

## Optional Fun Interactive Games

Games	Description	Opt. Prize Needed	Group Size	# Of Players	Setup Required	Time Need
<b>Coke &amp; Pepsi</b>	Partnering teams are lined up on either side of the dance floor from each other, 1 Coke and 1 Pepsi. When one name is called that side runs to the other side and sits on the knee of their partner. When Seven-Up is called, both partners meet in the middle and join hands behind their back. Last ones in place after each round are eliminated.	2 prizes	Medium to large	Two teams with partners	No setup, Large area needed	10-15 min
<b>Tilt A Cup Toss</b>	Partners pair up on either side of the dance floor 10ft apart. One is the cup holder and the other is the ball tosser. The 5 cups are held stacked inside each other until a basket is made. Once a ball makes it into a cup, that cup then is moved to the bottom of the stack without removing the ball. Next round continues. The object of the game is to throw each of the 5 ping pong balls into each cup as they are stacked accordingly. It gets progressively harder as the cups wiggle around. First team to get all 5 in wins!	2 prizes	Small to large	Up to 10 teams of two	Minor setup, Definite borders marked	10 min
<b>Stuff It!!!</b>	Up to 20 players divided into no more than 4 teams. Each team chooses a captain. The captain has the honor of wearing a huge 9XL t-shirt. Each team is supplied with a handful of balloons. On go, each player blows up and ties a balloon and then stuffs it into the captain's shirt and repeats. The team with the most balloons under the shirt in three minutes wins!	5 prizes or team prize	Small to medium	Up to 4 teams of 5 players each with captains	Handful of balloons per team, Uses timer	5-10 min
<b>Hula Hoop Race</b>	Two equal teams are lined up on either side of the dance floor. Everyone in each team must make an unbreakable chain by holding hands. A hula hoop is given to the starters at one end. On go, the hula hoop is passed between players quickly while never releasing hands. The team, who passes the hoop completely down to the last in line and then back up to the original starter, wins!	Team prize or no prize	Small to large	Two team relay	No setup	5 min
<b>Hula Hoop Pass</b>	Very similar game play as above except no teams. All players stand and join hands to form a circle facing out. One hula hoop is inserted within the links hands. On go, the hula hoop is passed between players around the circle while music is played. The rest of the game is played just like music chairs. Remaining two players win!	2 prizes	Medium to large	No teams	No setup	5-10 min
<b>Ringside Boxing Race</b>	Two equal teams are lined up at one end of the dance floor. On go, 1 player from each team runs across the floor to a table and puts on 2 boxes gloves. With the gloves on, they must put on 1 pair of boxing shorts. Once shorts are pulled up completely to their waist, they must ring the bell and yell "yo Adrian". They can then remove the gloves and the shorts, run back to their team, tag the next player and move to the back of the line. Race continues until all players have completed the task and reformed their line.	Team prize or no prize	Small to large	Two team relay	Table, Props, Bells	10 min
<b>Human Knot</b>	All players form a circle facing in. When instructed, they must each step towards the middle and hold hands with two different players (not on Left or Right) so that a continuous link is formed between all of the players. On go, they must work as a "team" to untangle their knot to form a large closed circle again. All the while, never moving or separating their hands even once. Yes, it is absolutely possible.	No prize	Large group	No teams	No setup	10 min
<b>Human Puzzle</b>	10 teams of two are tethered at the wrist with 1 short rope each. Each rope is linked together between the two. On go, partners much work together to unlink themselves without ever taking the rope off either of their wrists.	No prize	Small to medium	Up to 10 teams of two	No step	5-10 min

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<b>Ping Pong Tube Drop</b>	Two equal teams are lined up at one end of the dance floor. All players are given a spoon. On go, 1 player from each team places their spoon in their mouth and scoops up a ping pong ball, quickly moves across the floor without dropping the ball to the vertical tube on the other side and gently drop the ping pong ball into the tube without using hands. Once task is complete, they can then run back to their team, tag the next player and move to the back of the line. Race continues until all players have completed the task and rejoined the line	Team prize or no prize	Small to large	Two team relay	Minor setup, Uses timer	10 min
<b>Pantyhose Bowling</b>	Two equal teams are lined up at one end of the dance floor. 6 bottles are placed in a line at the opposite end of the floor. Each starter is given a stocking with a tennis ball at one end. On go, the starter must place stocking on head like a cap and quickly try to knock down only 1 bottle only using the tennis ball. Once task is complete, they can then run back to their team, remove the stocking, tag the next player and move to the back of the line. Race continues until all players have completed the task and rejoined the line.	Team prize or no prize	Small to medium	Two team relay	Minor setup, Bell	10 min
<b>Egg Toss (plastic)</b>	Partnering teams are lined up on either side of the dance floor about 6 feet from each other. One side is given a weighted plastic egg to toss. On go, team members will begin tossing the egg back and forth. When instructed each team must take 1 step backwards. If egg drops and cracks open at any time, that team is eliminated. Rounds continue until only 1 team remains.	2 prizes	Large group	Up to 24 teams of 2	Minor setup, 1 weighted egg per team, Large area needed, Definite borders marked	10 min
<b>Long Balloon Pass</b>	Two equal teams are lined up on either side of the dance floor closely spaced. Each starter is given an inflated balloon to hold between their legs. On go, the starter must turn around and quickly pass the balloon to the next team member's legs using legs only. The passing of the balloon continues between each player until it reaches the end. First team to complete the task wins!	Team prize or no prize	Medium to large	Two team relay	Minor setup	5 min
<b>Musical Chairs With a Twist</b>	Just like the typical game of musical chairs, all players bring chairs to form a circle on the dance floor facing out. One chair will be removed from play. Player will parade around chairs as music is played, once music stops they must quickly locate a nearby chair to sit in to be safe. The player standing without a chair is then asked a question about the guest of honor or given a task to complete. If they pass the round will start again, but if they fail they will be removed from play and another chair will be eliminated. These questions/tasks will continue until only 2-3 players remain who win the game.	2-3 prizes	Small to large	No teams	Equal # of chairs, some pre-setup depending on version	10 min
<b>Toothpick Lifesaver Pass</b>	Equal teams are made to stand in lines (boy/girl/boy/girl is best); Everyone is given one toothpick to place in mouth. A lifesaver candy is placed on first person's toothpick. On signal, the lifesaver is passed from team member to team member, using only their toothpicks. No hands allowed. If the lifesaver drops, a new one is supplied and play continues. The first team to pass their lifesaver to the last person in line wins.	Team prize or no prize	Small to large	Two team relay	No setup	5 min
<b>Suck It Up</b>	Two teams are lined up at one end of the dance floor. Each player is given a straw. On go, the starter from each team will race to the table and suck up 1 piece of paper and then race across the floor to deposit the paper into a bucket. Once task is complete, they can then run back to their team, tag the next player and move to the back of the line. Race continues until all players have completed the task and rejoined the line.	Team prize or no prize	Small to large	Two team relay	Minor setup, Table needed	5 min
<b>Scavenger Hunt</b>	This game is similar to musical chairs, but without the music. All players come to the dance floor with a chair. Everyone must sit. The players are then asked to go find a certain object (i.e. something green, a MasterCard, out of state license, a man's belt etc.) and then return to their chairs. While players are scrambling 1 chair is removed. The last player to return is eliminated for not having a chair. Game continues until 2-3 players remain.	2-3 prizes	Small to medium	No teams	Equal # of chairs, environment where multiple items can be found	10-15 min