

## Optional Fun Interactive Activities and Descriptions

(we supply all props and game pieces required for play)

| Games                       | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Opt. Prize Needed      | Area Size       | # Of Players                                    | Setup Required                           | Time Need |
|-----------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------|-----------------|-------------------------------------------------|------------------------------------------|-----------|
| <b>Coke &amp; Pepsi</b>     | <p>Players line up in pairs across the dance floor — one called Coke, one called Pepsi. When a soda name is called:</p> <ul style="list-style-type: none"> <li>Coke / Pepsi: That side runs across and sits on their partner's knee.</li> <li>Seven-Up: Both meet in the middle and join hands behind their backs.</li> <li>Dr. Pepper: Everyone freezes.</li> </ul> <p>Last pair to complete the move is eliminated each round. Game continues until one winning pair remains.</p>                                                                                      | 2 prizes               | Large           | Two teams with partners                         | No setup                                 | 10-20 min |
| <b>Tilt-A-Cup Toss</b>      | <p>Partners stand 10 feet apart — one is the Cup Holder, the other the Ball Tosser. The holder starts with 5–8 cups stacked together in one hand.</p> <ul style="list-style-type: none"> <li>On "Go!", the tosser launches ping pong balls toward the stack.</li> <li>When a ball lands in a cup, that cup (with the ball still inside) is moved to the bottom of the stack.</li> <li>The game continues until each cup has caught a ball and been restacked.</li> </ul> <p>It gets trickier as the stack grows wobbly — first team to fill and stack all cups wins!</p> | 2 prizes               | Medium to large | Up to 10 teams of two                           | Minor setup, Definite borders marked     | 15 min    |
| <b>Stuff It!!!</b>          | <p>Up to 20 players split into 4 teams. Each team picks a captain — who proudly wears a giant 9XL t-shirt.</p> <ul style="list-style-type: none"> <li>A 3-minute timer is set.</li> <li>On "Go!", teammates blow up and tie balloons, then stuff them into their captain's shirt — one at a time, as fast as they can.</li> <li>The team with the most balloons packed into their captain's shirt when time's up wins!</li> </ul>                                                                                                                                        | Team prize or no prize | Medium          | Up to 4 teams of 5-8 players each with captains | Handful of balloons per team, Uses timer | 10-15 min |
| <b>Hula Hoop Hustle</b>     | <p>Two equal teams line up on opposite sides of the dance floor, holding hands to form an unbreakable chain. A hula hoop starts at one end.</p> <ul style="list-style-type: none"> <li>On "Go!", the hoop is passed down the line — over heads, under legs — without ever breaking the chain.</li> <li>Once it reaches the end, it must travel back to the starting player the same way.</li> </ul> <p>First team to complete the full round-trip wins!</p>                                                                                                              | Team prize or no prize | Medium to large | Two team relay                                  | No setup                                 | 5 min     |
| <b>Hula Hoop Shuffle</b>    | <p>Players form a circle, holding hands and facing outward. A single hula hoop is placed within the linked hands.</p> <ul style="list-style-type: none"> <li>On "Go!", the hoop is passed around the circle — over, under, and through — without breaking the chain, while music plays.</li> <li>When the music stops, the player caught with the hoop is out.</li> <li>Play continues like musical chairs until only two players remain — they win!</li> </ul>                                                                                                          | 2 prizes               | Medium to large | No teams                                        | No setup                                 | 5-10 min  |
| <b>Ringside Boxing Race</b> | <p>Two equal teams line up at one end of the dance floor. On "Go!", one player from each team races to a table, puts on two boxing gloves, then struggles to pull on a pair of boxing shorts — gloves stay on!</p> <ul style="list-style-type: none"> <li>Once the shorts are fully up, they ring the bell and shout "Yo Adrian!"</li> <li>Only then can they remove the gear, run back, tag the next teammate, and move to the end of the line.</li> </ul> <p>First team to finish the full relay and reform their line wins</p>                                        | Team prize or no prize | Small to large  | Two team relay                                  | Table, Props, Bells                      | 10 min    |
| <b>Ping Pong Tube Drop</b>  | <p>Two equal teams line up at one end of the dance floor. Each player gets a spoon.</p> <ul style="list-style-type: none"> <li>On "Go!", one player from each team places the spoon in their mouth, places a ping pong ball on it, and races across the floor — no hands!</li> <li>At the far end, they must gently drop the ball into a vertical tube without using their hands.</li> <li>Once successful, they run back, tag the next teammate, and move to the end of the line.</li> </ul> <p>First team to complete the relay and reform their line wins!</p>        | Team prize or no prize | Small to large  | Two team relay                                  | Minor setup, Uses timer                  | 15 min    |

| Games                              | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | Opt. Prize Needed      | Area Size       | # Of Players          | Setup Req.                                                       | Time Req. |
|------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------|-----------------|-----------------------|------------------------------------------------------------------|-----------|
| <b>Tangled Tethered Teams</b>      | <p>Ten teams of two are each connected at the wrist with a short rope — one continuous loop linking both partners.</p> <ul style="list-style-type: none"> <li>On “Go!”, each pair must work together to untangle themselves without ever removing the rope from their wrists.</li> <li>No cutting, untying, or slipping hands out — just teamwork, twists, and clever maneuvering.</li> </ul> <p>First team to break free (while still looped) wins!</p>                                                                                                                                                                                                                  | No prize               | Small to medium | Up to 10 teams of two | No step                                                          | 5-10 min  |
| <b>Human Knot Unraveled</b>        | <p>Players form a circle facing inward. When prompted, each person steps forward and grabs hands with two different players — not directly beside them — creating a tangled human knot.</p> <ul style="list-style-type: none"> <li>On “Go!”, the group works together to untangle the knot and reform a single, unbroken circle, facing inward or out.</li> <li>Hands must stay connected the entire time — no letting go!</li> </ul> <p>Yes, it’s absolutely possible — and hilarious to watch unfold!</p>                                                                                                                                                               | No prize               | Medium          | No teams              | No setup                                                         | 10 min    |
| <b>Ping Pong Spoon Relay</b>       | <p>Two equal teams line up at one end of the dance floor. Each player gets a spoon.</p> <ul style="list-style-type: none"> <li>On “Go!”, one player from each team places the spoon in their mouth, places a ping pong ball on it, and races across the floor — no hands!</li> <li>At the far end, they must gently drop the ball into a vertical tube without using their hands.</li> <li>Once successful, they run back, tag the next teammate, and move to the end of the line.</li> </ul> <p>First team to complete the relay and reform their line wins!</p>                                                                                                         | Team prize or no prize | Medium to large | Two team relay        | Minor setup, Uses timer                                          | 15 min    |
| <b>Elephant Bowling</b>            | <p>Two equal teams line up at one end of the dance floor. At the far end, 6 bottles stand in a line. Each team’s starter is given a stocking with a tennis ball tied at the end.</p> <ul style="list-style-type: none"> <li>On “Go!”, the player pulls the stocking over their head like a cap and, while standing and hands-free, swings the tennis ball to knock down one bottle.</li> <li>Once successful, they run back, remove the stocking, tag the next teammate, and move to the end of the line.</li> </ul> <p>The relay continues until all teammates complete the challenge and rejoin the line. First team to finish wins</p>                                 | Team prize or no prize | Medium          | Two team relay        | Minor setup, Bell                                                | 15 min    |
| <b>Balloon Pass Relay</b>          | <p>Two equal teams line up on opposite sides of the dance floor, standing close together. Each team’s starter holds an inflated balloon between their legs.</p> <ul style="list-style-type: none"> <li>On “Go!”, the starter turns around and passes the balloon — using legs only — to the next teammate.</li> <li>The balloon continues down the line, passed from player to player without using hands.</li> </ul> <p>First team to get the balloon to the end of the line wins!</p>                                                                                                                                                                                   | Team prize or no prize | Medium to large | Two team relay        | Minor setup                                                      | 5 min     |
| <b>Musical Chairs with a Twist</b> | <p>Players form a circle of chairs on the dance floor, all facing outward. One chair is removed before the music begins.</p> <ul style="list-style-type: none"> <li>As music plays, players parade around the chairs.</li> <li>When the music stops, everyone scrambles to sit — the one left standing faces a twist:</li> <li>They must complete a challenge or answer a question about the guest of honor.</li> <li>If they succeed, they stay in the game and the round restarts.</li> <li>If they fail, they’re out — and another chair is removed.</li> </ul> <p>Play continues until only 2–3 players remain. They’re the winners of this celebratory showdown!</p> | 2-3 prizes             | Medium to large | No teams              | Equal # of chairs, some pre-setup depending on version           | 20-25 min |
| <b>Noodle Knight Face-Off</b>      | <p>Equal teams line up on opposite sides of the dance floor. Each player is armed with two foam noodles — one as a torch, the other as a sword.</p> <ul style="list-style-type: none"> <li>On “Go!”, players charge into battle, using their swords to block and extinguish opponents’ torches — all while protecting their own.</li> <li>A player is eliminated if their torch is knocked out or if they strike another player’s head (helmet hits are forbidden).</li> <li>- The last knight standing with their torch still “lit” wins the battle!</li> </ul>                                                                                                          | 1 prize                | Large           | Up to 12 players      | Minor setup                                                      | 15 min    |
| <b>Scavenger Hunt Dash</b>         | <p>Just like musical chairs — but with a twist and no music!</p> <ul style="list-style-type: none"> <li>All players bring a chair to the dance floor and sit in a circle.</li> <li>The host calls out an item to find (e.g., something green, a MasterCard, an out-of-state license, a man’s belt).</li> <li>Players scramble to retrieve the item and return to their seat.</li> <li>While they’re gone, one chair is quietly removed.</li> <li>The last player back without a seat is eliminated.</li> </ul> <p>Game continues with new items each round until only 2–3 players remain.</p>                                                                             | 2-3 prizes             | Medium to large | No teams              | Equal # of chairs, environment where multiple items can be found | 20-25 min |