head**



#### **Game Description**

Catch 3 balls in a bucket on top of the head.





#### Rules:

- Throw one ball at a time so that it bounces on the floor, then the wall, before attempting to catch it in the bucket headgear.
- 2. Only balls caught behind the foul line may count toward total.
- 3. Ball must bounce directly from wall to bucket in order to score.
- Can't play from a kneeling or seated position, or touch the bucket with the hands while trying to catch a ball.
- 5. Must catch and retain a total of 3 balls in the bucket

- Bucket Headgear
- Container of ping-pong balls
- Wall with a foul line on the ground 5' away

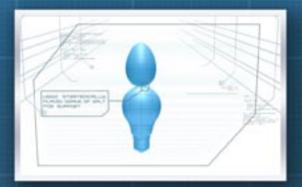


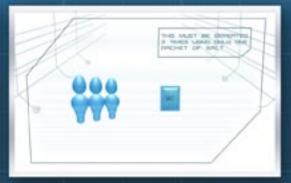
### **Bulb Balance**



#### **Game Description**

Use a packet of salt to balance 2 eggs vertically, each on its own light bulb.





#### Rules:

- Grab salt and pour it onto the light bulbs and attempt to balance an egg vertically.
- 2. May not alter the egg or use substance other than salt.
- One egg must be balanced freestanding vertically atop each bulb for 3 seconds.

- At least 2 raw eggs
- 1 Packet of salt
- 2 Light bulbs

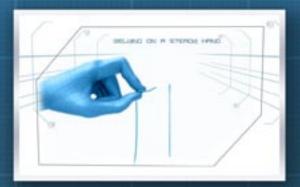


### By A Thread



#### **Game Description**

Use one hand to run a piece of thread through the eye of 10 needles.





#### Rules:

- All needles are placed sharp side down into a stable surface, arranged from largest eye to smallest.
- 2. Hold thread with hand of choice, but may only use one hand at all times.
- 3. Lick or bend thread as needed.
- 4. Must get the thread through the eyes of all 10 needles.

- Thread
- 10 needles (each with an increasingly smaller eye)

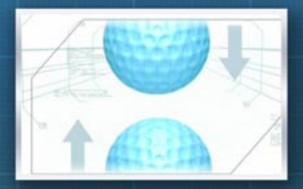


# **Caddy Stack**



#### **Game Description**

Stack 3 golf balls one atop the other.





#### Rules:

- 1. When the clock starts, player may grab balls and attempt to stack them.
- 2. To complete the game, 3 golf balls must be stacked one atop the other and remain freestanding for 3 seconds.

- 3 golf balls
- Level surface (table, desk etc.)



### Candelier



#### **Game Description**

Stack 5 levels of cans, starting with 1 can on the bottom and finishing with 5 cans on the top, with a paper plate in between each level.





#### Rules:

- The game begins with the 15 cans to the left of the building surface, and the paper plates to the right of wthe building surface.
- To complete the game, player must have stacked all 5 levels with a paper plate in between each level and 5 cans on the last plate.

- 15 Empty Soda Cans (with no tabs)
- 4 Paper Plates



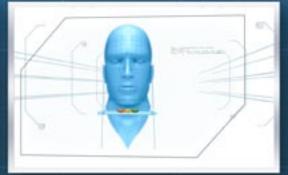
# Candy Elevator



#### **Game Description**

Use an "elevator" made from 2 pencils and string, to lift 3 M&Ms into the mouth.





#### Rules:

- Place pencils side by side, tie them together at each end with string. Place M&Ms in the middle and place each loose string over an ear.
- Raise the pencil elevator by pulling one string with the right hand, the other with the left hand.
- If candy falls at any time the player loses. Get all 3 candies into your mouth.

- 2 Pencils
- 2 Pieces of String
- At least 3 M&M candies



### Cantagious



#### **Game Description**

Transfer stacks of cans from one hand to the other without setting them down.





#### Rules:

- 1. Stack the 3 empty cans on a table next to the 3 full cans.
- 2. When the clock starts, the player lifts the empty cans with one hand, the full cans with the other.
- 3. To complete the game, player must transfer all cans lifted by a given hand, to the opposite hand, then place them on the table. Both stacks remain freestanding within the 60 second time limit and remain that way for 3 seconds.

- 3 Empty Aluminum Cans
- 3 Full Aluminum Cans
- Table



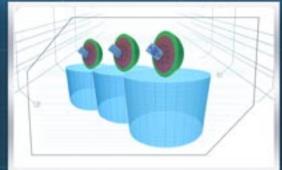
# Card Ninja



#### **Game Description**

Throw and stick a single playing card into a watermelon.





#### Rules:

- Place the half watermelon on table so the pink side is perpendicular to the ground
- 2. When the clock starts, player may begin tossing cards one at a time at the watermelon while standing behind the foul line.
- 3. To complete the game, player must stick 1 card into the watermelon so that it stays that way for 3 seconds.

- Half a watermelon
- · At least one deck of cards
- Foul line 6 feet from melon.
- Table

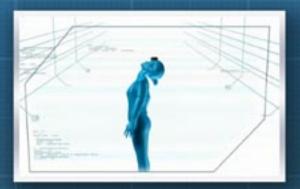


### Chocolate Unicorn



#### **Game Description**

Stack 7 chocolate ding dongs on their forehead while standing and leaning back.





#### Rules:

- When the clock starts, player may begin using one hand to stack the ding dongs one at a time on the forehand.
- Player must stack 7 ding dongs one atop the other, on the forehead within the 60-second time limit so the freestanding structure stays that way for 3 seconds.
- If a cake or cakes fall, player may use the same hand to restack them.

#### Items Needed:

7 Chocolate ding dong cakes

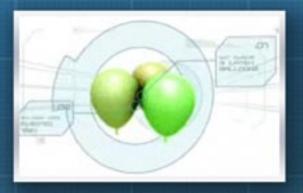


## **Defying Gravity**



#### **Game Description**

Tap 3 balloons in the air to keep them off the ground for a minute.





#### Rules:

- 1. When the clock starts, player releases all 3 balloons into the air.
- 2. Player may not hold balloons, allow them to rest on the body, or hit the ground or the game is over.
- 3. To complete the game, player must keep all balloons off the ground for 60 seconds.

#### Items Needed:

3 balloons (inflated)

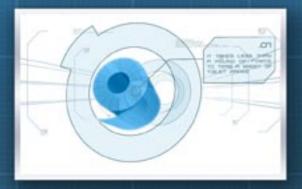


## Dizzy Mummy



#### **Game Description**

Unwind a roll of toilet paper onto your body by executing a series of 360 degree spins.





#### Rules:

- 1. With toilet paper on a holder, player holds the end of the toilet paper in one hand. Player spins so that toilet paper collects over the arms.
- 2. If the paper fully tears off, the game is over. Player must keep both fists closed at all times.
- 3. To complete the game, player must remove all toilet paper not glued to the cardboard center within the 60-second time limit.

- 1 Roll of toilet paper
- Wooden dowel or toliet paper holder



### Don't Blow the Joker



#### **Game Description**

Blow off all cards but one from the top of a glass bottle.





#### Rules:

- Stack a deck of cards face down on the mouth of a glass bottle, with a joker face up on the bottom.
- When the clock starts, player blows cards off the top of the stack, without touching the cards or bottle.
- To win, a player must blow all cards off the stack, leaving only the joker. It must remain on the bottle for 3 seconds.

- 1 Glass Bottle
- 1 deck of 52 cards plus a joker card



# Double Trouble



#### **Game Description**

Using one hand, bounce 2 balls at the same time so that they land in 2 separate pint glasses simultaneously.





#### Rules:

- 1. Set glasses 2.5 inches apart at a distance of 3 feet from throwing line.
- When the clock starts, player may use both hands to position ping pong balls into the designated throwing hand.
- 3. To complete the game, player must toss 2 balls in a single throw, with a single hand, so that they land in 2 glasses at the same time after one bounce.

- Container of Ping Pong Balls
- 2 Pint Glasses
- Table



## Drop Ball



#### **Game Description**

Quickly grab a water bottle from atop a 5 gallon water jug so a golf ball, which was balanced on the cap, will fall in the jug.





#### Rules:

- The nub on top of the Fiji bottle cap must be smoothed down. The water bottle is centered on the mouth of the 5 gallon water jug. The golf ball is balanced on the cap of the bottle.
- When the clock starts, player can grab the bottle in attempt to get the golf ball to drop inside the 5 gallon water jug.
- To complete the game, player must swipe the Fiji bottle and golf ball must land inside the water jug.

- (1) 5 Gallon water jug
- (1) .5 Liter water bottle
- (1) golf ball



### Drop Zone



#### **Game Description**

Using a looped string that is attached to a stand, guide wiffle balls down the string and drop them into 3 buckets.





#### Rules:

- A foul line is placed 10 ft. from where the string is tied to stand. Three buck ets are centered in a line between where the string is tied and the foul line.
- Using one hand, player holds string taught from behind the foul line, guide a wiffle ball down the string and attempts to drop it in one of the buckets.
- To complete the game, player must drop at least one wiffle ball in each bucket.

- 20ft of string (to make 10ft loop)
- 3 Buckets
- At least 5 Wiffle Balls

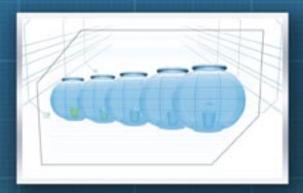


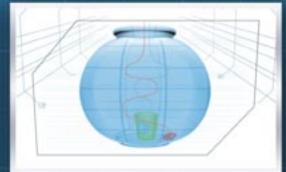
### Drop, Sink, and Clink MINI



#### **Game Description**

Drop quarters into 3 shot glasses set at the bottoms of water-filled fishbowls.





#### Rules:

- 1. Fill the fishbowls ¾ full of water and place the shot glass at the bottom in the center of each.
- Player must drop the quarters one at a time into the fishbowls from a standing position.
- 3. To win, player must drop a quarter into each of the 3 shot glasses.

- Water
- 3 fishbowls (2 gallon size)
- 3 shot glasses
- Cup of quarters



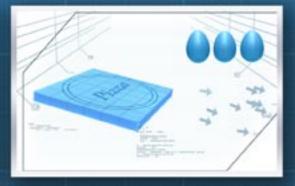
## Egg Roll



#### **Game Description**

Using an empty pizza box, fan three eggs across the playing area and into a marked square 15 feet away.





#### Rules:

- Player begins fanning eggs without opening the pizza box at any time.
- 2. If the player or pizza box touches the egg, the game is over.
- 3. To win, both eggs must be touching the target zone at the same time and come to a complete stop.

- Pizza Box
- Three Eggs
- 18" x 18" Target area on the ground



## Elephant March



#### **Game Description**

Knock over bottles with a baseball hanging from pantyhose worn on the head.





#### Rules:

- 1. Place the baseball into a leg of the pantyhose, and pull the waist of the pantyhose over the head.
- 2. Player may begin swinging baseball while keeping one foot on either side of the foul line.
- To win, player must knock over all 8 bottles with the ball in the pantyhose.

- 8 full plastic bottles
- 1 pair of pantyhose
- 1 baseball
- Foul line on the ground

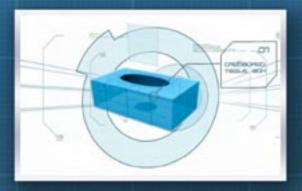


## Extreme Hanky Panky



#### **Game Description**

Using a designated hand for each box, remove all tissues from 2 tissue boxes.





#### Rules:

- 1. Place a box of tissues on a TV tray on either side of the player.
- 2. When the clock starts, player may begin grabbing tissues from each box.
- To complete the game, player must completely empty the tissues from both boxes.

- 2 Tissue boxes (160 count)
- 2 TV trays

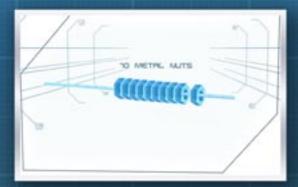


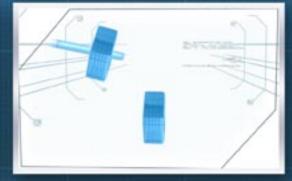
## Extreme Nutstacker



#### **Game Description**

Using a chopstick in one hand, stack 10 large metal nuts on a wood cutting board that is resting in other hand.





#### Rules:

- 1. 10 nuts should be slid onto the chopstick so that they are all touching.
- When the clock starts, player will place the first nut standing upright on cutting board, and then the next nut on top of it and so on.
- 3. To complete the game, player must build a stack of 10 nuts which should remain standing for 3 seconds.

- (10) 5/8" Metal nuts
- 1 Wood cutting board
- 1 Chopstick



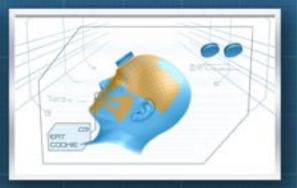
## Face The Cookie



#### **Game Description**

Using only the face, move cookies from the forehead to the mouth.





#### Rules:

- When the clock starts, the seated player may grab the first cookie and place it on the forehead.
- 2. The player will stretch and scrunch their face in an effort to move the cookies down their reclined face to their mouth. If a cookie falls, player may reset an intact cookie on the forehead for the next attempt.
- 4. To win, the player must successfully move three cookies from their forehead to their mouth.

- At least 3 cookies
- Chair



## Fish Head



#### **Game Description**

While blindfolded, move a lampshade hanging from a fishing rod onto the head.





#### Rules:

- 1. Tie lampshade to the end of fishing line.
- Put blindfold on and hold the fishing rod with one hand lampshade on the ground.
- 3. When the clock starts, use one hand to manipulate the rod.
- 4. To win, player must get the lampshade to rest on the head.

- 1 Lampshade
- 1 Fishing rod (with line)
- 1 Blindfold



## Flip Off



#### **Game Description**

Flip a drink coaster off of a table edge and catch the coaster while a bottle cap on top of the coaster lands in a glass.





#### Rules:

- Coaster is placed hanging over the edge of the table with a bottle cap placed towards the front. The cocktail glass is placed 6 in. away from the edge of the table in front of the coaster.
- When the clock starts, player uses the top of hand to flip the coaster into the air to attempt to get the bottle cap in the glass.
- 3. To win the player must get the bottle cap into the glass and catch the coaster in the air

- At least 1 cocktail glass
- At least 5 bottle caps
- At least 1 coaster



## Floatacious



#### **Game Description**

Balance a tower of 5 empty soda cans on a plastic plate floating on the surface of a big bowl of water.





#### Rules:

- 1. Bowl should be almost entirely filled with water and set on table.
- When the clock starts, player places the plate on the water's surface in the bowl.
- To complete the game, all 5 soda cans must be stacked on top of the plate and remain standing for 3 seconds.

- Plastic plate
- 5 empty soda cans (tabs removed)
- Large bowl
- Table



## rankenstein



#### Game Description

With arms outstretched, pick up yardsticks with batteries placed at the ends and balance them while walking.





#### Rules:

- 1. Set up yardsticks with a battery balanced at both ends at 3 stations made up of tables set 2 & 1/2 feet apart.
- 2. Player picks up 1st yardstick with outstretched arms, placing it above the elbow and proceeds to the next station.
- 3. To win, player must pick up all 3 yardsticks and carry them simultaneously to the starting point without dropping any batteries.

- 3 Yardsticks 6 size "D" batteries
- 6 Tables
   4 Wristbands

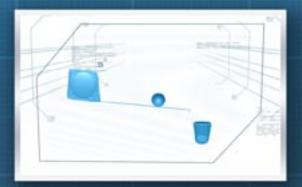


## Go The Distance



#### **Game Description**

Roll ping-pong balls across an extended tape measure so that they land in shot glasses at varying distances away.





#### Rules:

- 1. Set each shot glass at different distances from player (5', 6' and 7')
- Player must roll a ping pong ball along the extended tape measure in order to land it in the closest shot glass.
- To complete the game, a ball must be landed in each of the three shot glasses.

- 1 Measuring tape
- At least 3 ping-pong balls
- 3 Shot glasses
- Elevated surface(s) on which to place shot glasses (table, stool etc.)

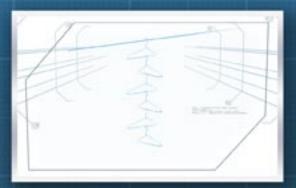


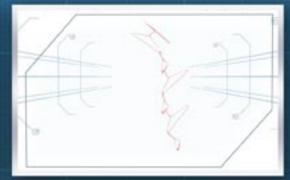
## Hang Over



#### **Game Description**

Hang 6 hangers from a rod, one from the other so that no hook rests in the corner of another hanger.





#### Rules:

- When the clock starts, player grabs hangers and begins hanging them one beneath the other so that only the top one hangs from the rod.
- If a hook slides to the corner of a hanger the player may re-attempt the task. They may not alter the position of already placed hangers.
- 3. To complete the game, player must correctly hang 6 hangers which must remain in position for 3 seconds.

- At least 6 wire hangers
- Rod (exmaple: shower rod, curtain rod, rod from closet)

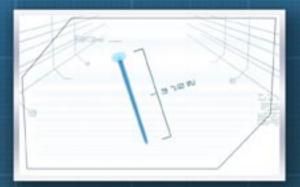


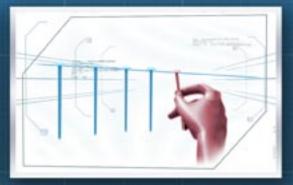
## Hangnails



#### **Game Description**

Hang 6 nails alongside each other on a taught string that is strung roughly at eye level between 2 points.





#### Rules:

- When clock starts player may grab the first nail and attempt to hang the nail head from the string.
- 2. If a nail falls, player may pick it up and continue playing.
- To win, player must hang a total of 6 nails on the string and they must remain there for 3 seconds.

- 6 Nails (3 & 1/2" flathead)
- 1 String

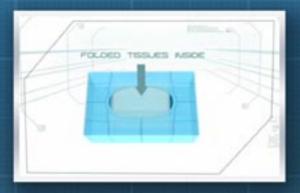


## Hanky Panky



#### **Game Description**

Using only one hand, pull all tissues out of a tissue box.





#### Rules:

- 1. When the clock starts, player may grab the first tissue.
- 2. Player must use the same hand to pull the tissues for the entire game.
- 3. Player's fingers may not enter the box.
- To complete the game, player must empty the box, pulling the final tissue within the 60-second time limit.

#### Items Needed:

A 160-count box of facial tissues



## High Roller



#### **Game Description**

Use a cup to vertically stack dice in towers that are 3, 4 and 5 dice tall.





#### Rules:

- 1. Arrange dice on the table so that none are stacked vertically.
- Place the dice in the inverted cup and spin the cup to generate the centrifugal force needed to stace the dice.
- 3. The player must first stack 3 dice, then 4, then 5. Each stack must stand for 3 seconds, and No "pouring" dice onto one another.

- 1 Stiff plastic cup (cup has 90 degree angle from bottom to sides)
- At least 5 six sided dice



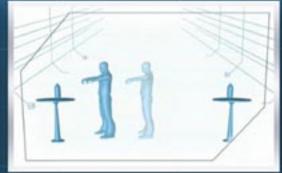
## High Strung



#### **Game Description**

Use a string tied into a loop to pick up and transfer 1 egg, from the top of one large soda bottle to the top of another large soda bottle.





#### Rules:

- Place full uncapped soda bottles 15 feet apart and make a loop with a 36" piece of string.
- 2. Place the egg on top of a bottle then pick it up with the looped string.
- To win, player must use only the string to transport an egg from atop one bottle to the other, and thenremove the string within the 60-second time limit.

- At least 1 egg
- A pair of 2 liter soda bottles
- A 36" piece of string

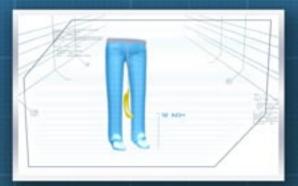


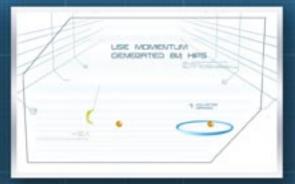
## Hows It Hangin'



#### Game Description

Using a banana hanging on a string from the waist, player must guide 2 oranges into a hula hoop.





#### Rules:

- 1. Tie the string to one end of the banana, then the other end to the front of a belt so that the banana hangs 12 inches from the ground.
- 2. Place the hula hoop on the ground, and each orange on either side 8' from the hoop.
- 3. Without using their feet, player must bend knees and swing hips to guide the orange into the hoop, only using the banana.

- 1 Banana 2 Oranges
- String
- 1 Hula Hoop

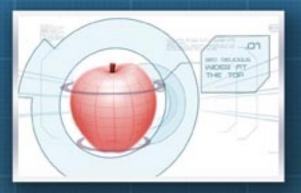


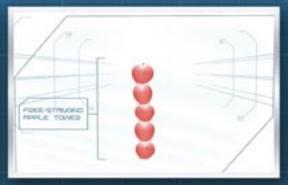
## Johnny Applestack



#### **Game Description**

Stack 5 apples on top of each other.





#### Rules:

- 1. When the clock starts, player may begin stacking apples.
- 2. Player may not alter the apples in any way.
- To complete the game, player must stack 5 apples on top of each other so they remain freestanding for 3 seconds.

- At least 5 large red delicious apples
- Table



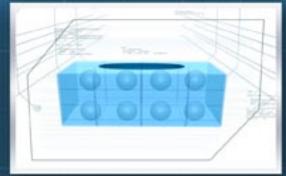
## Junk In The Trunk



#### **Game Description**

Wiggle a box attached to your waist filled with 8 ping-pong balls until the box is empty.





#### Rules:

- Fill an empty tissue box with ping-pong balls, then attach tissue box to the back of belt.
- When the clock starts, player may begin moving body to shake the ping-pong balls out.
- 3. Player's hands or arms may not touch the box or belt and may only touch the floor with his/her feet.
- 4. To complete the game, player must get all eight ping-pong balls out of the box within the 60-second time limit.

- 8 Ping-pong balls
- 1 Empty tissue box
- 1 Belt



#### Ka-Broom



#### **Game Description**

Drop a broom to a plate catapulting a marshmallow into the air then catch it in a cup.





#### Rules:

- Player places broom bristle side down, and releases the handle so that it makes contact with the plate.
- 2. Player must attempt to catch it in the cup while at least one foot is behind the foul line.
- 3. Player must catch 3 marshmallows so that they are in the cup concurrently within the 60-second time limit.

- 1 Cup
- Table
- 1 Broom
- 10 Paper plates
- 10 Large marshmallows

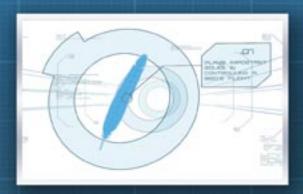


### eep It Up



#### Game Description

Player must use only their breath to keep feathers in the air for 60 seconds.





#### Rules:

- When the clock starts, player may release two feathers and blow to keep them in the air.
- 2. If the feather touches any part of the player's body, or the floor, the game is over.
- 3. To win, player must use only his/her breath to keep both feathers from touching the ground for the 60-second time limit.

  CHALLENGE

#### Items Needed:

2 feathers

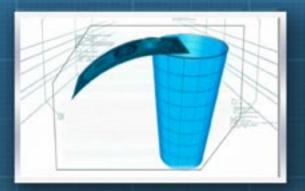


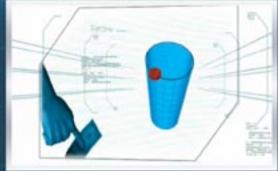
## Keep The Change



#### **Game Description**

Using only one hand, knock a dollar bill out from 5 quarters stacked atop the rim of a glass.





#### Rules:

- Set up each pint glass with a dollar bill positioned so that a stack of 5 quarters sits on top of it, balanced on the rim of the glass.
- When the clock starts, player may use one hand to get the dollar off the glass so 5 quarters remain stacked on the rim of the glass.
- Must get one out of the 5 dollars off its glass with the quarters remaining balanced on the rim for 3 seconds.

- 5 pint glasses
- 5 dollar bills
- 25 quarters



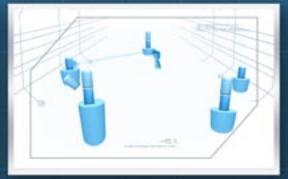
## Knock It Off



#### **Game Description**

Use a swinging ball of yarn to knock over soda cans standing on the perimeter of a circle.





#### Rules:

- Set up 5 stacks of soda cans in a circle around the player, each stack consisting of one empty soda can on top of one full can. Place these stacks on tables of varying heights.
- Player may swing the yarn ball to knock the empty cans off of the full cans in any order.
- To win, player must knock 4 out of 5 empty cans off of their stacks.

#### Items Needed:

- 5 empty soda cans
   1 ball of yarn
- 5 tables

• 5 full soda cans



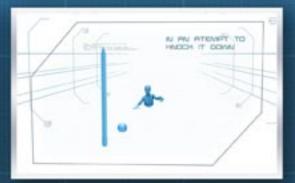
## Loner



#### **Game Description**

Roll marbles from a distance of 15 feet to knock over one standing pencil.





#### Rules:

- 1. Set up the pencil on it's unsharpened end 15 feet away from the foul line.
- 2. Player begins game lying down on their stomach behind the foul line.
- 3. Player rolls marbles one at a time with one hand towards the pencil from behind the line.
- 4. To win, player must knock down the pencil with a marble.

- 20 marbles
- 1 Unsharpened pencil
- Foul line

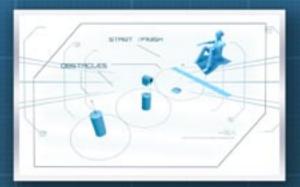


# Magic Carpet Ride



#### **Game Description**

Sit on a bathroom floor mat and use an inchworm technique to move across around obstacles.





#### Rules:

- 1. Player begins game sitting on bathmat with fuzzy side down.
- 2. Player uses "inchworm" motion to move around the obstacles and then slalom back.
- Player must slalom around the obstacles to the end and back within the time limit.

- 1 Standard bath mat
- 3 Obstacles (i.e. toilet brush, plunger, toilet paper roll)
- · Smooth floor with start line



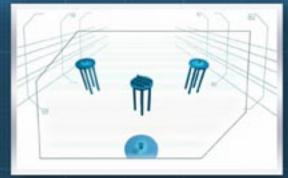
## Matchmaker



#### **Game Description**

Separate 18 candy-coated chocolates by color into 3 glasses placed around the outer rim of the stage.





#### Rules:

- Place each candy beneath an overturned cup on the center table and then set the 3 glasses approximately 8 feet away on tables on the edge of the playing area.
- The player must lift each cup one at a time and separate the candy underneath by color into the glasses.
- To complete the game, the contestant must finish placing six of each color candy into each of the 3 glasses.

- 18 candies (6 each of 3 different colors)
- 18 small cups (opaque)
- 3 glasses set on small tables or chairs
- Center table



## Mega Bubble



#### **Game Description**

Blow a bubble through a hoop 15 feet away.





#### Rules:

- Player must create bubble behind the start line, and propel it using only their breath.
- 2. Player may not touch the end hoop.
- Game is won when a bubble created behind the start line passes through the hoop.

- 1 Hoop
- 1 Bottle of bubbles
- Start Line

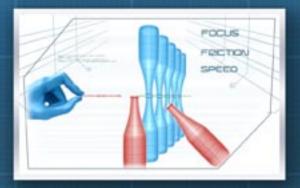


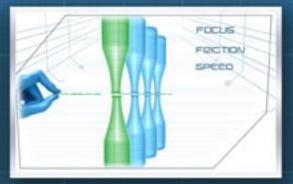
## Mouth To Mouth



#### **Game Description**

Pull a dollar bill from between two bottles balanced mouth to mouth, while leaving the bottles balanced atop each other.





#### Rules:

- 1. Set up the bottles so that there are 4 stations.
- Each station consists of two bottles stacked mouth to mouth with a dollar bill placed between the two bottles.
- To win, player must remove a dollar bill while leaving the bottles balanced atop each other at one of the stations.

- 8 Glass bottles
- 4 Dollar bills

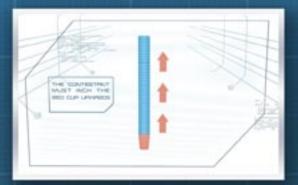


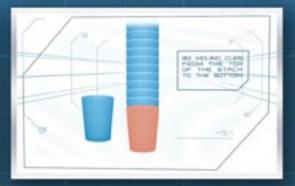
## Movin' On Up



#### **Game Description**

Move 40 cups from the top of a stack to the bottom, one at a time.





#### Rules:

- 1. Player stands holding the stack of cups, with the red cup at the bottom.
- 2. Using alternating hands, move one cup at a time from the top of the stack to the bottom.
- If more than one cup is removed at a time, player must place those cups back on the stack.
- 4. Player wins when the red cup is cycled through the stack, back to the bottom.

- 39 Blue Cups
- 1 Red Cup



## Nervous Nelly



#### **Game Description**

Score a total of 500 clicks or more using 4 pedometers attached to the arms and legs.





#### Rules:

- Place a wristband over each elbow, each headband above different knee and set all displays to zero in the "step" mode.
- When the clock starts, player begins moving the arms and legs from a standing position.
- 3. Player must stop all movement and have a combined total of 500 clicks or more within the time limit.

- 4 Pedometers
- 4 Wristbands



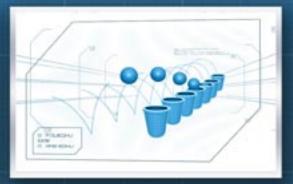
## Nimble Thimble



#### **Game Description**

Bounce a marble into each of 6 thimbles.





#### Rules:

- Affix each thimble to a table using duct tape with the open side facing up.
- When the clock starts, player may bounce one marble at a time towards the thimbles.
- Player wins after landing all 6 marbles in the thimbles.

- 6 thimbles
- At least 6 marbles

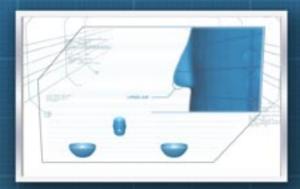


### Nose Dive



#### **Game Description**

Move cotton balls one at a time from one serving bowl to another using only the nose.





#### Rules:

- Set up the bowls 12 feet apart, with the cotton balls in one bowl.
- Without using their hands, contestant dips their nose in petroleum jelly and attempts to pick up each cotton ball, one at a time.
- To win, the player must get all five cotton balls into the second bowl.

- At least 5 cotton balls
- Large jar of petroleum jelly
- 2 Large bowls

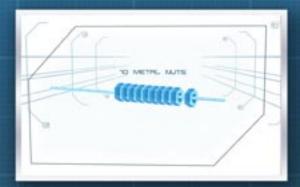


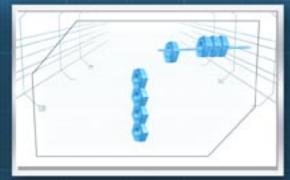
### Nutstacker



#### **Game Description**

Player must create one stack of 8 large metal nuts by sliding them off of a chopstick.





#### Rules:

- 1. Set up all 8 metal nuts on the chopstick and lay it on the table.
- When the clock starts, player may lift the chopstick and begin to stack the nuts on top of each other in the tall standing position.
- 3. Player may not touch the nuts with any part of his/her body

- Table
- (8) 5/8-inch metal nuts
- 1 chopstick



### Octopus



#### **Game Description**

Remove a ribbon from an upside-down Fiji bottle without knocking the bottle over.





Can you beat the current

record of 22

seconds'

#### Rules:

- Place one end of the ribbon underneath an overturned Fiji bottle.
- When the clock starts, player can pick up ribbon and pull with one hand.
- 3. Player must remove the ribbon from under Fiji bottle by pulling with one hand and leaving the Fiji bottle standing.

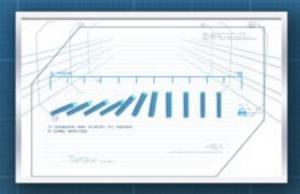
- At least 1 table
- At least 1 one-liter Fiji bottle
- 1 12 ft. length of 2 inch wide ribbon

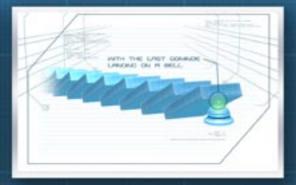
## Office Dominoes



#### **Game Description**

Create a domino path with reams of paper, then knock them over so that the last ream rings a bell.





#### Rules:

- Set up one ream of paper upright on its short side 10 feet away from the bell.
- When the clock starts, player may grab one ream of paper at a time to set it up between the pre-set ream and the bell.
- 3. If reams fall over during game, player may set them up and continue.
- 4. To win, player must topple the end ream to start the dominoe effect, knocking over all 11 reams and ringing the bell.

- (11) 500-count reams of paper
- 1 bell



## On The Hook



#### **Game Description**

Pick up a key hanging off the edge of a table using a chopstick "fishing pole" held in the mouth





#### Rules:

- Tie kite string to end of chopstick, and tie opposite end to paper clip. Open the end of the paper clip to act as a hook.
- Place key on the edge of table with keyhole hanging over edge.
- 3. Holding the chopstick in the mouth, player tries to hook the key through the paper clip. Game is won when the key is off the table and on the hook.

- Table
- Chopstick
   Paper clip
- 12 in. piece of kite string
- At least 1 house key with keyhole

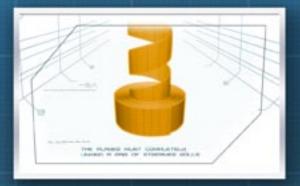


## Paper Dragon



#### **Game Description**

Un-spool two rolls of party streamers using only the hands and arms.





#### Rules:

- Set up the streamer at the player's feet with the player holding one end of one streamer in each hand.
- When the clock starts, player may begin un-spooling the streamers using a windmill motion.
- 3. If the spool breaks, the player may pick up the end of it and continue.
- 4. To complete the game, both rolls of streamers must be un-spooled and off the ground.

#### Items Needed:

• (2) 800ft rolls of party streamers

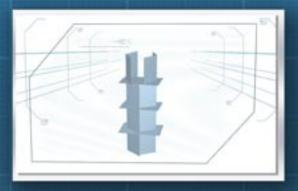


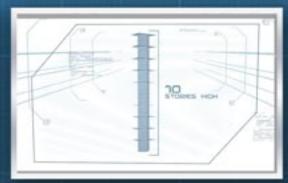
## Paper Scraper



#### **Game Description**

Build a tower of index cards.





#### Rules:

- 1. Set up the cards by bending 20 of them in half horizontally.
- Player builds the tower with each level consisting of two pre-bent cards standing upright with one flat card across the top.
- 3. To win, player must build a 10-story tower.

#### Items Needed:

30 index cards



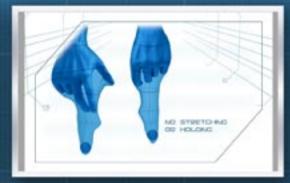
## Penny Hose



#### **Game Description**

Remove one penny from each leg of a pair of pantyhose using only the hands.





#### Rules:

- Place one penny in the bottom of each leg of the pantyhose.
- Player begins with his/her wrists just inside each leg, using only their hands and arms to attempt to grab the pennies.
- Game is won when both pennies are out of the pantyhose and on the table.

- 1 pair of pantyhose Table
- 2 pennies

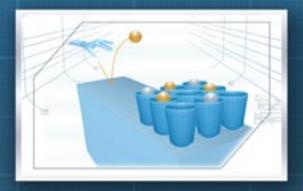


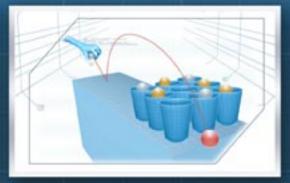
## Ping Tac Toe



#### **Game Description**

Two players bounce ping-pong balls into a grid of glasses to see who will be first to get 3 in a row





#### Rules:

- 1. Set up the glasses in the center of the table in a 3x3 grid like a tic-tac-toe game.
- Using one hand only, players standing at either end of the table must the ping-pong balls into the glasses.
- First player to get three balls in a row in any direction wins. If the game ends in a standoff, the two players will compete again.

- 9 Glasses of water
- 6 Foot table
- 2 Buckets containing ping-pong balls of contrasting colors



### Pink Elephant



#### **Game Description**

Wearing a headband with a plastic spring toy attached, flip the spring toy up onto head so that it rests in a stacked position on forehead.





#### Rules:

- Affix the spring toy to the headband by tucking a few coils between the band and your forehead.
- When the clock starts, player may move head and body in attempt to get the spring toy stacked on his/her forehead.
- 3. To win, the toy must remain stacked for 3 seconds.

- Headband
- Spring toy



### Ponginator



#### **Game Description**

In this head to head challenge, two players compete to see who can fill an egg carton with the most bounced ping pong balls.





#### Rules:

- Two players stand at either end of the table with their buckets of ping-pong balls facing the egg carton in the middle of the table.
- 2. When the clock starts, players attempt to bounce ping-pong balls off the table and land them in the egg carton
- The player who lands the most ping-pong balls in the carton in 60 seconds is the winner. In case of a tie, the challenge is repeated.

- 2 Baskets of different colored ping-pong balls
- 6 Foot long table
- 18 Count egg carton



# Propeller Head



#### **Game Description**

Send a propeller stick flying across the stage and land it in a clothesbasket 15 feet away.





#### Rules:

- When the clock starts, the player picks up a propeller stick one at a time and releases it into the air.
- The player cannot pass the foul line that is placed 15 ft. away from the front of the clothesbasket.
- To complete the game, player must fly one propeller stick into the clothes basket.

- Propeller sticks
- Foul line
- Clothes basket



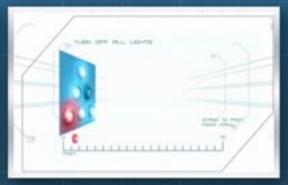
# Punch Your Lights Out



#### **Game Description**

Throw beanbags to hit 6 push-lights hanging on a wall and turn them all off.





#### Rules:

- Set up push-lights on the wall in a triangle pattern with one at the top, two in the middle, and three lights at the base.
- Standing behind a foul line 8 feet away, the player must throw one beanbag at a time using an underhanded throw to hit and turn off the lights.
- Be careful not to accidently turn a light back on. To succeed, all 6 must be off

- 6 Push lights
   Foul line
- At least 6 beanbags



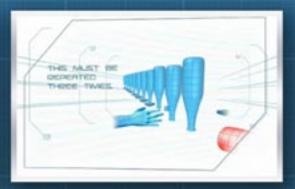
# Raisin The Bar



#### **Game Description**

Remove a small box of raisins from under an overturned empty glass bottle without causing the bottle to fall over.





#### Rules:

- The contestant must flick a raisin box from underneath the bottle and still have the inverted bottle remain standing on the table for 3 seconds
- 2. Player can only use one hand to remove each box, and cannot not touch the bottle.
- 3. A contestant must successfully repeat this feat 3 times out of 10 attempts

- 10 Glass Soda Bottles
- 10 Small Boxes of Raisins



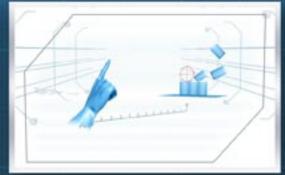
# Rapid Fire



#### **Game Description**

Shoot rubber bands to knock a triangle stack of six cans completely off of a platform.





#### Rules:

- Set up six empty soda cans in a triangle formation on top of a table. Place foul line 8 feet away.
- 2. Player must stay behind the foul line and shoot one rubber band at a time at the can triangle.
- To complete the game, player must clear the table of all 6 cans simply by shooting rubber bands.

- Rubber bands
- 6 Empty soda cans
- Small table



### Re-Bounce



#### **Game Description**

Drop a ping-pong ball onto an angled plate so that it bounces to another angled plate and into a fish bowl between the two plates.





#### Rules:

- Ceramic plates are each placed on a table with 2 ping-pong balls underneath angled down and toward the fish bowl.
- 2. The fish bowl is placed in between the plates and the tables.
- A player drops a ping-pong ball onto one plate so that it will bounce onto the next plate and into the fish bowl.

- 2 Tables
- Fish bowl
- Basket of ping-pong balls
- 2 Ceramic dinner plates



### Roll With It



#### **Game Description**

Using the hands and arms, unspool 2 rolls of toilet paper from a horizontal bar at shoulder height.





#### Rules:

- The 2 rolls of toilet paper are placed on the rod.
- Player takes the end of each toilet paper roll, one in each hand and begins winding toilet paper around hands and arms using a windmill motion.
- To successfully complete the game, player must completely unroll both toilet paper rolls.

- Rod
- 2 Rolls of toilet paper



### Scary Cherry



#### **Game Description**

Blow on a maraschino cherry hanging from dental floss and catch it in mouth.





#### Rules:

- Tie the stem of a maraschino cherry to dental floss and hang it from a rod or door frame.
- When the clock starts, player can begin blowing on the cherry from behind the foul line.
- To complete the game, player must blow the cherry until it can be grabbed in player's mouth.

- Maraschino cherries with stems
- Dental floss
- Curtain rod or door frame
- Foul line 2 & 1/2 feet away

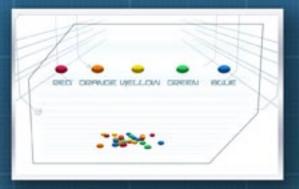


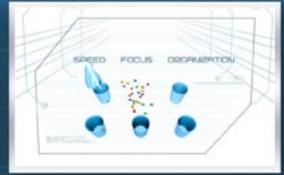
### Separation Anxiety



#### **Game Description**

Separate a pile of 50 multicolored candy coated chocolates into five containers by color.





#### Rules:

- 1. Set 5 color coded containers plus a cup with 50 candies on a table.
- When the clock starts, player must dump candies onto table and use only one hand to separate candies into their corresponding containers.
- 3. To win, the player must place 10 candies of the same color in each of the 5 containers.

- 1 Cup
- 5 color coded containers
- 50 candies
   (10 each in different colors)



# Sharp Shooter



#### **Game Description**

Use rubber bands to knock over 3 Aces that are standing on 3 clothespins.





#### Rules:

- Each Ace playing card is placed in the mouth of a clothespin and set upright on a table.
- 2. Player must shoot rubber bands from behind the 8 ft. foul line
- To complete the game, player must use the rubber bands to knock down all three Aces.

#### Items Needed:

3 Aces

- Rubber bands
- 3 Clothespins
- Foul line

• Table



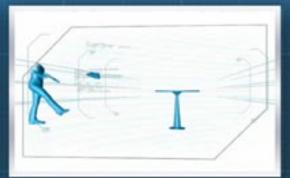
### Shoe Fly Shoe



#### **Game Description**

Toss shoe onto a table using only a foot.





#### Rules:

- 1. Set up each pair of shoes 9 feet from the table.
- When the clock starts, player may insert foot into the first shoe and attempt to toss it onto the table.
- To successfully complete the game, contestant must land 1 shoe on the table

- 12 Shoes
- 1 Table

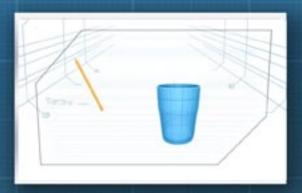


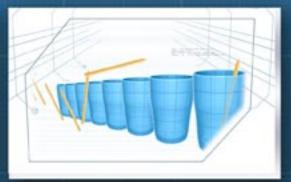
# Speed Eraser



#### **Game Description**

Player must bounce pencils into glasses.





#### Rules:

- 1. Set up seven glasses in a row.
- Player must bounce pencils into the glasses, one at a time using their designated throwing hand.
- 3. Player must land one pencil into each of the seven glasses within the 60-second time limit.

- 7 glasses
- Table
- At least 7 unsharpened pencils

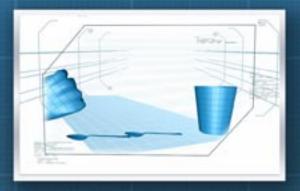


### Spoon Frog



#### **Game Description**

Bang down on a spoon to propel another spoon into a glass.





#### Rules:

- 1. Set up three glasses in a row.
- When the clock starts, player may begin arranging spoons and banging down on them to propel them into the glass.
- To complete the game, player must land one spoon into each of the three glasses.

- At least 6 spoons
- 3 Glasses



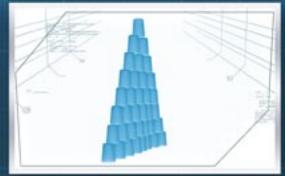
# Stack Attack



#### **Game Description**

Stack 36 plastic cups into a triangle shaped structure. And then get the cups back into a single stack.





#### Rules:

- When the clock starts, player may begin stacking cups into a trianglular shape on the table, with a row of 7 cups at the bottom, six cups on top of that, and so on, until they have built a 7-story tall structure.
- 2 After the player has built a complete pyramid using all of the cups, they must then get all the cups back into a single stack to complete the task.

#### Items Needed:

36 Plastic cups



### Stay On Key



#### **Game Description**

Use a key to flip three other keys into 3 separate shot glasses.





#### Rules:

- Shot glasses are centered 3 in. from the edge on 3 sides of the table.
- Player can use the head of the fourth key to flip other keys into the shot glasses.

To successfully complete the game, player must flip all three keys into shot glasses.

- 3 Shot glasses
- 4 Metal house keys
- Square or rectangular table



# Sticker Picker Upper



#### **Game Description**

Using one hand, contestant must roll egg on tray and attempt to pick up red stickers scattered sticky-side-up on the tray.





#### Rules:

- Place the red stickers sticky side up in a triangular pattern near the outside edge of the pizza tray.
- 2. Place the egg in the center of the tray.
- To win, player must pick up three stickers on the surface of the egg without having the egg fall off the tray.

- 1 Raw egg
- 2 Tables
- 1 Pizza tray
- 3 Red stickers



# Stick The Landing



#### **Game Description**

Toss a water bottle onto a table and get it to land upright.





#### Rules:

- 1. Set up foul line 5 feet away from table.
- When the clock starts, player may use one hand to flip bottles end over end onto the table.
- To complete the game, the player must toss and land one bottle in an upright position on the table.

- (10) 1/3rd filled water bottles
- Table
- Foul line

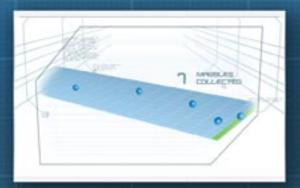


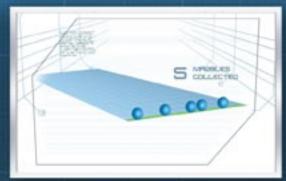
### Sticky Balls



#### **Game Description**

Roll marbles and stick them to a piece of double-sided tape laid across the end of the table.





#### Rules:

- Set up one strip of double-sided tape placed along the far edge of the table.
- 2. Player must roll one marble at a time at the double-sided tape, using his/her designated rolling hand.
- 3. To complete the game, player must get 5 marbles stuck to the tape.

- Table
- Double-sided tape
- Container of marbles



# Sticky Situation



#### **Game Description**

Bounce a ping-pong ball onto piece of bread covered in peanut butter.





#### Rules:

- 1. Place the bread on the platform, 10 feet from the foul line.
- When the clock starts, player may begin to bounce one ping-pong ball at a time, at the piece of bread.
- Player must release a ping-pong ball within the 60-second time limit so that it bounces at least once, then sticks to the peanut butter.

- Small platform
- Foul line
- Ping-pong balls
- Bread
- Peanut butter

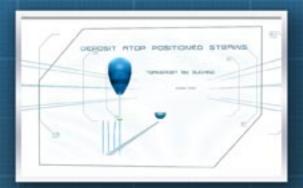


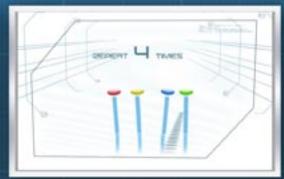
### Suck It Up



#### **Game Description**

Use a straw to suck up candies and transport them one at a time to 4 other flexible straws standing vertically.





#### Rules:

- Four flexible straws stand vertically on a table. Place a bowl of chocolate covered candies and one flexible straw on a separate table.
- 2. Player must use their mouth to suck up one candy at a time onto the straw.
- 3. One candy must rest atop each of the four flexible straws.

- 5 flexible straws
- At least 4 chocolate covered candies

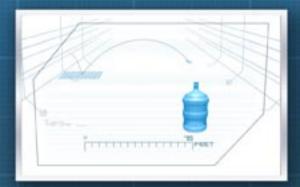


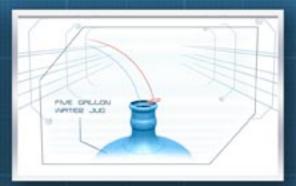
### Super Coin



#### **Game Description**

Bounce one quarter off of a table and into the opening of a 5 gallon water jug 15 feet away.





#### Rules:

- 1. Set up a 5-gallon water jug 15 feet away from the table.
- Player may grab quarters and begin to bounce them off the table, one at a time, using the designated throwing hand.
- 3. To complete the game, a quarter must bounce once on the table before landing into the water jug.

- Table
- Quarters
- 5-Gallon water jug

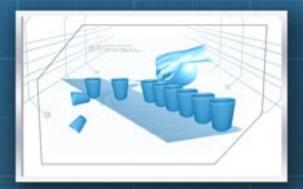


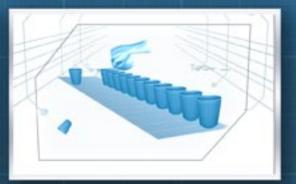
### This Blows



#### **Game Description**

Blow up a balloon and expel the air from it to knock cups off of a table.





#### Rules:

- 1. Set up 15 plastic cups in a row across the table.
- 2. Player may only knock cups off the table by using air from the balloon which must be continually blown up.
- 3. Player must knock all cups off of the table using only the air from the balloon within the 60-second time limit.

- Table
- 15 cups
- 1 balloon



### Tilt-A-Cup



#### **Game Description**

Incrementally build a wobbly tower of cups and ping-pong balls by bouncing a ball from the ground up into a growing stack of cups held in the hand.





#### Rules:

- Basket of ping-pong balls is placed on table as the player holds stack of 8 plastic cups in one hand.
- Player must catch a bounced ping-pong ball in the top cup and then move the bottom cup to the top, then catch another ping-pong ball and so on.
- To win, the player must catch an 8th and final ping-pong ball in the now wobbly tower of cups.

- Table
- 8 Plastic cups
- Basket of ping-pong balls

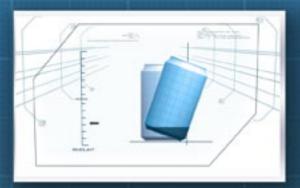






#### **Game Description**

Drink liquid out of 3 soda cans and balance on their beveled edge.





#### Rules:

- Player must drink soda from the cans to get them to the proper level that they may be balanced on their edge.
- Three cans must be balanced on the edge and remain that way for three seconds.

- Table
- At least 3 full soda cans



# Triple Pong Plop



#### **Game Description**

Get 5 ping-pong balls into a fish bowl by bouncing them off the plates that are lined up in front of the fish bowl.





#### Rules:

- Set up plates in a straight line with 1 inch between their rims. Place the fishbowl 10 inches away from the rim of the third plate.
- The ball must hit all three plates, at least one time each, in order to count.
- To complete the game, all five ping-pong balls must land in the fishbowl.

- 1 fishbowl
- 3 11-inch plates
- At least 5 ping-pong balls



### Tuna Roll



#### **Game Description**

Roll tuna cans across the stage and around a two-by-four to knock over 4 inverted 2 Liter soda bottles.





#### Rules:

- The foul line and 2x4 run perpendicular to each other. The soda bottles are placed to the left of the 2x4.
- 2. To win, player must roll tuna cans counter clockwise around the 2x4 to knock over the soda bottles.

- 8' Two-by-four lumber
- Foul line
- Cans of tuna
- 4 Empty 2 liter soda bottles



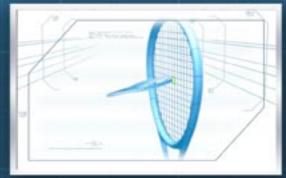
### Tweeze Me



#### **Game Description**

Use tweezers to maneuver a Tic Tac through a tennis racquet and land it in a cup.





#### Rules:

- Balance tennis racquets on the handle with a tennis ball balanced on top of the head. Place a glass ½ inch behind each racquet.
- Player picks up a Tic Tac using only the tweezers and attempt to maneuver the Tic Tac through the center of the tennis racquet and to drop it in a glass on the other side.
- If you knock over the racquet or tennis ball you must start over at a new station.

- Glass
- Tennis racquet
- Tweezers
- Tennis Ball
- Tic Tacs



### **Wet Ball**



#### **Game Description**

Propel a balloon into a garbage can using only a spray bottle.





#### Rules:

- Set garbage can 12 feet from the foul line and place container of balloons behind the foul line.
- When the clock starts, player may toss balloon in the air from behind the foul line and attempt to direct it into the trash can using only the spray bottle.

- Foul line
- (1) 39-gallon trash can
- 3 Inflated balloons
- 1 Spray bottle

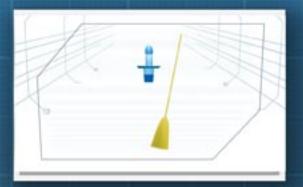


### Whack Job



#### **Game Description**

Use a broom to knock a pie tin off of a glass, so that the egg sitting on a toilet paper roll on top of the tin falls into the glass.





#### Rules:

- Set up a tower in the following order starting at the bottom: glass of water, pie tin, toliet paper tube, an egg.
- Player steps on broom bristles and releases handle so that the handle hits the pie tin with the demonstrated motion.
- To win, player must knock the egg off the egg tower and into the glass.

- Glass of water
- Toilet paper tube
- Kitchen broom
- Pie Tin
- Raw egg



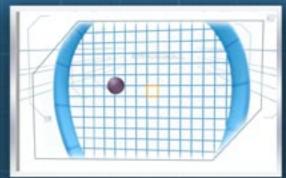
### What a Racquet



#### **Game Description**

Holding a tennis racquet between the legs, move a gumball to the exact center of the racquet.





#### Rules:

- Highlight the exact center of the tennis racquet strings with a dry erase marker.
- Player puts the tennis racquet handle between their legs and places a gumball on the strings nearest to the handle.
- When the clock starts, player must move his/her legs to maneuver the gumball into the center of the racquet.

- 1 Tennis racquet
- 1 Small gumball
- 1 Dry erase marker

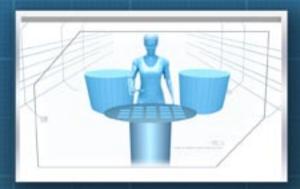


### Wheel of a Deal



#### **Game Description**

Player must separate 20 playing cards into 5 groups of identical cards, one at a time.





#### Rules:

- Set up 5 tables in a circle around one center table that has all 20 cards spread out on it. Cards must be placed into groups of 4 of a kind on each of the tables selected by the player.
- 2. The player may only have one card in his/her possession at a time.
- To complete the game, the player must place all 20 cards in groups of four-of-a-kind, face up on the five tables within the 60-second time limit.

- 6 tables
- 5 sets of 4 identical cards



# Whipper Snapper



#### **Game Description**

Use a towel that is affixed to the floor to whip a ping-pong ball into a laundry basket





#### Rules:

- Set up laundry basket 15 feet away from towel that has one end affixed to the ground with duct tape.
- When the clock starts, player may put a ball on the towel and "pop" the ball into the laundry basket by holding the two closest corners of the towel.
- To complete the game, the player must toss one ping-pong ball into the laundry basket within the 60-second time limit.

- 1 Towel
- Ping-pong balls
- 1 Laundry basket

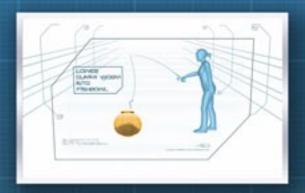


### **Worm Diving**



#### **Game Description**

Get a pretzel out of a fishbowl using a sticky gummy worm attached to the end of a fishing line.





#### Rules:

- Set up fishbowl with pretzels 6' 6" from foul line.
- Tie a wet gummy worm to the string on the fishing rod so that it hangs 48" from the tip of rod.
- Using the gummy worm, the player must attempt to fish pretzels out of fishbowl.
- To complete the game, player must successfully retrieve a pretzel from the fish bowl and get it into their mouth.

- 1 Fishbowl
- Foul line
- 1 Gummy worm
   Pretzels
- 1 Fishing rod with string

