

THE
BIG
BOOK OF
VIRAL
GAMES

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Celebrate with GAMES



Let the fun begin!

In a world where our schedules are packed and our attention is constantly pulled in a dozen different directions, meaningful time together has never been more valuable — or more needed. This book was created by a mom in Michigan who LOVES to see friends and family connect and have FUN!

If you've ever scrolled through social media and thought, "That looks so fun — but who has time to figure all that out?" — you're not alone. Viral party games are everywhere, but planning them can feel overwhelming. What supplies do you need? How do you set it up? Will it actually work in real life?

This book takes the guesswork out of the fun.

Inside, you'll find 40 carefully selected viral party games that have captured attention online and brought real joy to real gatherings. Each game comes with clear, step-by-step instructions and a complete supply list, so you can spend less time planning and more time enjoying the people around you.

Whether you're hosting a birthday party, family night, holiday gathering, team event, or just looking for a reason to laugh together, this collection was designed for you to have **ALL THE FUN** and **NONE** of the stress.

Our hope is simple: that these games spark laughter, create connection, and give you easy ways to bring people together again and again.

So gather your crew, pick a game, and let the fun begin.

Enjoy!

Celebrate with GAMES does not take credit for the creation or virality of any game found in this book. **PLAY ALL GAMES AT YOUR OWN RISK.**

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Shake it out!

Objective:

Players must shake all of the ping pong balls out of their tissue box.

Supplies Needed:

- Empty tissue boxes (one per player)
- String or belt (to tie the box around the player's waist)
- Ping pong balls (10-15 per box)
- Timer (optional)

Number of Players:

2 or more players

Setup:

- Tie an empty tissue box around each player's waist using string or a belt. The box should be positioned at the player's lower back.
- Fill each box with 10-15 ping pong balls.
- Make sure players have enough space to move around without bumping into each other.

Rules of the Game:

1. **Starting the Game:**
 - Players line up side by side.
 - On the count of three or a signal (e.g., "Go!"), all players start shaking their body to try and empty their boxes.
2. **Gameplay:**
 - Players must use their body movements (wiggling, jumping, twisting) to shake the ping pong balls out of the box.
 - Players are not allowed to use their hands to touch the box or the balls during the game.
 - You are not allowed to touch or block the other players in any way.
 - The goal is to empty the box as quickly as possible.
3. **Winning the Game:**
 - The first player to shake all the ping pong balls out of their box WINS!

Additional Information:

- For an added challenge, players can be asked to stay within a designated area while shaking.
- Players can compete in teams, the fastest team to empty all their boxes WINS!

Vacuum Pong

Objective:

Players must throw ping pong balls into the opposing team's Roomba-type vacuum-mounted plastic cups to remove them, aiming to be the last team with cups remaining.

Supplies Needed:

- 1 or more Roomba-type vacuum cleaners
- Plastic cups
- Ping pong balls
- Tape
- 2 tables (4 or 6 feet long)

Number of Players:

2 or more players

Setup:

- Place the two tables across from each other (as if you were setting up cornhole) and place a Roomba-type vacuum on each one.
- Tape plastic cups to the top of each vacuum in the shape of a pyramid: one line of three cups, one line of two cups, and one cup at the top.

Rules of the Game:

1. **Starting the Game:**
 - On the count of three or a signal (e.g., "Go!"), the Roombas are turned on and start moving around the tables.
 - **CAUTION:** Roomba or Roomba-like vacuums are typically built with a sensor that stops them from falling off any edges or down stairs. Be sure that your vacuum has this feature before playing. Vacuum may break if it falls off the table.
 - Players take turns trying to throw a ping pong ball into the opposing team's Roomba-mounted plastic cups.
2. **Gameplay:**
 - If a player successfully lands a ping pong ball into an opposing team's cup, the opposing team must remove that cup from their vacuum.
 - The game continues until one team has all of their cups removed.
3. **Winning the Game:**
 - The last team to lose all their cups WINS!

Additional Information:

- For an added challenge, integrate the game of HORSE. HORSE is a game where players take turns attempting shots from anywhere in the vicinity, and everyone must copy the shot if it's made – TO INCLUDE making it in the same exact cup. Miss a copied shot and you earn a letter—H, O, R, S, E. After a missed shot, it is the opposing teams turn to make up the next trick shot. Instead of removing cups from the vacuum to determine the winner, the first player/team to spell HORSE loses.

Gift Grab Trivia

Objective:

Players must answer trivia questions correctly in order to win and keep a gift from the gift stash. The game continues until all gifts are distributed.

Supplies Needed:

- Sack or basket
- Wrapped Gifts (large or small)
- Timer
- Trivia questions

Number of Players:

4 or more players

Setup:

- Fill a sack or basket with wrapped gifts of varying sizes.
- Arrange all participants in a circle, either seated on the floor or in chairs ensuring that everyone can easily pass the sack/basket around the circle.

Rules of the Game:

1. **Starting the Game:**
 - On the signal (e.g., "Go!"), the timer starts, and players begin passing the sack/basket around the circle.
2. **Gameplay:**
 - When the timer stops, the person holding the gifts must answer a trivia question within 5 seconds.
 - If they answer correctly, they get to take and open a gift.
 - If they answer incorrectly, they do not receive a gift, and the sack continues being passed when the timer restarts.
3. **Winning the Game:**
 - There is no clear winner. The game continues until all the gifts have been distributed.

Additional Information:

- For added fun, consider including different levels of trivia difficulty, with larger or more desirable presents being awarded for harder questions.
- Players can be encouraged to help each other if younger participants are involved.
- When planning ahead, ask participants to bring one or more wrapped gifts to add to the collection. This helps with cost and gift diversity.

Feather Frenzy

Objective:

Players must scoop as many feathers as possible while blindfolded within 40 seconds. The player with the most feathers at the end wins.

Supplies Needed:

- 2 large bowls
- Large Bag of Feathers
- Blindfold
- 2 Large Spoons or Spatulas
- Timer

Number of Players:

2 or more players

Setup:

- Give each player a large empty bowl.
- Spread the bag of feathers on the table/counter in front of the player.
- Provide each player with a blindfold and a large spoon/spatula.

Rules of the Game:

1. **Starting the Game:**
 - Players put on their blindfolds and stand or sit in front of their bowls.
 - On the signal (e.g., "Go!"), the timer starts, and players begin scooping feathers in to the empty bowl using the spoon/spatula.
2. **Gameplay:**
 - Players must use the spoon/spatula to scoop the feathers without touching the bowl with their hands to feel for its location.
 - The objective is to transfer as many feathers as possible to the empty bowl within 40 seconds.
3. **Winning the Game:**
 - Count the feathers that each player has gathered in the bowl once their turn has ended.
 - The player with the most feathers within the time limit WINS!

Additional Information:

- For added difficulty, players can be asked to use their non-dominant hand to scoop the feather.

Charades

Objective:

Players must act out characters, animals, or activities without speaking, while their team tries to guess what they are acting out.

Supplies Needed:

- Charades prompts (cut individually)
- Timer
- Bowl or hat to hold the slips of paper with charades prompts on them

Number of Players:

4 or more players, divided into teams

Setup:

- Place charades prompts in a bowl or hat.
- Divide players into two or more teams.
- Ensure there is enough space for players to stand and act out their charades.

Rules of the Game:

1. **Starting the Game:**
 - Teams take turns. One player from the team draws a slip of paper from the bowl and reads it without showing it to anyone else.
 - The timer is set for 1 minute.
2. **Gameplay:**
 - The player with the prompt must act it out without speaking, using only gestures and movements.
 - The player's team has 1 minute to guess the correct answer.
 - If the team guesses correctly within the time limit, they earn a point.
 - If they cannot guess correctly, no points are awarded and play moves to the next team.
 - The game continues until all prompts have been used or for a set number of rounds – your choice.
3. **Winning the Game:**
 - The team with the most points at the end of the game WINS!

Additional Information:

- Teams can choose to pass – if the team that was passed to wins, the original team loses 1 point for passing. If the team that was passed to loses, the original team gains 1 point.

Party Blower Cup Run

Objective:

Players must use a party blower to knock cotton balls off plastic cups set in a line. The goal is to be the fastest person to blow off all the cotton balls without tipping the cups over, and then stack the cups back where you started to win.

Supplies Needed:

- 10 plastic cups per team
- Cotton balls
- Party blowers (1 per player)

Number of Players:

2 or more players, divided into teams

Setup:

- Set up 10 Plastic cups upside down in a straight line for each team.
- Place a cotton ball on top of each Plastic cup.
- Provide each player with a party blower.

Rules of the Game:

1. **Starting the Game:**
 - Players start at the beginning of their line of cups.
 - On the signal (e.g., "Go!"), players begin blowing the cotton balls off the cups using the party blower.
2. **Gameplay:**
 - Players must use the party blower to blow the cotton balls off the cups one by one.
 - If a player tips over a cup, they must set it back up and blow the cotton ball off again before continuing.
 - After all the cotton balls have been blown off, players must stack the cups back to where they started to finish.
3. **Winning the Game:**
 - The first player or team to successfully blow off all the cotton balls and stack their cups at the start WINS!

Additional Information:

- You can play in teams. The first team to have each of its players successfully complete a round WINS!

Cotton Ball Hustle

Objective:

Players must put plastic cups on their hands to pick up cotton balls (or feathers) from the table and place them on a plate. The player with the most cotton balls on their plate at the end wins.

Supplies Needed:

- Plastic cups (2 per player)
- Cotton balls (enough to spread across the table) OR large bag of feathers
- Plates (1 per player)
- Timer

Number of Players:

2 or more players

Setup:

- Spread cotton balls (or feathers) all over a table.
- Give each player two plastic cups to wear on their hands.
- Provide each player with a plate.

Rules of the Game:

1. **Starting the Game:**
 - Players start by standing around the table with cotton balls spread out.
 - The timer is set for 40 seconds.
 - On the signal (e.g., "Go!"), players begin using the plastic cups on their hands to pick up cotton balls.
2. **Gameplay:**
 - Players must use only the plastic cups on their hands to pick up the cotton balls/feathers and place them on their plate.
 - No hands or other body parts are allowed to touch the cotton balls/feathers directly.
 - Players continue until the time is up.
3. **Winning the Game:**
 - Once the time is up, count the number of cotton balls/feathers on each player's plate.
 - The player with the most on their plate WINS!

Additional Information:

- Increase or decrease the time limit to adjust difficulty.

Balloon Buster

Objective:

Players must try to step on and pop other players' balloons while keeping their own balloons intact. The last player with a balloon wins.

Supplies Needed:

- Balloons (2 per player)
- String/yarn to tie balloons to ankles

Number of Players:

3 or more players

Setup:

- Blow up two balloons for each player.
- Loosely tie the balloons to each player's ankles, with one balloon hanging off the outer side of each ankle.
- Ensure there is enough space for players to move around freely.

Rules of the Game:

1. **Starting the Game:**
 - Players stand in an open area with their balloons tied to their ankles.
 - On the signal (e.g., "Go!"), players begin trying to step on and pop other players' balloons.
2. **Gameplay:**
 - Players must use their feet to step on other players' balloons while avoiding having their own balloons popped.
 - No hands or other body parts are allowed to be used to protect or pop balloons.
 - No hands or other body parts are allowed to touch the other players.
 - Players continue until only one player has at least one balloon remaining.
3. **Winning the Game:**
 - The last player with at least one balloon still intact WINS!

Additional Information & Safety Disclaimer:

- **THIS IS A VERY PHYSICALLY ACTIVE GAME – PLAY AT YOUR OWN RISK.**

Plate Precision

Objective:

Players must bounce ping pong balls towards a plate placed at the end of the table. The player who lands the most ping pong balls on the plate within the set time wins.

Supplies Needed:

- Plate (1 per game)
- Ping pong balls (several per player)
- Painter's Tape
- Table
- Timer

Number of Players:

2 or more players

Setup:

- Place a tape line at the opposite end of the table indicating the distance that the plate must be from each player.
- Place a plate past the tape line at the end of the table.
- Players stand at the opposite end of the table, each with several ping pong balls.

Rules of the Game:

1. **Starting the Game:**
 - Players stand at the designated end of the table, opposite the plate.
 - On the signal (e.g., "Go!"), players begin bouncing ping pong balls towards the plate.
2. **Gameplay:**
 - Players must bounce the ping pong balls across the table, aiming to land them on the plate.
 - The game continues until the timer runs out.
3. **Winning the Game:**
 - The player who successfully lands the most ping pong balls on the plate within the set time WINS!

Additional Information:

- HINT: This is a game of precision. Attempts to quickly or aggressively bounce the ping pong ball toward the plate doesn't always mean success.

Candy Rush

Objective:

Players must slide fun-sized candy down a table to earn points by landing them across different taped lines. The player with the highest score wins.

Supplies Needed:

- Fun-sized Candy (several per player)
- Painter's Tape
- Table

Number of Players:

2 or more players

Setup:

- Use tape to mark three lines across the end of the table:
 - Closest line: 3 points
 - Midway line: 5 points
 - Farthest line: 10 points (leave space between this tape line and the end of table as that is the scoring zone).
- Players stand at the opposite end of the table, each with several pieces of candy.

Rules of the Game:

1. **Starting the Game:**
 - Players stand at the designated end of the table, opposite the taped lines.
 - On the signal (e.g., "Go!"), players begin sliding their candy down the table.
2. **Gameplay:**
 - Players take turns sliding one piece of candy at a time down the table, aiming to land the candy across the different taped lines to earn points.
 - Each player continues until all their candy has been slid down the table.
 - Candy that lands on or across the closest line earns 3 points, those that reach on or across the midway line earn 5 points, and candy that reaches on or across the farthest line earns 10 points.
3. **Winning the Game:**
 - The player with the highest total score after all candy has been slid WINS!

Additional Information:

- For added difficulty, players can be asked to slide the candy with their non-dominant hand.

Heads, Shoulders, Knees, and CUPS!

Objective:

Players must follow the caller's commands to touch different parts of their body with their hands and quickly grab the cup when prompted. The last player remaining wins.

Supplies Needed:

- ☐ Plastic Cups - One per pair of players
- ☐ Caller

Number of Players:

5 or more (2 or more teams + Caller)

Setup:

- Each team stands in a line, facing their opponent. Each pair of players should have a cup placed between them (cups form a line down the center between the two lines of opponents).
- Ensure that there is enough space for everyone to move freely.

Rules of the Game:

1. **Starting the Game:**
 - Players stand facing their opponent with a cup placed between them.
 - A designated caller stands nearby to give commands.
2. **Gameplay:**
 - The caller announces different parts of the body for players to touch with their hands (e.g., knees, ears, toes).
 - When the caller says "CUP," players must quickly grab the cup in front of them.
 - The player who grabs the cup first wins the round, while the other player is eliminated.
 - You then move to ensure each player is across from an opponent.
 - The game continues until only two players remain for the final round.
3. **Winning the Game:**
 - The last two players face off, and the player who grabs the cup first in the final round WINS!

Additional Information:

- For added excitement, the caller can vary the speed and frequency of commands to make the game more challenging.
- THIS IS A VERY PHYSICALLY ACTIVE GAME – PLAY AT YOUR OWN RISK

Trivia Tic Tac Toe

Objective:

Opponents must answer trivia questions correctly to earn the chance to make a move on a Tic Tac Toe board. The first team to complete a row of three wins.

Supplies Needed:

- Trivia questions
- Large Tic Tac Toe board (can be drawn on a whiteboard or made on the floor with painter's tape)
- Markers for each team to represent X's and O's (different colored plastic cups, throw pillows, cornhole beanbags, etc.)

Number of Players:

2 teams of 1 or more players

Setup:

- Set up a large Tic Tac Toe board that both teams can easily access.
- Designate one team as "X" and the other as "O." Each team has its own set of markers.

Rules of the Game:

1. **Starting the Game:**
 - A trivia question is read aloud to both teams.
 - The first player to answer the question correctly earns the chance to make a move on the Tic Tac Toe board.
2. **Gameplay:**
 - After answering correctly (while the next trivia question is already being read), the player races to the board and places their marker (either an "X" or an "O") in the spot of their choice.
 - Another trivia question is then read aloud, and the process continues.
 - Players must continue answering questions and making moves until one team completes a row of three markers (horizontally, vertically, or diagonally).
3. **Winning the Game:**
 - The first team to complete a row of three markers on the Tic Tac Toe board WINS!

Additional Information:

- Instead of trivia, you could create a task that each player has to do before they make a move. Example: spin around 4 times before you grab your marker and run to the board.

Blow Hard or Go Home

Objective:

Players must blow out as many tea lights as possible with one blow, starting from the first candle and aiming down the line. The player who blows out the most candles wins.

Supplies Needed:

- Tea lights (several, depending on the length of the line)
- Lighter or matches
- Table

Number of Players:

2 or more players

Setup:

- Set up a line of tea lights on a table and establish a start line.
- Light all the tea lights.
- Ensure players have enough space to stand comfortably at the end of the table.

Rules of the Game:

1. **Starting the Game:**
 - Players take turns standing at the designated end of the table.
 - On the signal (e.g., "Go!"), the player takes one deep breath and blows, trying to extinguish as many tea lights as possible.
2. **Gameplay:**
 - Players must start blowing from the first candle in the line and aim to blow out as many candles as possible in one breath – while NOT crossing the start line.
 - Only one blow is allowed per turn.
 - The next player then takes their turn, following the same rules.
3. **Winning the Game:**
 - The player who blows out the most tea lights in one blow WINS!

Additional Information:

- For extra fun, create a key phrase that every player must say while blowing out the candles. Example: Supercalifragilisticexpialidocious
- **PLAY AT YOUR OWN RISK – THIS GAME INVOLVES AN OPEN FLAME – RISK OF FIRE OR INJURY IS POSSIBLE**

Balloon Train

Objective:

Players must work together to bring balloons from one end of a designated space to the other, adding a new balloon between them with each trip. The goal is to create a balloon train and successfully transport all the balloons without dropping them.

Supplies Needed:

- Balloons (at least 5-7, depending on the number of players)
- 2 Baskets (1 per team; optional, for holding the balloons at the starting point)
- Painter's Tape

Number of Players:

2 or more players

Setup:

- Place balloons in a basket or on the floor at one end of a designated space.
- Mark a 'Start' line on the floor.
- Ensure there is enough room for players to move freely between the two ends of the space.

Rules of the Game:

1. **Starting the Game:**
 - Each team forms a line behind the 'Start' line.
 - On the signal (e.g., "Go!"), the first in line for each team runs down to their basket of balloons and brings one back to the start line.
2. **Gameplay:**
 - After bringing the first balloon back, the player places the balloon between themselves and the second player – first player is facing forward while holding the balloon against their back; the second player then pushes their stomach against the balloon to hold it in place.
 - Both players then go down to retrieve another balloon, keeping the first balloon between them without using their hands.
 - They bring the second balloon back and add it between the second and third player.
 - This process continues until all balloons are collected and the players have formed a balloon train.
3. **Winning the Game:**
 - The first team that successfully adds the final balloon to the balloon train and runs down around the balloon basket and back to the start line without dropping any WINS!

Additional Information:

- If a balloon is dropped, players must pick up the balloon before beginning to move forward again.

Plastic Wrap Prize Ball

Objective:

Players must unwrap a plastic wrap ball containing prizes as quickly as possible while the person next to them attempts to roll doubles with dice or while a timer runs. The goal is to collect as many prizes as possible before the ball is passed to the next player.

Supplies Needed:

- Saran wrap/Plastic Wrap
- Prizes (e.g., money, trinkets, lottery tickets, candy, lip balm, fidget toys, gum, etc.)
- Dice OR Timer

Number of Players:

3 or more players

Setup:

- Wrap prizes in many tight layers of plastic wrap to create a large ball, starting with the most desirable prize at the center and adding more prizes as you wrap.
- Players sit in a circle.
- Ensure there is enough space for everyone to participate comfortably.

Rules of the Game:

1. **Starting the Game:**
 - One player starts with the plastic wrap ball, while the player to their right has the dice OR you set a timer for 20 seconds.
 - On the signal (e.g., "Go!"), the player with the ball begins unwrapping as quickly as possible.
2. **Gameplay:**
 - The player unwrapping the ball tries to collect as many prizes as possible until the person with the dice rolls doubles or until the timer runs out.
 - Once doubles are rolled or the timer ends, the plastic wrap ball is passed to the next player, and the dice or timer moves to the next person.
 - Players continue unwrapping and collecting prizes until the entire ball is unwrapped.
3. **Winning the Game:**
 - There is no single winner; the goal is for each player to collect as many prizes as possible during their turn.

Additional Information:

- For added difficulty, have players wear oven mitts while trying to unwrap the ball.

Hot Air Hustle

Objective:

Players use the air from blown-up balloons (without tying them) to push a plastic cup back and forth across a table. The goal is to knock the plastic cup off the end of the table to earn a point.

Supplies Needed:

- Blown-up balloons (not tied)
- Plastic cup
- Table

Number of Players:

2 or more players

Setup:

- Place a plastic cup in the center of the table.
- Have each player blow up their balloon (do not tie the end).
- Players stand on opposite sides of the table - lengthwise.

Rules of the Game:

1. **Starting the Game:**
 - Players take turns using the air from their balloon to push the plastic cup across the table towards their opponent (point the balloon at the cup and pinch the mouthpiece of the balloon to force air out of the balloon).
 - On the signal (e.g., "Go!"), players release the air from their balloon to move the cup.
2. **Gameplay:**
 - Players must use only the air from their balloon to push the plastic cup back and forth.
 - The objective is to knock the cup off the opponent's end of the table to earn a point.
 - Players re-inflate their balloons as necessary.
3. **Winning the Game:**
 - The first player to knock the cup off the end of the table 5 times WINS!
 - OR, if playing in teams, once a player knocks the cup off the table it becomes the next player in line's turn. Only the team that successfully knocked the cup off of the table rotates turns with the next player in line. The first team to have each player successfully complete a round WINS!

Additional Information:

- Players may only use their hands when picking up the cup to reset it if it's been knocked off the table.

Cookie Crunch

Objective:

Players must get a cookie from their forehead to their mouth without using their hands. The first player to do so wins.

Supplies Needed:

- Cookie of your choice (1 per player)

Number of Players:

4 or more players, divided into teams

Setup:

- Divide players into teams.
- One player from each team stands in a circle.
- Give each player a cookie.

Rules of the Game:

- 1. Starting the Game:**
 - Players stand in a circle and look up, placing a cookie on their forehead.
 - On the signal (e.g., "Go!"), players begin moving the cookie from their forehead to their mouth without using their hands.
- 2. Gameplay:**
 - Players must move their face and body to try to get the cookie into their mouth without dropping it.
 - If the cookie drops, the player must place it back on their forehead and start over.
- 3. Winning the Game:**
 - The first player to successfully get the cookie into their mouth without using their hands WINS!

Additional Information:

- Can be played in teams, relay style. One person on each team plays at a time. The next player can start once the player before them has completed the challenge. The first team to complete the challenge WINS!

Cup Catch Chaos

Objective:

Players must successfully toss and catch a ping pong ball or marshmallow into each cup, then stack all cups back at the start line as fast as possible.

Supplies Needed:

- Plastic cups (10 or more per player)
- Ping pong balls or marshmallows (one per cup)
- Flat playing surface (table or floor)
- Start line

Number of Players:

2 or more players

Setup:

- Line up 10 or more plastic cups upside down in a straight line for each player.
- Place one ping pong ball or marshmallow on top of each upside-down cup.
- Mark a clear start line where players will return and stack their cups once completed.
- Ensure each player has their own lane of cups to avoid interference.

Rules of the Game:

1. **Starting the Game:**
 - Players stand behind their line of cups.
 - On the signal (e.g., “Go!”), all players begin at the first cup in their line.
2. **Gameplay:**
 - Players grab one cup at a time.
 - They must toss the ping pong ball or marshmallow straight up into the air, flip the cup upright, and catch the item inside the cup.
 - If the ball or marshmallow is dropped or not caught in the cup, the player must reset that cup upside down with the item on top and try again.
 - Players may not move on to the next cup until they successfully complete the current one.
 - After catching the item, players continue down the line.
 - Once all cups have been successfully completed, players must stack all their cups and return them to the start line.
3. **Winning the Game:**
 - The first player to finish all catches and stack their cups back to the start line WINS!

Additional Information:

- For an added challenge, require players to use only their non-dominant hand.
- This game can be played relay-style with teams.
- Swap marshmallows for ping pong balls to adjust difficulty.

Bingo Bounce

Objective:

Players must bounce ping pong balls into a muffin tin that has a random number taped to the bottom that correlates to a plastic cup, under which there is a prize. The goal is to collect as many prizes as possible.

Supplies Needed:

- Muffin tin
- Ping pong balls
- Tape
- Plastic cups
- Prizes (small items to place under plastic cup)
- Paper and marker for numbering

Number of Players:

2 or more players

Setup:

- Tape a random number to the inner bottom of each muffin tin spot.
- On a separate table, spread out plastic cups upside down, each with a number taped to the bottom of the cup (facing up) to match a number in the muffin tin.
- Place a small prize under each plastic cup.
- Set the muffin tins at the end of a long table.

Rules of the Game:

1. **Starting the Game:**
 - Players take turns standing at the opposite end of the table from the muffin tin.
 - On their turn, a player bounces a ping pong ball, aiming to land it in one of the muffin tin spots.
2. **Gameplay:**
 - When a player lands the ping pong ball in a muffin tin spot, they check the number taped at the bottom of that spot.
 - The player then finds the plastic cup with the matching number and gets the prize underneath it.
 - Players continue taking turns until all prizes have been collected.
 - If a player lands in a spot that is already taken, they do not collect a prize and it is the next player's turn.
3. **Winning the Game:**
 - There is no overall winner.

Additional Information:

- Instead of making it a prize-oriented game, you could make it a challenge game. (e.g., do a handstand for 10 seconds). Replace the numbers taped to the inside of the muffin tins with challenges.

Musical Cups

Objective:

Players must grab a cup when the music stops and avoid being the player left without a cup.

Supplies Needed:

- Plastic cups
- Table
- Music (phone, speaker, or music player)

Number of Players:

3 or more players

Setup:

- Place a table in the center of the playing area.
- Arrange the plastic cups on the table in any formation you like (scattered, circle, line, etc.).
- Use one fewer cup than the total number of players.
- Make sure there is enough space around the table for players to move about safely.

Rules of the Game:

1. **Starting the Game:**
 - Players stand around the table, spaced evenly apart.
 - Start the music and have players walk in a circle around the table.
2. **Gameplay:**
 - While the music is playing, players must continue walking around the table.
 - When the music stops, all players rush to grab one cup from the table.
 - The player who does not grab a cup is eliminated from the game.
 - Remove one cup from the table before the next round begins.
 - Repeat the process with the remaining players.
3. **Winning the Game:**
 - The last player remaining with a cup WINS!

Additional Information:

- Change the cup layout each round to keep players guessing.
- For an added challenge, require players to walk in a specific direction or switch directions mid-round.

Square Bound

Objective:

Players must remain inside their square while marching in place without being able to see.

Supplies Needed:

- Painter's tape
- Blindfolds (one per player)
- Music (phone, speaker, or music player)
- Timer (optional)

Number of Players:

3 or more players

Setup:

- Use painter's tape to create several squares of the same size on the floor (2'x2', 3'x3', etc. - you choose).
- Have each player stand inside a taped square.
- Blindfold all players before the game begins.
- Ensure the play area is clear of obstacles for safety.

Rules of the Game:

1. **Starting the Game:**
 - Players stand inside their assigned square.
 - Put blindfolds on and start the music.
2. **Gameplay:**
 - While the music is playing, players must march in place.
 - Players are not allowed to remove their blindfolds during the round.
 - Players must continuously march through the entire round. Any player that stops for more than 2 seconds is eliminated.
 - When the music stops or the allotted time ends, players must freeze.
 - Any player who is fully outside their square is eliminated.
 - Repeat this process until there is only one player left in the game.
3. **Winning the Game:**
 - The last player remaining inside their square WINS!

Additional Information:

- Gradually shorten or lengthen the music time each round to increase difficulty.
- Squares can be made smaller in later rounds for an added challenge.

Toilet Paper Ping Pong

Objective:

Players must use a straw to transfer ping pong balls from a bowl and place them into the holes on top of toilet paper rolls faster than the opposing team.

Supplies Needed:

- Toilet paper rolls (5 or more per team)
- Ping pong balls
- Straws (one per player)
- Bowls (one per team)
- Table

Number of Players:

4 or more players (2 or more per team)

Setup:

- Divide players into two or more teams.
- Place a table between the teams.
- Line up 5 or more toilet paper rolls in a row on each side of the table, with one row per team.
- Place a bowl filled with ping pong balls in front of each team's row.
- Have one player from each team stand at the front of their line holding a straw.

Rules of the Game:

1. **Starting the Game:**
 - Players line up facing their team's row of toilet paper rolls.
 - On the signal (e.g., "Go!"), the first player from each team begins.
2. **Gameplay:**
 - Players must use only the straw to suck up a ping pong ball from the bowl.
 - They then move the ball and place it into the hole on top of a toilet paper roll.
 - If a ball is dropped at any point, the player must return to the bowl and get a new ball.
 - Teams may rotate players after each successful placement, or each player on a team may complete the entire row (house rules).
3. **Winning the Game:**
 - The first team/player to successfully place a ping pong ball into all of their toilet paper rolls WINS!

Additional Information:

- Increase the number of rolls for longer rounds.

Sticky Slap

Objective:

Players try to snag an item (quarter, dollar, candy, etc.) off the table using a sticky hand for fast, chaotic fun.

Supplies Needed:

- Sticky hands (one per player)
- Item (quarter, dollar, candy, etc.)
- Table

Number of Players:

2 or more players

Setup:

- Place an item in the center of the table.
- Have players stand evenly spaced around the table.
- Give each player a sticky hand.

Rules of the Game:

1. **Starting the Game:**
 - Players hold the long end of their sticky hand.
 - On the signal (e.g., “GO!”), all players throw their sticky hand toward the item at the same time.
2. **Gameplay:**
 - Players may only use the sticky hand to try to grab the item.
 - Hands may not touch the item or the table during play.
 - Once the item is removed, the round ends.
3. **Winning the Game:**
 - The first player to stick to the item and whip it off the table WINS! (If house rules allow, players can keep the item)
 - Players can play as many rounds as they like, with a different winner each round.

Additional Information:

- For added difficulty, require players to switch to their non-dominant hand to hold the sticky hand.

Don't Touch That!

Objective:

Players must react quickly and avoid touching the color that is called out.

Supplies Needed:

- 2 sets of 4–8 sheets of different colored paper
- Flat playing surface (table or floor)
- Caller (no supplies needed)

Number of Players:

3 or more players - 2 players compete at a time, plus 1 caller

Setup:

- Place 4–6 sheets of different colored paper on a table in front of each player.
- Each competing player should have the same colors arranged in front of them.
- Designate one person to be the caller.
- Ensure players have enough space to clearly see and reach all colors.

Rules of the Game:

1. **Starting the Game:**
 - Two players stand or sit facing their colored papers.
 - The caller prepares to call out colors at random.
2. **Gameplay:**
 - When the caller yells out a color, players must immediately touch any color **EXCEPT** the one that was called.
 - Players may only touch one sheet per call.
 - If a player touches the color that was called, they are eliminated from that round.
3. **Winning the Game:**
 - The player who does not touch the called color WINS!
 - New players rotate in for the next round.

Additional Information:

- Change the paper layout each round to prevent pattern memorization.
- Add fake-outs by pausing or repeating colors for extra challenge.
- The caller may increase speed or call colors rapidly to increase difficulty.

Reverse Charades

Objective:

The player must guess the charades prompt by acting out clues given by their teammates—or, in a relaxed version, everyone takes turns giving and acting out clues.

Supplies Needed:

- Charades prompt (cut individually)
- Large bowl
- Timer (optional)
- Space to act freely

Number of Players:

3 or more players

Setup:

- Divide players into teams, or play in a casual, non-team format.
- Place charades prompts in a large bowl.
- Decide on the order of players who will guess and who will give clues.

Rules of the Game:

1. **Starting the Game:**
 - Select one player to be the guesser.
 - The rest of the team (or group) sees the charades prompt but the guesser does not.
2. **Gameplay:**
 - The guesser stands ready to act out the clue.
 - The teammates give clues to the charade prompt.
 - The guesser tries to guess the prompt based on the actions they are being asked to do.
 - Clues continue until the guesser guesses correctly or passes on their turn.
 - Rounds continue with new players taking turns as the guesser or clue givers.
3. **Winning the Game:**
 - Teams or individuals can keep score if desired—count the number of correct guesses in a set time or number of rounds.
 - Alternatively, play casually for fun without tracking winners.

Additional Information:

- Encourage creativity—dramatic, funny, or over-the-top acting is part of the fun!

Cup Dash

Objective:

Players race to quickly and strategically transfer all of their cups into a receptacle bin, using speed and smart placement to win.

Supplies Needed:

- Plastic cups (20 or more per player)
- Receptacle bin or container
- Table or flat surface

Number of Players:

2 or more players

Setup:

- Create two lines of 20 plastic cups—one line for each player—on the floor.
- Place a receptacle bin at the end of line, positioned to catch the cups.
- Make sure players have enough space to move freely.

Rules of the Game:

1. **Starting the Game:**
 - Players stand at their respective lines of cups.
 - On the signal (e.g., “Go!”), the race begins.
2. **Gameplay:**
 - Players pick up one cup at a time and place it into the bin.
 - Players may choose which end of their line to start from, using strategy to maximize speed.
 - If a cup is dropped, the player must pick it up and place it properly into the bin before continuing.
 - Players continue transferring cups one by one until all cups are in the bin.
3. **Winning the Game:**
 - The first player to successfully place all of their cups into the bin WINS!

Additional Information:

- This game encourages strategy—choosing the best starting end and developing a smooth rhythm can make a big difference.
- Increase difficulty by spacing cups further apart or adding obstacles around the bin.

Balloon Blitz

Objective:

Players must keep a balloon in the air while collecting ping pong balls and placing them in a bucket, all without leaving the designated square.

Supplies Needed:

- Painter's tape
- Bucket (one per player)
- Ping pong balls
- Balloon (one per player)

Number of Players:

2 or more players

Setup:

- Use painter's tape to mark a large square on the floor.
- Scatter a bunch of ping pong balls inside the square.
- Give each player a bucket and a blown up balloon.
- Ensure the square is clear of obstacles for safe movement.

Rules of the Game:

1. **Starting the Game:**
 - Players stand or sit inside their square with their bucket and balloon.
 - On the signal (e.g., "Go!"), the game begins.
2. **Gameplay:**
 - Players must keep their balloon in the air at all times.
 - While keeping the balloon afloat, players collect ping pong balls scattered inside the square and place them into their bucket.
 - Players must remain inside the boundaries of the square at all times.
 - If the balloon touches the ground, their turn ends.
 - If a player steps outside the square, their turn ends.
 - Their turn ends when time is up or they've defaulted to end their turn.
3. **Winning the Game:**
 - The player who collects the most ping pong balls in their bucket at the end of their turn WINS!

Additional Information:

- For added challenge, reduce the size of the square or increase the number of balls.

Flip Cup Tic Tac Toe

Objective:

Teams race to flip cups and place them on a tic tac toe board, aiming to be the first team to get three in a row.

Supplies Needed:

- Plastic cups in two different colors (one color per team) OR mark the bottom of your plastic cups with X's and O's to differentiate teams
- 9 sheets of paper
- Table
- Starting line marker (tape, cone, anything around the house)

Number of Players:

4 or more players - 2 or more players per team

Setup:

- Tape 9 sheets of paper to the table in a 3×3 grid to create a tic tac toe board.
- Place a stack of cups for each team on opposite sides of the board.
- Use different colored cups or marked cups to represent each team.
- Mark a starting line across the room from the table.
- Have both teams line up behind the starting line.

Rules of the Game:

1. **Starting the Game:**
 - On the signal (e.g., "Go!"), the first player from each team runs to the table.
2. **Gameplay:**
 - Players grab one cup from their team's stack.
 - They place the cup upside down on the edge of the table and attempt to flip it so it lands right side up.
 - Players must continue flipping until the cup lands right side up.
 - Once successful, the player places the cup into an open square on the tic tac toe board.
 - The player then runs back to the starting line and tags the next teammate.
 - Only one player from each team may be flipping at a time.
3. **Winning the Game:**
 - The first team to place three cups in a row (horizontally, vertically, or diagonally) WINS!

Additional Information:

- Teams should think strategically about cup placement to block the opposing team.
- For faster rounds, limit each player to one flip attempt per turn before tagging the next teammate.

Blow Out Battle

Objective:

Teams race to blow out a candle using only head movement and a paper plate held in their mouth.

Supplies Needed:

- Paper plates (one per player)
- Candles (2 total)
- Lighter or matches
- Table or candle holders
- Starting line marker (tape or cone)

Number of Players:

5 or more players - 2 or more players per team + candle re-lighter

Setup:

- Divide players into two or more teams.
- Have teams line up behind a marked starting line.
- Place two candles across the room from the starting line—either held safely by a teammate or set securely on a table.
- Assign one person to remain near the candles to relight them between players.
- Ensure the area around the candles is clear of flammable items.

Rules of the Game:

1. **Starting the Game:**
 - Teams line up behind the starting line.
 - On the signal (e.g., “Go!”), the first player from each team runs to the candles.
2. **Gameplay:**
 - Players place a paper plate in their mouth.
 - Without using their hands, players shake their head up and down and side to side to try to blow out the candle using the paper plate.
 - Players may not touch the candle or plate with their hands once the attempt begins.
 - Once the candle is blown out, the player runs back to the starting line and tags the next teammate.
 - The candle re-lighter lights the candle before the next player begins.
 - Each player must successfully blow out the candle before tagging the next teammate.
3. **Winning the Game:**
 - The first team to have all of its players successfully blow out the candle WINS!

Additional Information & Safety Disclaimer:

- This game involves open flames and should only be played with adult supervision.
- **PLAY AT YOUR OWN RISK – THIS GAME INVOLVES AN OPEN FLAME – RISK OF FIRE OR INJURY IS POSSIBLE**

Balloon Pop Relay

Objective:

Teams race to pop balloons by sitting on them and tagging in teammates until everyone has completed the challenge.

Supplies Needed:

- Balloons (one per player)
- Bin for balloons (optional)
- Chairs (one per team)
- Starting line marker (tape or cone)

Number of Players:

4 or more players - 2 or more players per team

Setup:

- Divide players into two or more teams.
- Have teams line up behind a marked starting line.
- Place a chair for each team a short distance from the starting line.
- Place balloons on the floor or in a bin next to each chair.
- Ensure the play area is clear and chairs are stable.

Rules of the Game:

1. **Starting the Game:**
 - Teams line up behind the starting line.
 - On the signal (e.g., “Go!”), the first player from each team runs to their chair.
2. **Gameplay:**
 - Players must grab the balloon and sit on it to pop it.
 - Hands may be used to position the balloon, but players may not stomp or use other objects to pop it.
 - Once the balloon pops, the player runs back to the starting line and tags the next teammate.
 - The next player repeats the process with a new balloon.
 - This continues until all players on a team have completed the challenge.
3. **Winning the Game:**
 - The first team to have all of its players pop a balloon and return to the starting line WINS!

Additional Information:

- For added challenge, place the chair farther from the start line.

Knock It Off!

Objective:

Players must keep a plastic cup balanced upside down on their head while trying to knock other players' cups off to eliminate them from the game.

Supplies Needed:

- Plastic cups (one per player)
- Open play area
- Number of Players:
- 3 or more players

Number of Players:

4 or more players - 2 or more players per team

Setup:

- Give each player one plastic cup.
- Players place the cup upside down on top of their head.
- Make sure the play area is clear of obstacles and has enough space for movement.

Rules of the Game:

1. **Starting the Game:**
 - All players stand in the play area with cups balanced on their heads.
 - On the signal (e.g., "Go!"), the game begins.
2. **Gameplay:**
 - Players walk around and attempt to knock other players' cups off their heads.
 - Players may not use their hands to catch their own cup or hold a cup in place.
 - If a player's cup falls off their head, they are eliminated.
 - Eliminated players step out of the play area.
3. **Winning the Game:**
 - The last player remaining with a cup still balanced on their head WINS!

Additional Information:

- Encourage light contact only—no pushing or shoving.

Crack the Cup Code

Objective:

Players must correctly match the hidden color pattern of cups using logic, memory, and deduction in the fewest tries possible.

Supplies Needed:

- 4 matching sets of 4–8 plastic cups in different colors
- A box or container - open on one side (2 boxes if playing teams)
- Table or flat surface

Number of Players:

4 or more players

Setup:

- Place 4–8 different colored cups upside down inside a box in any pattern you choose, with the open end of the box facing the judge.
- Position the box so players cannot see inside or view the cup pattern.
- Give each player or team a set of cups that match the colors used in the box.
- Designate one person from each team to act as the judge and stand in front of the box.

Rules of the Game:

1. **Starting the Game:**
 - Players or teams line up behind the box.
 - The judge confirms the hidden cup pattern before play begins.
2. **Gameplay:**
 - Players attempt to recreate the hidden color pattern by placing their cups upside down on top of the box and guessing the order.
 - Once the cups are placed, the judge checks the attempt against the hidden pattern.
 - The judge announces how many cups are correct (correct color in the correct position).
 - The judge does not reveal which specific cups are correct—only the total number.
 - Players adjust their strategy and try again on their next turn.
 - In team play, teammates rotate turns, with only one attempt per player at a time.
3. **Winning the Game:**
 - *Individual Play:* The player who correctly matches the entire pattern in the fewest number of tries WINS!
 - *Team Play:* The first team to correctly match the full color pattern WINS!

Additional Information:

- Increase difficulty by adding more cups or repeating colors.

LEFT/RIGHT

Objective:

Players must quickly react and move to the correct side of the line based on the caller's commands.

Supplies Needed:

- Painter's tape
- Open floor space
- Caller (one person)

Number of Players:

4 or more players

Setup:

- Tape a long line on the floor with plenty of space on both sides.
- Designate one side of the line as Left and the other as Right.
- Have all players line up on one side of the taped line to start.
- Choose one person to be the caller.

Rules of the Game:

1. **Starting the Game:**
 - Players stand along the taped line, ready to move.
 - The caller prepares to call out "Left" or "Right."
2. **Gameplay:**
 - The caller calls out "Left" or "Right" in no particular order.
 - Players must quickly move to the side of the line that matches what was called.
 - Players must end fully on the correct side.
 - Any player who moves to the wrong side is eliminated.
 - Eliminated players step out of the play area.
3. **Winning the Game:**
 - The last player remaining in the game WINS!

Additional Information:

- The caller can speed up calls to increase difficulty.
- Add fake pauses or repeat calls to trip players up.

Danger Zone

Objective:

Teams must guide a blindfolded teammate through a minefield without stepping on any hazards.

Supplies Needed:

- Blindfolds
- Assorted objects to act as “mines” (cones, toys, paper, shoes, etc.)
- Painter’s tape (for start and finish lines)

Number of Players:

4 or more players - Teams of 2

Setup:

- Use painter’s tape to mark a clear start line and finish line on the floor.
- Scatter objects between the lines to create a “danger zone” or minefield.
- Divide players into teams of two.
- Blindfold one player on each team; the other player will be the guide.

Rules of the Game:

1. **Starting the Game:**
 - Blindfolded players line up at the start line.
 - Guides stand off to the side where they can clearly see the entire danger zone.
 - On the signal (e.g., “Go!”), the round begins.
2. **Gameplay:**
 - The blindfolded player may not remove the blindfold at any time.
 - The guide gives verbal instructions to help their teammate move through the minefield.
 - Guides may not touch their teammate or enter the danger zone.
 - If the blindfolded player steps on or touches a “mine,” the team must return to the start line and try again (or follow house rules).
 - Communication and teamwork are key to success.
3. **Winning the Game:**
 - The first team to successfully guide their blindfolded player across the finish line without stepping on a mine WINS!

Additional Information:

- Increase difficulty by adding more mines or narrowing the safe path.
- **GAME INVOLVES TRIPPING HAZARDS - PLAY AT YOUR OWN RISK.**

Straw Relay

Objective:

Teams must carefully pass a cup from straw to straw while completing a relay course without dropping it.

Supplies Needed:

- Plastic cups (one per team)
- Straws (one per player)
- Obstacle (chair, cone, or similar)
- Painter's tape or cone for start line

Number of Players:

4 or more players - 2 or more players per team

Setup:

- Divide players into two or more teams.
- Place an obstacle a short distance away from the start line for each team.
- Give each player a straw to hold in their mouth.
- The first player in each line balances a plastic cup on their straw.

Rules of the Game:

1. **Starting the Game:**
 - Teams line up behind the start line.
 - On the signal (e.g., "Go!"), the first player from each team begins.
2. **Gameplay:**
 - Players must hold the straw in their mouth at all times without using their hands.
 - The first player walks or runs down to the obstacle, goes around it, and returns to the start line while balancing the cup on their straw.
 - Once back, the player transfers the cup from their straw to the next player's straw without using their hands.
 - If the cup is dropped, the current straw holder must pick it up, put it back on their straw and try to transfer it again.
 - This continues until all players on a team have completed the relay.
3. **Winning the Game:**
 - The first team to successfully have all players complete the relay WINS!

Additional Information:

- Use taller cups or shorter straws to increase the challenge

Wrap Battle

Objective:

Teams must work together to unwind a ribbon from one teammate and wind it onto the other without breaking it.

Supplies Needed:

- Ribbons or streamers (one per team)
- Open play area

Number of Players:

4 or more players - Teams of 2

Setup:

- Divide players into teams of two.
- Wrap a ribbon or streamer securely (but not tightly) multiple times around the waist of one player on each team.
- The second player stands facing their teammate, ready to receive the ribbon.

Rules of the Game:

1. **Starting the Game:**
 - Teams stand side by side in the play area.
 - On the signal (e.g., “Go!”), the game begins.
2. **Gameplay:**
 - The player with the ribbon hands the loose end of the ribbon to their teammate.
 - Both players spin in opposite directions to unwind the ribbon from Player One.
 - As the ribbon unwinds, it must wrap around Player Two’s waist.
 - Players must continue spinning until the ribbon is completely transferred.
 - If the ribbon snaps or breaks, the team is disqualified (or must restart, house rules).
3. **Winning the Game:**
 - The first team to successfully transfer the ribbon without breaking it WINS!

Additional Information:

- Spinning speed and coordination are key---going too fast may cause the ribbon to snap.
- Switch roles and play multiple rounds for extra fun.

Rock, Paper, Scissors, JUMP!

Objective:

Teams race along a Candyland-style path, using rock–paper–scissors battles to push opponents back and advance toward the opposite end.

Supplies Needed:

- Paper sheets or kids rubber spot markers/dots
- Painter's tape (optional, to secure pieces)
- Large floor space

Number of Players:

6 or more players - 2 teams

Setup:

- Create a long path on the floor using paper sheets or kids rubber spot markers/dots, Candyland-style.
- Designate one end of the path as Team A's start and the opposite end as Team B's start.
- Have each team line up behind their respective end of the board.
- Make sure the path is clear of obstacles.

Rules of the Game:

1. **Starting the Game:**
 - The first player from each team steps onto their team's starting space.
 - On the signal (e.g., "Go!"), both players begin moving forward.
2. **Gameplay:**
 - Players jump forward along the path, one space at a time, toward the opposing team.
 - When two opposing players meet, they stop and play rock–paper–scissors.
 - The loser of rock–paper–scissors returns to the end of their team's line.
 - The winner continues jumping forward toward the opposing team's end of the board.
 - When the advancing player meets the next opponent, they repeat rock–paper–scissors.
 - This process continues until one team reaches the opposite end of the path.
3. **Winning the Game:**
 - The team that successfully advances all the way to the opposing team's end of the board WINS!

Additional Information:

- Paper can be slippery—players may jump next to the paper instead of directly on it if needed.
- kids rubber spot markers/dots are a less slippery option.

Blow-It-Up

Objective:

Teams use air pressure from balloons to move and stack cups across a table without using their hands.

Supplies Needed:

- Plastic cups (5 or more per team)
- Balloons (one per player)
- Table or counter

Number of Players:

4 or more players - 2 or more players per team

Setup:

- Divide players into two teams.
- Place a stack of 5 or more cups for each team at one end of the table or counter.
- Have teams line up at the starting end of the table.
- Give each player an uninflated balloon.

Rules of the Game:

1. **Starting the Game:**
 - Teams line up at their stack of cups.
 - On the signal (e.g., “Go!”), the first player from each team begins.
2. **Gameplay:**
 - Players place their balloon inside the top cup and blow it up to create pressure.
 - Using only the balloon, players carry the cup across the table toward the opposite end.
 - Hands may not be used to move the cup.
 - If a cup falls or tips over, the player may stand it upright where it landed and continue using the balloon to carry it.
 - Once a cup reaches the far end, the player stacks it with their team’s completed cups.
 - The player then tags the next teammate, who repeats the process with the next cup.
3. **Winning the Game:**
 - The first team to move and stack all of their cups at the opposite end of the table WINS!

Additional Information:

- For added challenge, require players to keep one hand behind their back at all times.
- Increase difficulty by using larger cups or longer tables.

Blind and Dizzy

Objective:

Players must spin while blindfolded and then stack all of their cups as quickly as possible.

Supplies Needed:

- Plastic cups (5 or more per player)
- Blindfolds (one per player)
- Table or flat surface
- Open space for spinning

Number of Players:

2 or more players

Setup:

- Place 5 or more plastic cups upside down in front of each player on a table or flat surface.
- Blindfold each player.
- Ensure there is enough space around the table for safe spinning.

Rules of the Game:

1. **Starting the Game:**
 - Players stand behind their cups, blindfolded.
 - On the signal (e.g., “Go!”), each player spins around twice in place.
2. **Gameplay:**
 - After spinning, players attempt to stack all of their cups in a single tower.
 - Players may not use their empty hand to feel around on the table for the other cups. They can only use the hand holding the original cup and move it up and down to stack the loose cups.
 - If a cup falls over while stacking, an onlooker may set it upright, and players may continue stacking until all cups are completed.
3. **Winning the Game:**
 - The first player to successfully stack all their cups WINS!

Additional Information & Safety Disclaimer:

- For added challenge, play in teams of two with one player blindfolded and the other giving instruction regarding location of cups.
- Increase difficulty by using larger spaces between cups.

The One with the Ball

Objective:

Players must keep a ball in the air by tossing it to each other without letting it touch the ground, creating a light challenge while allowing for conversation and social interaction.

Supplies Needed:

- Soft ball (plush, foam, or lightweight)
- Open space

Number of Players:

3 or more players

Setup:

- Players form a loose circle or stand in small groups.
- Decide on the starting player with the ball.

Rules of the Game:

1. **Starting the Game:**
 - The first player tosses the ball to another player in the circle.
2. **Gameplay:**
 - Players continue tossing the ball to each other, trying to prevent it from touching the ground.
 - Players can talk, joke, and strategize while tossing the ball.
 - If the ball drops, that round can reset, or the player who dropped it can perform a light challenge (optional, e.g., trivia question, quick charade, or funny dare).
 - Players are encouraged to keep the game relaxed—speed and accuracy are secondary to fun and conversation.
3. **Winning the Game:**
 - This is more of a free-play or social challenge game, so there's no strict winner.
 - Optional: Play for a set time and see how many consecutive tosses the group can achieve as a fun milestone.

Additional Information:

- Use a soft ball to prevent injuries and keep it safe for indoor or outdoor play.
- Challenge variations:
 - Introduce two balls for added difficulty.
 - Players can only use their non-dominant hand.
 - Add light “mini challenges” for anyone who drops the ball

SUPPLY LIST

- Assorted Objects**
 - Danger Zone (reference game page)
- Ball** (soft)
 - The One with the Ball
- Balloons**
 - Balloon Buster (2 per player)
 - Balloon Train (at least 1 per player)
 - Hot Air Hustle (at least 1 per player)
 - Balloon Blitz (at least 1 per player)
 - Balloon Pop Relay (at least one per player)
 - Blow-It-Up
- Belt**
 - Shake It Out!
- Blindfolds**
 - Feather Frenzy (minimum 2)
 - Square Bound (1 per player)
 - Danger Zone (minimum 2)
 - Blind and Dizzy (minimum 2)
- Bowl**
 - Feather Frenzy (minimum 2)
 - Charades (1)
 - Toilet Paper Ping Pong (minimum 2)
- Box**
 - Crack the Cup Code
- Bucket**
 - Balloon Blitz
- Candy** (Fun Sized)
 - Candy Rush
- Candles**
 - Blow Out Battle (at least 2)
- Chairs**
 - Balloon Pop Relay (minimum 2)
 - Straw Relay
- Charades Prompts**
 - Charades
 - Reverse Charades
- Cookies** (You choose!)

- Cookie Crunch
- Cotton Balls**
 - Party Blower Cup Run
- Dice**
 - Plastic Wrap Prize Ball (OR Timer)
- Empty Tissue Box** (minimum 2)
 - Shake It Out!
- Feathers**
 - Feather Frenzy
 - Cotton Ball Hustle (optional – instead of cotton balls)
- Gifts/Prizes**
 - Gift Grab Trivia
 - Plastic Wrap Prize Ball
 - Bingo Bounce
- Item** (quarter, dollar, candy, etc. – reference game instructions)
 - Sticky Hands
- Large Spoon OR Flat Spatula** (minimum 2)
 - Feather Frenzy
- Lighter**
 - Blow Hard or Go Home
 - Blow Out Battle
- Markers**
 - Bingo Bounce
- Muffin Tin**
 - Bingo Bounce
- Music** (phone, speaker, radio)
 - Musical Cups
 - Square Bound
- Painter's Tape**
 - Vacuum Pong
 - Candy Rush
 - Trivia Tic Tac Toe
 - Balloon Train
 - Cup Catch Chaos
 - Bingo Bounce
 - Square Bound
 - Balloon Blitz
 - Flip Cup Tic Tac Toe
 - Blow Out Battle
 - Balloon Pop Relay
 - Yes/No
 - Danger Zone
 - Straw Relay
 - Rock, Paper, Scissors, JUMP!

- Paper** (blank white)
 - Bingo Bounce
 - Flip Cup Tic Tac Toe
- Paper** (colored)
 - Don't Touch That!
 - Rock, Paper, Scissors, JUMP! (OR Poly Spot Markers)
- Paper Plates** (multiple)
 - Cotton Ball Hustle
 - Plate Precision
 - Blow Out Battle
- Party Blowers**
 - Party Blower Cup Run
- Ping Pong Balls**
 - Shake It Out!
 - Vacuum Pong
 - Plate Precision
 - Cup Catch Chaos
 - Bingo Bounce
 - Toilet Paper Ping Pong
 - Balloon Blitz
- Plastic Cups** (Solo-type work well)
 - Vacuum Pong
 - Party Blower Cup Run
 - Cotton Ball Hustle
 - Heads, Shoulders, Knees, and CUPS! (1 cup per pair of players minimum)
 - Hot Air Hustle
 - Cup Catch Chaos
 - Bingo Bounce
 - Musical Cups
 - Cup Dash
 - Flip Cup Tic Tac Toe
 - Knock It Off!
 - Crack the Cup Code (4 matching sets in 4 to 8 different colors)
 - Straw Relay
 - Blow-It-Up
 - Blind and Dizzy
- Poly Spot Markers/Kids Rubber Spot Markers**
 - Rock, Paper, Scissors, JUMP! (OR Colored Paper)
- Receptacle Bin or Container**
 - Cup Dash
- Ribbon OR Streamers**
 - Wrap Battle
- Roomba-like Vacuum**
 - Vacuum Pong
- Sack or Large Basket**

- Gift Grab Trivia
- Balloon Train (basket would work best)
- Balloon Pop Relay (basket would work best)
- Saran Wrap/Plastic Wrap** (2 rolls)
 - Plastic Wrap Prize Ball
- Sticky Slap**
 - Sticky Hands
- Straws**
 - Toilet Paper Ping Pong
 - Balloon Buster
 - Straw Relay
- Tables**
 - Most Games
- Tea Lights**
 - Blow Hard or Go Home
- Timer**
 - Shake It Out!
 - Feather Frenzy
 - Charades
 - Cotton Ball Hustle
 - Plate Precision
 - Plastic Wrap Prize Ball (OR Dice)
 - Square Bound (optional)
 - Reverse Charades
- Toilet Paper Rolls**
 - Toilet Paper Ping Pong (5 or more rolls per team)
- Trivia Questions**
 - Gift Grab Trivia
 - Trivia Tic Tac Toe
- X's and O's Markers** (different colored plastic cups, pillows, beanbags, etc.)
 - Trivia Tic Tac Toe