



Long List of Large Group Games

How it's Hangin'

1. Prior to game start, contestant stands in designated start zone wearing belt with banana, and hands at sides.
2. Contestant may only guide an orange with the banana.
3. Contestant's hands may not touch the floor, rope, or banana.
4. Contestant must not move or alter the hula hoop.
5. To complete the game, contestant must get three oranges concurrently inside the hula hoop within the 60-second time limit, and they must remain there for three consecutive seconds.
6. Any orange hit by a banana within the 60-second time limit may count toward completion of game.

- 1 1 banana
- 2 string
- 3 2 oranges
- 4 1 hula hoop

Bite Me!

1. Prior to game start, contestant must be in designated start zone with hands at sides.
2. Once game begins, contestant may use only their mouth to grab, transport and maneuver the bags.
 - a. Contestant must first place the 10", then 8", then 6", then 4", then 2" bags onto the five podiums.
3. The contestant may only touch the ground with his or her feet.
 - a. If a contestant touches the ground with some body part other than the feet while attempting to grab a bag, he or she must reset by standing up before making another attempt at the bag.
 - i. If a player has a bag in the mouth while making an illegal touch, he or she must immediately put it back on the floor with the open end up before making another attempt.
4. Player may not use the podiums or any other item for balance.
5. If a bag falls off a podium, it must be reset in the manner described above to complete the challenge.
6. To complete the game, the contestant must have all five bags concurrently on the five podiums within the 60-second time limit.

- 1 5 paper bags

Blind Ball

1. Prior to game start, contestant sits in chair and is blindfolded.
2. The contestant spins around three times, and is then given an audio cue to begin the game.
3. When game starts, the contestant may begin searching for a ball (from a standing position).
4. The contestant may not crawl during the game.
5. The contestant may not place ball under clothing.
6. If a ball touches the floor at any time, it is out of play.
7. If more than one ball touches the floor, the game is over resulting in failure.
8. To complete the game, contestant must obtain two balls concurrently within the 60-second time limit and must retain possession for three consecutive seconds.

- 1 4 polypropylene balls
- 2 1 blindfold

Bottom's Up!

1. Prior to game start, contestant wears a belt with a yo-yo hanging from the backside, like a tail.
2. Once game begins, contestant begins moving their body to get the yo-yo swinging.
3. Contestant may not use hands, arms, feet or legs to guide the string or yo-yo.
4. Contestant may not hold belt.
5. If a contestant touches the pedestals or cans with their body, resulting in a can falling over, the game is considered a fail.
6. If one can knocks another can off a pedestal both cans will count toward the final score.
7. To complete the game, contestant must remove all cans from the pedestals using the yo-yos as described within the 60-second time limit.

- 1 1 yo-yo
- 2 6 cans

Breakfast Scramble

1. Prior to game start, contestant must be in a standing position with hands at sides.
2. Once the game begins, the contestant will turn over the puzzle pieces and begin to assemble puzzle.
3. If a puzzle piece falls on the floor during the challenge, the contestant must pick it up.
4. To complete the game, the contestant must assemble the puzzle and it must be completely inside its designated zone on the table within the 60-second time limit.

- 1 1 cereal box cut into 20 pieces

Bucket Head

1. Prior to game start, contestant wears container hat with hands at sides. Ping-pong balls will be on a table adjacent to the playing area.
2. Once game begins, contestant may grab only one ball at a time to bounce and attempt to catch.
3. Contestant must release a ball from the hand before grabbing another ball to throw.
4. Ball must bounce floor to wall to bucket to count towards a player's total.
5. All balls must be thrown and caught behind the foul line.
 - a. Any balls thrown or caught in front of the line will not count towards the player's total.
6. Contestant may not play the challenge from a kneeling or seated position.
 - a. Incidental knee or hand contact to the floor is acceptable.
7. Ball must make direct contact from wall to bucket in order to score.
8. If a previously caught ball falls out of the bucket, that ball does not count towards the final score.
9. Contestant may not touch bucket apparatus during an attempt to score. Any ball thrown or caught while contestant's hand is on bucket apparatus will not count toward final score.
10. If balls obstruct the play area, contestant may clear them before making an attempt.
11. To complete the game, contestant must catch and concurrently retain five ping-pong balls within the 60-second time limit.

a. Any ball released within the 60-second time limit may count toward the final score.

- 1 at least 10 ping-pong balls
- 2 1 bucket headgear

Egg Role

1. Prior to game start, contestant holds the pizza box in a standing position behind the center egg.
2. Once game begins, contestant may start fanning an egg with the pizza box. Contestant may only use pizza box to move the egg.
3. Contestant and pizza box may not touch an egg at any time or the game is over.
4. An egg is considered to be in the end zone as long as its shell is touching the colored zone.
5. Contestant may not open the pizza box.
6. If an egg breaks the game is over.
7. To complete the game, contestant must get all three eggs concurrently in the designated end zone within the 60-second time limit and all three eggs must come to a complete stop concurrently without exiting the designated end zone.
8. Contestant must stop fanning within the 60-second time limit.

- 1 1 medium
- 2 14-inch pizza box
- 3 3 raw eggs

Water-hose

1. Prior to game start, contestant must be standing and have ball resting on pre-determined mark, with pantyhose on head in starting position.
2. Contestant must keep one foot on either side of the dividing foul line during the game.
 - a. Repeat crossing of dividing foul line will result in elimination.
3. Contestant may knock down water bottles in any order.
4. Contestant may not use any part of body (i.e. hands, feet) to propel the baseball at bottles of water.
5. To complete the game, contestant must knock over eight bottles as described within the 60-second time limit.

- 1 8 bottles
- 2 1 pair of pantyhose
- 3 2 baseballs

Face The Cookie

1. Prior to game start, contestant must be seated in the chair with hands on knees and cookie will be placed on forehead by hostess.
 2. Starting cookie position must always be in the center of the forehead, not touching the eyebrows. If a starting cookie is not in this designated position the cookie will not count toward the final score.
 3. Game begins on audio prompt.
 4. Once the game begins, the contestant may use only their head to manipulate the cookie.
 5. The cookie must remain in contact with the face at all times (i.e. may not be tossed from the forehead and caught in the mouth).
 6. If a cookie falls scores a cookie in the mouth, a new intact cookie must be used for the next attempt. off the head, the contestant must start over with an intact cookie.
 7. If a player successfully scores a cookie in the mouth, a new intact cookie must be used for the next attempt.
- To complete the game, the contestant must three times hold an intact cookie with his or her mouth within the 60-second time limit.

- 1 at least 3 cookies

High Roller

1. Prior to game start, the contestant begins with hands at sides.
2. Once game begins, the contestant may grab the cup and begin picking up dice from the table using only the cup.
3. Contestant's hands may be used to position dice on the table before attempting to lift them with the cup, but may not be used to help scoop, slide or toss them into the cup.
4. Contestant may only stack dice with the cup.
5. When attempting to stack the dice, the cup must be inverted with its bottom nearly parallel to the table surface.
 - a. No credit will be given for "pouring" one die onto another.
6. The contestant must first stack three dice, then four, then five. Each stack is done on a different table.
7. Contestant may only have three dice in the dice when stacking three dice; four dice in the cup when stacking four dice, and five dice in the cup when stacking five dice.
8. Each stack must remain freestanding for three seconds to receive credit.
9. To complete the game, contestant must have the final inverted cup with the stack of five dice on the table within the 60-second time limit and each stack must remain freestanding for three consecutive seconds.
10. If contestant has placed the final inverted cup on the table but has not lifted it to reveal the dice within the 60-second time limit, time will be granted to remove the cup. If after removing the cup all three towers of dice have been completed, the contestant has completed the game.

- 1 1 cup
- 2 12 six-sided dice

How it's Hangin'

1. Prior to game start, contestant stands in designated start zone wearing belt with banana, and hands at sides.
2. Contestant may only guide an orange with the banana.
3. Contestant's hands may not touch the floor, rope, or banana.
4. Contestant must not move or alter the hula hoop.
5. To complete the game, contestant must get three oranges concurrently inside the hula hoop within the 60-second time limit, and they must remain there for three consecutive seconds.
6. Any orange hit by a banana within the 60-second time limit may count toward completion of game.

- 1 1 banana
- 2 string
- 3 2 oranges
- 4 1 hula hoop

Johnny Applestack

1. Prior to game start, contestant must have both hands on the table with all apples in a bowl.
2. Once game begins, contestant may begin removing apples from the bowl and stacking them on the table.
3. The contestant may only use apples and no other objects to build the stack.
4. The contestant may choose any five apples and may substitute them at anytime.
5. The contestant may not alter an apple in any way.
6. To complete the game, five apples must be stacked freestanding one atop the other within the 60-second time limit and the structure must remain in place for three consecutive seconds.

- 1 5 apples

Junk in the Trunk

1. Prior to game start, contestant must stand in the designated start zone with hands at sides and with belt attached to body (box at the small of the back). Eight balls will be placed in the box by a leader.
2. Once game begins, contestant may begin moving body.
3. Contestant's hands or arms may not touch the floor, box, or belt.
4. Only the contestant's feet may be in contact with the floor.
5. Contestant may not touch any ball while it is inside the box.
6. To complete the game, contestant must get all eight ping-pong balls out of the box within the 60-second time limit.

- 1 8 ping-pong balls
- 2 1 empty tissue box

Keep it Up

1. Prior to game start, contestant stands holding two feathers. An audio cue will signal the contestant to release the feathers.
2. Clock will start once both feathers are released by contestant.
3. If feathers clump together for longer than five seconds, the game will be reset.
4. If a feather touches or goes beyond the railing surrounding the stage, the game is over, resulting in failure.
5. A feather briefly touching a player's face will be permissible, but any other contact between a player's body and the feather will result in failure.
6. To complete the game, contestant must use only his or her breath to keep both feathers from touching the ground for the entire 60 seconds.

- 1 2 feathers

Knock it Off!

1. Prior to game start, contestant must be in a standing position with one hand holding the end of the yarn and the yarn ball resting on the stage floor.
2. Once the game begins, the contestant will begin to spin the yarn ball.
3. Contestant may use both hands to spin the yarn ball.
4. If the yarn leaves the contestant's possession, the game is over.
5. Contestant must remain inside of the designated center circle during the game. If contestant leaves the center circle the game is over, resulting in failure.
6. Contestant may knock over cans in any order.
7. If contestant knocks over a full can while knocking over an empty can, it will not count towards player's total.
8. Contestant may only use the yarn to knock over the empty soda can.
9. If one empty can causes another empty can to fall from a stack, both cans will count toward the final score.
10. To complete the game, the contestant must get four out of five empty cans to fall off the podium within the 60-second time limit.

- 1 1 ball of yarn
- 2 5 full soda cans
- 3 5 empty soda cans

Loner

1. Prior to game start, contestant will be lying down on their stomach with their hands on the ground resting in front of them, behind the foul line.
2. Once the game begins, the contestant will grab one marble and roll it towards the pencil.
3. Contestant must use the same designated hand to roll the marbles throughout the game. Contestant may hold and release only one marble at a time from the designated throwing hand.
4. If pencil is knocked over by a marble that is released over the foul line it will result in failure.
5. Contestant must remain lying down during the entire game.
6. To complete the game, the contestant must knock down the pencil with a marble within the 60-second time limit.
 - a. Any marble released within the 60-second time limit may count toward the final score.

- 1 20 marbles
- 2 1 pencil

Magic Carpet Ride

1. Prior to game start, contestant is seated on the mat in the designated start zone with no body parts directly touching the floor.
2. Once game begins, the contestant may begin moving with the bath mat in the designated "inchworm" manner.
3. Contestant may not make forward progress while touching the floor directly with any part of the body.
4. Contestant must slalom in either direction around all three markers and then return slalom past the same three markers.
5. If contestant's foot or any other part of the body comes off the mat during the game, they must immediately stop and place themselves correctly back on the mat before continuing the game.
6. To complete the game, contestant must slalom the course to the end and back and the bath mat must cross the start/finish line entirely within the 60-second time limit.

- 1 1 standard bath mat
- 2 1 obstacle course

Mega Bubble

1. Prior to game start, contestant must stand in the designated start zone with hands at sides.
2. Once game begins, contestant may grab bubble wand and begin blowing bubbles.
3. Contestant may only use breath to propel the bubble.
4. The contestant may not touch the end hoop at any time.
5. To complete the game, an unpoped bubble must pass completely through the end hoop in the designated direction within the 60-second time limit.

- 1 1 hoop
- 2 1 bottle of bubbles

Nose Dive

1. Prior to game start, contestant must be standing in front of table with hands at side.
2. Once game begins, contestant may begin dipping nose into Vaseline.
 - a. Contestant may only apply Vaseline to nose by dipping nose in Vaseline.
3. Contestant must transfer one cotton ball at a time via the nose from the start bowl to the end bowl.
 - a. If a player transports more than one cotton ball at a time, any cotton balls deposited into the bowl on that attempt will not count towards player's total.
4. If a cotton ball falls on the table or floor, the contestant must get a new cotton ball from the start bowl.
5. Contestant must deposit cotton ball in the end bowl directly from the nose without coming into contact with any other body part or object.
6. If a player touches a cotton ball with the hands they will be disqualified.
7. To complete the game, contestant must transport five cotton balls from the start bowl to the end bowl as described above, with all five cotton balls in the bowl concurrently within the 60-second time limit.

- 1 5 cotton balls
- 2 petroleum jelly
- 3 2 bowls

Paper Dragon

1. Prior to game start, contestant must be in a standing position in the designated start area with the start of a ribbon in each hand and arms at sides.
2. Once game begins, contestant may start unspooling ribbons.
3. If a streamer rips, player may pick it up and continue.
4. Contestant may not kick, throw or grab the spool directly.
5. To complete the game, contestant must unspool both ribbons completely within the 60-second time limit.

- 1 2 rolls of streamers

Paper Scraper

1. Prior to game start, contestant stands in designated zone with hands at sides.
2. Once game begins, contestant may begin stacking the cards.
3. Contestant may not make additional creases in cards.
4. Each bent card must be standing upright on its long side.
5. Each story must consist of two upright bent cards topped by a flat card.
6. Contestant must stack 10 "stories" of cards.
7. To complete the game, the 10-story structure must be freestanding within the 60-second time limit and remain intact for three consecutive seconds.

1 30 index cards

Penny Hose

1. Prior to game start, one penny is placed in bottom of each leg of the pantyhose, and the contestant has the pantyhose on their hands in a predetermined starting position.
2. Pantyhose covering a contestant's forearm and hand (including any pantyhose extending beyond the hand) may not come in contact with any other body part or object.
3. Contestant may not put two hands in one leg of the pantyhose.
4. If a penny touches the floor at any time the game is over.
5. To complete the game, contestant must get BOTH pennies out of the pantyhose with their hands and place them in the end glass within the 60-second time limit.

1 2 pennies

2 1 pair of pantyhose

Ping Tac Toe

1. Prior to game start, contestant must be in a standing position with hands at sides.
2. Once game begins, contestant will grab and toss first ping-pong ball.
3. Contestant may only toss one ball at a time with his or her designated throwing hand.
 - a. Contestant may hold multiple balls or ball container with non throwing hand.
4. To complete the game, the contestant must get three balls in a line in any direction within the 60-second time limit.
 - a. Any ball released within the 60-second time limit may count towards player's total.

- 1 9 glasses of water
- 2 at least 3 white & 3 orange ping-pong balls

Punch Your Lights Out

1. Prior to game start, contestant must have hands at sides.
 2. Once the game begins, contestant must throw beanbags from the same hand underhanded, one at a time from the designated zone.
 3. To complete the game, all lights on the board must be off concurrently within the 60-second time limit.
- Any beanbag released within the 60-second time limit may count toward completion of game.

- 1 6 push lights
- 2 at least 9 beanbags

Rapid Fire

1. Once game begins, contestant may grab the first rubber band.
2. Contestant must stay out of designated zone for the duration of game.
3. Contestant may hold more than one rubber band in their hands at a time, but may only shoot one rubber band at-a-time.
 - a. Hitting a can as a result of shooting multiple bands at once will result in failure of the game.
4. To complete the game, contestant must clear the table of all cans within the 60-second time limit.
5. Any rubber band released from the hand within the 60-second time limit may count toward completion of the game.

- 1 rubber bands
- 2 6 soda cans

Spin Doctor

1. Prior to game start, contestant is standing with hands at sides.
2. Once game begins, contestant grabs a single dime and spins it.
3. The dime must be stopped in the upright position with a single finger. The finger and the wood block must both be in contact with the thin edge of the dime while it is stopped in the upright position.
4. After stopping a dime, it must be deposited directly into the container without a flat side (i.e. face or tail) touching the wood at any time.
5. After a failed attempt at stopping a dime (i.e. it falls flat on the table), the contestant may make repeat attempts with that dime.
6. To complete the game, the contestant must place a total of 10 dimes into the container in the manner described above within the 60-second time

- 1 10 dimes

Stack Attack

1. Prior to game start, a single stack of 36 cups is placed on the table and contestant stands behind table with hands at their sides.
2. Once game starts, contestant begins stacking the cups in a pyramid as demonstrated.
3. When contestant has pyramid complete (i.e. 1 cup on top, 2 on the next level down, then three, then four, etc.) they must remove hands completely and then proceed to stack all cups in a single stack.
4. If a cup(s) falls off of the table at any time, the contestant may pick up the cup(s) and continue the game.
5. To complete the game, contestant must get all cups stacked into a pyramid, then back into a single stack and placed on the table within the 60-second time limit.

- 1 36 plastic cups

Sticky Balls

1. Prior to game start, contestant stands in designated start zone with hands at sides.
2. Once game begins, contestant may grab cup of marbles and roll the first marble.
3. Contestant must hold cup in one hand and with the other hand hold and release only one marble at a time.
4. Contestant's hand may not pass the barrier on the table. Any marble that sticks to the tape in this manner will not count toward the final score.
5. Marbles must be in contact with the tape to score.
6. To complete the game, contestant must have five marbles concurrently stuck to the tape within the 60-second time limit.
 - a. Any marble released from the hand within the 60-second time limit may count toward completion of the game.

- 1 glass marbles
- 2 double-sided tape

Suck it Up!

1. Prior to game start, contestant stands next to the table with the bowl of M&M'S® with hands at their sides.
 2. Once game begins, the contestant, using only their mouth, must pick up the straw that is standing in the bowl of M&M'S®.
 3. Using only suction with the straw, the contestant must transport one M&M'S® at a time and place it onto one of the upright straws on the end table.
 4. Contestant may not touch the straw or the M&M'S® with anything but the mouth.
 - a. Only if a contestant drops the straw, may they use hands to place it into the mouth before resuming play.
 5. If an M&M'S® falls off a straw, it is out of play and may not be re-used.
 6. To complete the game, one M&M'S® must concurrently rest on the top of each upright straw within the 60-second time limit and must all remain that way for three consecutive seconds.
- Contestant may not touch the straw with any part of the body except the mouth. In the event a contestant drops the straw, they may put it back in their mouth but must remove hand before proceeding

- 1 several straws
- 2 at least 4 candies

The Nutstacker

1. Prior to game start, contestant stands with hands at sides.
2. Once game begins, contestant may take hold of the designated area of the chopstick with one hand. Contestant may only use that hand throughout game.
3. Nuts must be stacked in the tall standing position.
4. If the stack falls over, the game is over.
5. Chopstick and nuts may only touch the table during the placement of the first nut in the stack. Any violation of this rule will result in failure to complete game.
6. To complete the game, the stack of 10 must be completed within the 60-second time limit, with the chopstick completely removed, and must remain that way for three consecutive seconds.

- 1 1 chopstick
- 2 10 metal nuts

This Blows

1. Prior to game start, contestant stands in designated start zone with hands at sides.
2. Once game begins, contestant may grab a balloon and start inflating it.
3. Contestant must play game from designated side of table.
4. Contestant may only knock a cup off the table by using the air from the balloon.
5. Contestant may not use table to compress air from a balloon.
6. If contestant bangs on table or makes any contact with a cup using either the balloon or their body the game is over.
7. Contestant may switch out balloon for another balloon at any time. Contestant may only use one balloon at a time.
8. To complete the game, the contestant must knock all cups off the table using only air from the balloon within the 60-second time limit.

- 1 1 balloon
- 2 15 plastic cups

Tweeze Me

1. Prior to game start, contestant will be at designated first station with hands at sides and selected tweezers in hand.
2. Once game begins, contestant using only the tweezers may pick up the first Tic Tac.
3. Tic Tacs may only be handled by the contestant using tweezers.
4. After a Tic Tac has been successfully dropped into the glass, the tweezer must clear the zone and the racquet and ball must remain in place for three consecutive seconds.
5. Tic Tac must remain in the receiving glass to score.
6. Contestant may not touch the frame of the tennis racquet or the glass with body or tweezers.
7. If contestant drops a Tic Tac at any point they may reuse that Tic Tac or get another one from the Tic Tac bowl.
8. To complete the game, contestant must transport a Tic Tac through the designated zone of a tennis racquet and into a receiving glass without knocking over the racquets or knocking off the tennis balls, in three of the five stations within the 60-second time limit.
9. Any Tic Tac released from the tweezers within the 60-second time limit may count towards game completion. Tweezers must clear the zone and

the racquet within the 60-second time limit for Tic Tac to count toward completion.

- 1 1 tennis racquet
- 2 1 tennis ball
- 3 1 tweezers
- 4 1 glass

What a Racquet

1. Prior to game start, contestant places the tennis racquet handle between their legs (above the knees) and places a gumball in the designated start zone.
2. Once game begins, contestant may only hold racquet between legs (above the knees) while moving the gumball toward the designated end zone.
3. Hands may only touch the body on hips or above.
4. While attempting to move the gumball, contestant may not touch the racquet or gumball with any body part except where it is being held between the legs.
5. If at any time the contestant drops the racquet, or the gumball falls off of the racquet, the contestant may pick up the racquet and/or a new gumball and place them in the starting positions before continuing the game.
6. To complete the game, contestant must get the gumball into the designated end zone within the 60-second time limit and it must remain there for three consecutive seconds.

- 1 1 gumball
- 2 1 tennis racquet

Wheel of a Deal

1. Prior to game start, contestant must be in a standing position with hands at sides and next to the center table. All cards are to face down individually on the table.
2. Once the game begins, the contestant will select one card and must place it face up on any table they choose except the center table.
3. Contestant must continue to turn over and then place only one card at a time and may only have one card in his or her possession at a time.
4. If a contestant turns over more than one card (without first placing), or holds more than at a time the game is over, resulting in failure.
5. Cards must be placed four-of-a-kind (four kings on one table, four queens on another table, etc.) on any of the tables selected by the contestant.
6. If a contestant throws a card at a table and the card falls on the floor, the contestant must place that card on the correct table before advancing to the next card selection.
7. Cards must be placed face up on the podiums.
8. To complete the game, the contestant must place all 20 cards grouped four-of-a-kind face up on the five tables within the 60-second time limit.

- 1 20 cards
- 2 1 podium

Whippersnapper

1. Prior to game start, contestant is standing next to towel with hands at sides.
2. Once game begins, contestant may place first ping-pong ball on the towel.
3. Contestant may only grab, place, and "toss" one ping-pong ball at a time.
4. Contestant may only "toss" balls in designated manner and may not use any other method to toss balls.
5. Contestant may place ping-pong ball anywhere on towel.
6. Ball may bounce before entering bucket.
7. To complete the game, contestant must get one ball to stay inside the container within the 60-second time limit.
 - a. Any ball released from the towel within the 60-second time limit may count toward completion of game.

- 1 1 towel
- 2 1 ping-pong ball
- 3 1 bucket