

Win it in a minute

66 Games

Bite Me

Five paper bags are opened up on the ground 10 cm apart. The bags are each cut down to different heights: 25cm, 20cm, 15 cm, 10cm, 5cm. Contestants, using only their mouths, must put all five bags onto five podiums. No part of the contestant's body may touch the ground except for the feet.

Required Items:

5 x brown paper bags of varying sizes.

Instructions:

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 manoeuvre the bags.
3. Contestant must first place the 25cm, then 20cm, then 15cm, then 10cm, then 5cm bags onto the five podiums.
4. The contestant may only touch the ground with his or her feet.
5. 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.
6. 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.
7. Player may not use the podiums or any other item for balance.

8. If a bag falls off a podium, it must be reset in the manner described above to complete the challenge.

9. To complete the game, the contestant must have all five bags concurrently on the five podiums within the 60-second time limit.

Bite The Bickie

Contestants, using only their face muscles, must move TWO (or THREE) Oreos individually from their forehead to their mouth.

Required Items:

Oreos

Instructions:

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

Blind Bell

The contestant must find toy balls while blindfolded. After spinning around two times, the contestant attempts to find and grab TWO out of four toy balls that are positioned atop four cardboard cylinders of varying heights. Once the first one is found, they must hold onto it and find the second one. If they knock over more than one ball, the game is over.

Required Items:

4 x polypropylene balls

Swivel chair

4 x cardboard cylinders

Instructions:

1. Prior to game start, contestant sits in chair and is blindfolded.
2. The Host spins contestant around two 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 and hold two balls concurrently within the 60-second time limit and must retain possession for three consecutive seconds.

Bottoms Up

The contestant must knock over cans with a yo-yo. A standard yo-yo will be tied to a belt and will hang behind the contestant like a tail. The contestant will then swing the "tail" around and attempt to knock four empty cans off of four (or six) pedestals to complete the game.

Required Items:

Yo-yo attached to a belt

4 (or 6) x empty cans

Instructions:

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

Breakfast Scramble

Contestant must assemble one 20-piece puzzle. Cereal box covers will be cut into 20 even pieces. The pieces will be in a single stack, and the contestant will have 60 seconds to assemble both box puzzles correctly to complete the game.

Required Items:

1 x cereal box cut into 20 pieces

Instructions:

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.

Bucket Head

Contestant is given a bucket containing ping-pong balls. Standing at a foul line 1.5 meters away from a wall, the contestant must bounce ping-pong balls from the floor to the wall and back into a two-quart bucket affixed to the head. THREE (or TEN) balls must land inside the bucket to complete the game.

Required Items:

Bucket

Ping pong balls (full container)

Bounce wall

Instructions:

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. Bucket must sit on the centre of the head, with the strap held around the jaw.
3. Once game begins, contestant may grab only one ball at a time to bounce and attempt to catch.
4. Contestant must release a ball from the hand before grabbing another ball to throw.

5. Ball must bounce floor to wall to bucket to count towards a player's total.
6. All balls must be thrown and caught behind the foul line.
7. Any balls thrown or caught in front of the line will not count towards the player's total.
8. Contestant may not play the challenge from a kneeling or seated position.
9. Incidental knee or hand contact to the floor is acceptable.
10. Ball must make direct contact from wall to bucket in order to score.
11. If a previously caught ball falls out of the bucket, that ball does not count towards the final score.
12. 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.
13. If balls obstruct the play area, contestant may clear them before making an attempt.
14. If the head apparatus moves the contestant may adjust, but must stop playing game and continue once hands are off the bucket.
15. To complete the game, contestant must catch and concurrently retain three (or ten) ping-pong balls within the 60-second time limit.
16. Any ball released within the 60-second time limit may count toward the final score.

By a Thread

Using only one hand, contestant must run a thread through the eye of 10 needles.

Required Items:

Thread on a spool

Needle

Instructions:

1. Prior to game start, contestant stands in the designated start zone with thread in one hand.
2. Prior to game start, the thread may not be licked, bent or prepped in any way.
3. Once game begins, contestant may start threading the first needle (the one with the biggest eye).
4. Contestant must thread the needles from biggest to smallest eyes.
5. Contestant must use only ONE hand to touch the thread at all times.
6. Contestant may use mouth to prepare thread once the game starts.
7. To complete the game, contestant must have the full diameter of the thread through the eyes of all the needles and across the finish line within the 60-second time limit.

Caddy Stack

Contestant is given three golf balls. The balls must be stacked vertically and they must stay upright for three seconds without falling.

Required Items:

1 x Stable table

3 x golf balls (Top Flights)

Instructions:

1. Prior to game start, contestant must have both hands at sides, with all golf balls in the container.
2. Once game begins, contestant may use only golf balls to erect the tower.
3. To complete the game, three golf balls must be stacked one atop the other freestanding within the 60-second time limit and must remain freestanding for three consecutive seconds.

Cantagious

Contestant must transfer two stacks of soda cans. In one hand the contestant will hold three red cans that are full of liquid. In the other hand they will hold three blue cans that are empty. They will have to switch the stacks of cans without putting the cans down or using their body at any time.

Required Items:

3 x cans (full)

3 x cans (empty)

Instructions:

1. Prior to game start, contestant must have hands at sides with color-coded wristbands on wrists.
2. Once game begins, contestant lifts the red cans with the blue coded hand and the blue cans with the red-coded hand and begins transferring the stacks between the hands.
3. During transfer only the hands may touch the cans.
4. Once a contestant lifts a stack off a podium, it may not be placed back on a podium until the correct color-coded stacks are in the correct color-coded hands (i.e. red cans in red-coded hand and blue cans in blue-coded hand).
5. If a can falls off a stack or touches a body part other than the hands during transfer the game is over.
6. To complete the game, contestant, using only their hands, must transfer all three red cans and all three blue cans as described above to the opposing podiums within the 60-second time limit.
7. The can stacks must remain concurrently freestanding for three consecutive seconds.

Defying Gravity

Contestants have to keep three balloons in the air for 60 seconds. Using any part of their body to do so.

Required Items:

3 x different coloured Balloons filled to capacity with air

Instructions:

1. Prior to game start, contestant stands with three balloons. An audio cue will signal the contestant to release the balloons up into the air.
2. Clock will start once all three balloons are released by contestant.
3. Contestant may use any part of the body to hit the balloons.
4. Balloons may not be held by the contestant, or rest on any part of the body once they have been released.
5. Contestant and balloons must remain in designated play area during game.
6. If a balloon pops upon contact with the body the contestant is eliminated.
7. To complete the game, no balloon may touch the floor within the 60-second time limit.

Dizzy Mummy

The contestant must unwind a single roll of toilet paper by executing a series of 360 degree spins until all of the paper has been unwound. If at any time the paper rips, the game is over.

Required Items:

1 x toilet roll (Kleenex 380 sheet Cottonelle)

1 x roll dispenser

Instructions:

1. Prior to game start, contestant stands with arms outstretched to the sides and both fists clenched and with the start of the toilet paper roll in one fist closest to the dispenser. Fists must remain clenched throughout game.
2. Once game begins, contestant may begin spinning to remove the toilet paper from the roll.
3. Toilet paper must be unspooled by the contestant completing a series of 360 degree spins causing the paper to wrap around the contestant's body.
4. A severed toilet paper strand at any time prior to the roll being empty results in failure.
5. To complete game, contestant must unspool all toilet paper squares not glued to the cardboard center within the 60-second time limit.

Don't Tip The Joker

A standard deck of playing cards is balanced on top of the neck of a glass bottle. Contestant must use his/her mouth to blow the cards off the bottle. However, the bottom card must remain balanced on the bottle. If the contestant blows the entire deck and all the cards fall, they must move on to the next of the five pre-set stations. Contestant has won the game when 1 Joker card is left alone on top of a bottle.

Required Items:

5 x empty bottles

5 x deck of cards

Instructions:

1. Prior to game start, contestant stands in designated start zone with hands at sides.
2. Once game begins, contestant may begin blowing the cards.
3. At no time may the contestant touch the table, bottle or cards.
4. Once all cards of a given deck have fallen, resulting in a failed attempt, the contestant may try a new station.

5. To complete the game, a lone Joker card must be atop the bottle within the 60-second time limit and remain in place for three consecutive seconds.

Double Trouble

Contestant must get two ping-pong balls to bounce from a table and into two glasses on a single throw.

Required Items:

Ping-pong balls attached to either side of table

2 x glasses

Instructions:

1. Prior to game start, contestant must stand at table with hands at side.
2. Once game begins, contestant may grab first two ping-pong balls with designated hand. Contestant may only use that designated hand for all attempts.
3. Contestant may use both hands to reposition balls.
4. Contestant may only possess two balls at a time.
5. Balls must bounce at least once first on the table before entering glasses.
6. If only 1 ball lands in a glass it is not counted towards the final result.
7. Contestant can not remove ping pongs from glasses.
8. To complete the game, two balls must bounce and land inside the two glasses on a single throw within the 60-second time limit.
9. Any balls released within the 60-second time limit may count toward completion of the game.

Drop, Sink and Clink

Contestant must drop three (or five) 10 cent coins into three shot glasses that are at the bottoms of three water-filled fishbowls, from 90 cm high.

Required Items:

5 x fish bowls filled with water

5 x shot glasses with a red line around the top of each glass

10 cent coins

Instructions:

1. Prior to game start, contestant stands in designated start zone with hands at sides.
2. Once game begins, contestant may pick up cup of coins.
3. Contestant must hold cup in one hand and drop the coins from the other hand one at a time.
4. 10 cent coins must be dropped at least 90 cm above bowl.
5. If a 10 cent coins misses the bowl, that coin is out of play.
6. To complete the game, all THREE (or FIVE) shot glasses must contain at least one Coin concurrently within the 60-second time limit.
7. Any coin released from the hand within the 60-second time limit may count toward the final score.

Egg Dance

The contestant must attempt to balance two medium size eggs on two separate serving trays. One egg will rest on each tray and if an egg falls off either tray at any time, the game is over.

Required Items:

2 x Eggs

2 x Trays – upside down

Instructions:

1. Prior to game start, contestant must stand with hands at sides.
2. Game begins on audio cue.
3. Once the game begins, the contestant may use a single hand to pick up the first face-down tray with an egg on it.
4. The tray may make contact with the forearm, but any intentional touching of the tray or egg with the other hand or any other part of the body will result in game over.
5. After picking up the first tray, the contestant must proceed to the next station and pick up the other tray with the other hand.
6. Contestant may not use one tray to steady an egg on the other tray. Any violation of this rule will result in game over.
7. If an egg falls to the floor, the lower lip of the tray, or the table, the game is over.
8. To complete the game, the contestant must transport an egg on each tray in each hand from the designated start podiums and then set them down at the end podiums within the 60 second time limit and the eggs must eventually come to a complete stop on the trays.

Elephant March

Eight unopened water bottles are placed in two parallel rows on the ground, precisely 3 metres apart. The contestant must wear a standard pair of pantyhose over the head, with a cricket ball placed inside the end of one leg. Keeping one foot on each side of the centerline, the contestant must swing back and forth using the momentum of the cricket ball to knock down all eight bottles.

Required Items:

8 x bottles full water bottles

Pair of pantyhose

Cricket ball

Centre line

Instructions:

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.
3. Repeat crossing of dividing foul line will result in elimination.
4. Contestant may knock down water bottles in any order.
5. Contestant may not use any part of body (i.e. hands, feet) to propel the cricket ball at bottles of water.
6. Contestant may only face in one direction for the duration of the game.
7. To complete the game, contestant must knock over eight bottles as described within the 60-second time limit.

Go The Distance

Three shot glasses are on top of three pedestals positioned 1.5m, 1.75, and 2m from the designated start zone. The contestant is given a tape measure and a bucket of ping-pong balls and using only the tape measure, must place one ball into each of the shot glasses.

Required Items:

Measuring tape

Ping pongs

3 x shot glasses

Instructions:

1. Prior to game start, contestant must have both hands at sides.
2. Once game begins, contestant may extend tape measure and grab first ball.
3. Ping-pong balls must be transported one at a time along the tape measure.
4. Contestant may only use one hand to operate the tape measure while rolling a ball.

5. Balls must be rolled into the shot glasses using three different measurements in the following order: 1.5m, 1.75, and 2m.
6. If contestant knocks over a shot glass, the game is over.
7. To complete the game, a ball must be in each of the three shot glasses and none may be in contact with the tape measure within the 60-second time limit.

Hangnails

Contestants have to hang 6 nails concurrently on a suspended string by balancing the heads of the nails on the string.

Required Items:

6 x flathead nails

String

Instructions:

1. Prior to game start, contestant stands in designated start zone with hands at sides.
2. The contestant may grab the first nail once the game begins from their pouch.
3. Contestant may use both hands and hold more than one nail in hand at a time.
4. Nails must hang within the designated zone to count towards player total.
5. Contestant cannot use their hands to steady the string.
6. Nails may fall off the string but only nails remaining on the string will count towards the final score.
7. To complete the game, 6 nails must hang concurrently from the string within the 60-second time limit and must concurrently remain on the string for three consecutive seconds.

Head Banger

A pedometer is attached to the head and contestant must move their head to rack up a total 125 "steps" to complete the game.

Required Items:

Pedometer head band

Instructions:

1. Prior to game start, contestant is standing with hands at sides and has a pedometer reading "zero" attached to a headband on their forehead.
2. Once game begins, contestant may begin bobbing head.
3. Contestant may not use hands to manipulate or touch the pedometer in anyway.
4. If pedometer moves out of original position, contestant may readjust headband but may not continue game until hands are off the headband.
5. Contestant must keep both feet on the floor and not jog on the spot.
6. To complete the game, contestant must get 125 "steps" within the 60-second time limit.

High Roller

Using only a cup, the contestant must create stacks of three, four and five dice on three tables. The contestant must using a circular motion to manipulate the dice into stacks before turning over the cup.

Required Items:

1 x cup

12 x six-sided dice

Instructions:

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.
6. No credit will be given for "pouring" one die onto another.
7. The contestant must first stack three dice, then four, then five. Each stack is done on a different table.
8. Contestant may only have three dice in the cup when stacking three dice; four dice in the cup when stacking four dice, and five dice in the cup when stacking five dice.
9. Each stack must remain freestanding for three seconds to receive credit.
10. 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.
11. 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.

How's It hanging

A banana is attached to a belt around the contestant's waist, hanging 30 cm from the ground. TWO oranges are placed on the ground in a semicircle 2.5 m away from a hula hoop on the stage floor. Using only the banana, the contestant must push the oranges inside the hula hoop.

Required Items:

1 x banana string belt

2 x oranges

1 x red hula hoop stuck to the floor

Instructions:

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 two 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.

Ka – Boom

Using a broom handle the contestant must catapult a marshmallow off a plate and into a mug they are holding in their hand. The contestant must catch 2 marshmallows.

Required Items:

1 x Broom

10 x Plates on tables

10 x Marshmallows

1 x Mug

Instructions:

1. Contestant must begin in designated start zone with cup in one hand, broom in the other.

2. The start zone is approximately 1.8 metres from each large marshmallow, sitting atop its corresponding plate. Each plate sits on its corresponding table, so that half of it hangs over the edge of the table.
3. Once the game begins, contestant may place the broom in the bristle down position and release it, causing it to catapult a marshmallow off the plate.
4. Contestant must catch the marshmallow in the cup while both feet remain within the designated start zone.
5. Contestant may not use hands to catch or guide marshmallow. Any marshmallow caught in this manner will not count toward player's total.
6. Marshmallows touching other parts of the body and then landing in the cup count towards contestant's total.
7. After an attempt, the contestant must grab the broom and move to the next station for each subsequent attempt.
8. If contestant releases the broom, and the failed attempt results in the plate and marshmallow remaining on the table, the contestant may make a repeat attempt at that station.
9. The contestant may not at any time intentionally reposition a plate or marshmallow on a table.
10. To complete the game, contestant must catch THREE marshmallows with the cup. All three marshmallows must be inside the cup at the same time for 3 consecutive seconds within the allotted 60 seconds.

Keep It Up

Contestant using only their breath must keep feathers afloat for 60 seconds.

Required Items:

2 x feathers

Instructions:

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.

Knock It Off

The contestant will swing a yarn ball at the end of a string, attempting to knock over cans at the perimeter of a circle. Empty cans will be stacked on top of full cans, the contestant must only knock over the empty cans. Aim 3 out of 5 empty cans (or 4 out of 5).

Required Items:

Ball of yarn

5 x full cans

5 x empty cans

Instructions:

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 centre circle during the game. If contestant leaves the centre 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 line or ball to knock over the empty cans.
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, at least 3 (or 4) full cans need to be sitting solely on top of pillars at the end of the game, the contestant having knocked off THREE (or FOUR) out of five empty cans from the pillars within the 60-second time limit.

Light and Salty

Contestant must pour salt from one packet onto the tops of two (or four) light bulbs that are screwed into unplugged lamps and then stand an egg on top of each one of them.

Required Items:

- 1 x small (café sized) packet of salt
- 12 x eggs
- 2 (or 4) x light bulbs on stands

Instructions:

1. Prior to game start, contestant stands in designated start zone with hands at sides.
2. Once game begins, contestant may grab salt and attempt to balance the first egg.
3. Contestant may hold more than one egg at a time.
4. Contestant may not use any other substance, except salt, to balance the eggs.
5. If an egg falls off at any time, a fresh egg must be used to attempt the game again.

6. Contestant must not alter eggs in any way.

7. To complete the game, two eggs must be balanced freestanding and vertically on the bulbs concurrently within the 60-second time limit and remain that way for three consecutive seconds.

Lights Out

Contestant must throw beanbags one-at-a-time to hit battery operated "moon lights" hanging on a wall 3 metres away. The lights are all lit at the start. The objective is to get all lights off.

Required Items:

Perspex wall with 6 (or 9) push lights affixed to it.

Beanbags

Instructions:

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.
4. Any beanbag released within the 60-second time limit may count toward completion of game.
5. If the contestant crosses the foul line that bean bag will not count.

Lolly Lift

Contestant uses a mini-elevator consisting of two side-by-side pencils that are tied together with string at each end. From an elevated platform, contestant drapes a thread over each

ear and has to raise the pencils with three M&M'S Candies on it. Pulling on the string, the contestant must raise the elevator and get the candy in their mouth.

Required Items:

3 x m&ms

Lolly lift (2 pencils tied together with string)

Instructions:

1. Prior to start of game, contestant loops strings over ears with the pencils in the start zone with the candies resting on the pencils.
2. Once game begins, contestant may begin to raise the pencils only by pulling the left string with the left hand and the right string with the right hand.
3. Strings may not cross.
4. Strings may be pressed against the body, but no foreign object may be used to aid in an attempt (i.e. may not press string against railing, the floor, wrap string around a belt or earring etc.).
5. If contestant drops a candy at any point the game is over.
6. Contestant must transfer lollies directly from lift to mouth to score.
7. To complete the game, contestant must have all three candies in his or her mouth within the 60-second time limit.

Loner

Contestant must knock over one pencil with marbles. The contestant is given 20 marbles to knock over one standing pencil. The contestant will roll one marble at a time while lying on their stomach. To complete the game, the pencil must be knocked over within 60 seconds. Pencil is 4 metres away from foul line.

Required Items:

20 x marbles

1 x pencil

Instructions:

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.
7. Any marble released within the 60-second time limit may count toward the final score.

Magic Carpet Ride

Contestant must sit on a bathroom floor mat and use an inchworm technique to move across the floor and around three obstacles.

Required Items:

Standard bath mat

Dust pan with long handle

Toilet paper roll on a stand

Toilet Brush

Instructions:

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 the contestant knocks over any of the obstacles the game is over.
6. 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.
7. 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.

Mega Bubble

Contestant must blow a bubble from a bubble wand and then blow it in the air 4.5m and through a hoop.

Required Items:

Hoop on a stand

Bottle of bubble liquid

Bubble blower

Instructions:

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. If the bubble pop the contestant must run back to the start zone and start again.
6. To complete the game, an unpopped bubble must pass completely through the end hoop in the designated direction within the 60-second time limit.

Mouth To Mouth

Contestant must pull a \$5 note from between two bottles balanced mouth-to-mouth on top of each other. The bottles must remain balanced after the dollar is pulled. The contestant must successfully make one out of four attempts.

Required Items:

8 x glass bottles

4 x \$5 notes

Instructions:

1. Prior to game start, contestant must be standing in designated zone with hands at sides.
2. Without touching the bottles in anyway, the contestant must remove \$5 notes and leave the bottles to balance one atop the other.
3. The contestant has four attempts, or until time runs out to accomplish the task, whichever comes first.
4. To complete the game, contestant must remove \$5 notes while leaving the bottles from which it came balanced one atop the other, within the 60-second time limit, and the bottles must remain that way for three consecutive seconds.

Nervous Nelly

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

Required Items:

2 x Arm bands with Pedometers

2 x Leg Bands with Pedometers

Instructions:

1. Prior to game start, contestant stands completely still at the designated start position with pedometers on both arms and both legs.
2. Game begins on audio cue.
3. Once game begins, contestant may begin moving body.
4. Contestant may not intentionally touch the pedometers. If any pedometer is touched intentionally, the game is over resulting in failure.
5. Contestant must stop all movement at the designated sound effect. Player movement after sound effect may result in disqualification.
6. To complete the game, contestant must have a combined total of 500 clicks or more within the 60 seconds.

Nimble Thimble

The contestant is given a cup of standard marbles, and 6 x15mm thimbles affixed to a table. Using one hand, the contestant must bounce a marble of the table into each of the 6 thimbles. To complete the game, a marble must be concurrently stationary in each of the 6 thimbles.

Required Items:

Marbles

6 x thimbles affixed to a table

Instructions:

1. Prior to game start, contestant stands at designated start zone with hands at sides.

2. Once the game begins, contestant must hold cup of marbles in one hand and with the other hand, hold and release only one marble at a time.
3. Contestant must play in this manner for the duration of game.
4. Upon release, a marble must bounce at least once on the table, with no redirecting by the player, before landing in a thimble.
5. To complete the game, a marble must be concurrently stationary in each of the 6 thimbles within the 60-second time limit.
6. Any marble released from the hand within the 60-second time limit may count toward completion of game.

Noodling Around

Pick up six penne pasta noodles placed around the perimeter of a table using only a piece of uncooked spaghetti in your mouth. All six pieces of penne need to be on the piece of spaghetti at once, within 60 seconds.

Required Items:

6 pieces of penne pasta (uncooked)

1 piece of spaghetti (uncooked)

Instructions:

1. Prior to game start, contestant must stand with hands at sides.
2. Once the game begins, the contestant may grab the spaghetti noodle and place it into their mouth.
3. Once the spaghetti noodle is placed in their mouth, the contestant may not use their hands to complete the game.
4. The contestant must be careful not to break the spaghetti. Should the spaghetti break, the game may continue, but all six penne noodles must still fit onto the spaghetti noodle outside of the mouth.

5. Penne may fall off spaghetti during an attempt, but only remains in play if it lands directly on the table.
6. Penne may touch lips, but may not enter the mouth.
7. To complete the game, the contestant must hold a spaghetti noodle with the mouth while picking up and holding six pieces of penne with it, so that they remain concurrently on the spaghetti within the allotted 60-second time limit and remain that way for three consecutive seconds.

Nose Dive

Contestant must transfer five cotton balls, one at a time, from one serving bowl to another 3.5m away using only the nose. Vaseline on the tip of the contestant's nose is used as a transfer agent.

Required Items:

Cotton balls

Petroleum jelly

2 x tables 3.5m apart

Instructions:

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.
3. Contestant may only apply Vaseline to nose by dipping nose in Vaseline.
4. Contestant must transfer one cotton ball at a time via the nose from the start bowl to the end bowl.
5. 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.
6. If a cotton ball falls on the table or floor, the contestant must get a new cotton ball from the start bowl.

7. Contestant must deposit cotton ball in the end bowl directly from the nose without coming into contact with any other body part or object.
8. If a player touches a cotton ball with the hands they will be disqualified.
9. Contestants may not touch their face with their hands or any other body part.
10. 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.

Office Dominoes

Contestant creates a domino path by standing reams of copy paper upright on their short sides toward a pre-set desk bell on the floor. Once paper is lined up, contestant taps the first ream to set the domino path in motion with the final ream landing on the bell to complete the game. First ream is taped to floor and set 3m from the bell.

Required Items:

11 x 500-count reams of paper

Bell

Instructions:

1. Prior to game start, contestant stands next to a stack of paper reams with hands at sides and may not touch the reams.
2. Once game starts, contestant may grab first paper ream.
3. Contestant may only carry and place one ream of paper at a time. Reams must be placed upright on their short sides.
4. Contestant may not throw, toss or slide reams of paper.
5. All 10 reams must be placed between the pre-set ream and the pre-set bell.
6. The contestant may not move the bell from its original position.

7. Contestant may not move pre-set ream from its original position until setting off the domino effect.
8. If contestant knocks over pre-set ream, they must reset it to its original position.
9. If any other ream falls prematurely, the contestant may re-set it and continue. Even if the bell is activated prematurely, the game may continue.
10. Once all 11 reams are in position, the contestant must trigger the domino effect by tipping over the pre-set ream.
11. To complete the game, the contestant must start the domino effect within the 60-second time limit resulting in all 11 reams falling in succession and making contact with the bell.

Paper Dragon

Contestant must unspool two rolls of party streamers simultaneously at TWO stations using only their hands and arms in 60 seconds.

Required Items:

4 x rolls of streamers

Instructions:

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. Once contestant has unspooled the two streamers at the first station, they can move to the second.
4. If a streamer rips, player may pick it up and continue.
5. Contestant may not kick, throw or grab the spool directly.
6. To complete the game, contestant must unspool 6 x ribbons completely within the 60-second time limit.

Paper Scraper

Contestant has to build a tower of index cards that is 10 levels high. Each level consists of two pre-bent cards with a flat card on top.

Required Items:

30 x index cards

Instructions:

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.

Ping Pong Row

In this game, the contestant must get ping-pong balls to land in water-filled glasses. There are nine glasses and the contestant will bounce ping-pong balls from one table into the glasses on the other table, until they complete one three-ball line of the same colour like naughts and crosses.

Required Items:

9 x glasses of water

Ping pongs

Instructions:

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 of the same colour.
4. Once a colour ball has landed in a glass the contestant must switch to the other colour ping pong until one lands in the glass and so on for the entire game.
5. Contestant may hold multiple balls or ball container with non throwing hand.
6. If 2 balls of differing colours land in the same glass, the first coloured ball will count only.
7. To complete the game, the contestant must get three balls in a line in any direction within the 60-second time limit.
8. Any ball released within the 60-second time limit may count towards player's total.

Puddle Jumper

Contestant must blow a ping pong ball from one cup to another. This must be completed 3 times. The 3 pairs of cups are situated, 8cm, 15cm and 22 cm apart.

Required Items:

Cups filled with water

Ping pong balls

Instructions:

1. Prior to game start, contestant must stand in the designated start zone with hands at side.
2. Game begins on audio cue.
3. Once game begins, contestant may place the first ping pong ball into the first start cup and attempt to blow it into the first end cup.

4. Contestant may hold multiple balls during the game.
5. Only one ball may be placed into a start cup at a time. If a second ball is in the start cup, it must be removed with the hand before making an attempt.
6. Contestant may only move a ball from a start cup to an end cup by blowing it.
7. Balls bounced off the table, then landing in the cup will not count.
 - a. A ball scored in this manner must be removed by hand before making a new attempt.
8. If contestant misses an attempt they may reuse the same ball or use a new ball in the start cup for the next attempt.
9. Stations may be completed in any order.
10. If a previously scored ball is knocked out of a cup it will still count toward completion of game.
11. Contestant may not add water to any cup.
12. To complete the game, contestant only by blowing, must move a ball from a start cup to its corresponding designated end cup at each of the 3 stations within the 60-second time limit.
 - a. Any ball that has left the start cup within the 60-second time limit may count towards completion of game.

Seperation Anxiety

Contestant must separate a pile of 50 multicolored M&M'S® Brand Chocolate Candies into five separate containers in a set color order of red, orange, yellow, green, blue.

Required Items:

1 x 50 M& M's - 10 of each colour

5 x colour coded containers

Instructions:

1. Prior to game start, contestant must have hands at sides.
2. Once game begins, contestant may lift overturned glass containing M&M'S® and begin placing them one at a time in the corresponding colour-coded glasses using only one designated hand in the following order: red, orange, yellow, green, blue.
3. If an M&M'S® is placed in a wrong colour-coded glass or if an M&M'S® is placed in a glass in the wrong order then the contestant loses the game.
4. Contestant may only have one M&M'S® in the designated hand at any time.
5. Contestant may only use the one designated hand and may not use the other hand during the game.
6. If an M&M'S® falls off the table the contestant must retrieve that M&M'S® and place it into the corresponding glass in the correct order.
7. To complete the game, contestant must place all 50 M&M'S® in the corresponding colour-coded glasses in the correct order using only one designated hand within the 60-second time limit.
8. Any M&M'S® released from the hand within the 60-second time limit may count towards the final score.

Speed Eraser

Contestant must bounce 7 pencils into 7 glasses in a line on a table. The contestant holds pencils in one hand and uses the other hand to bounce the pencil into the glass using the rubber on the end of the pencil.

Required Items:

Glass

Pencils with rubber erasers

Instructions:

1. Prior to game start, contestant must stand in designated start zone with hands at sides.

2. Once game begins, contestant may grab pencils and bounce them one at a time toward the glasses.
3. Contestant may only use one designated hand to release all pencils.
4. Only pencils bouncing off the table and landing directly into the glass will count towards a contestant's total.
5. A pencil redirected by the contestant after the release will render that attempt void.
6. Pencil must touch the inside bottom of glass to count towards contestant's total.
7. Should a pencil land across the top, or inside the glass without touching the bottom, it must be removed before the next attempt.
8. If a pencil rests inside the glass without touching the bottom, player may not bump the table to get it to fall the bottom.
9. If this occurs, the pencil will not count towards completion and must be removed before the next attempt.
10. The contestant may not re-position any of the target glasses.
11. To complete the game, contestant must land a total of 7 pencils into each of the 7 glasses as described above.
12. Any pencil released from the hand within the 60-second time limit may count towards game
13. completion.

Spin Doctor

Contestant must use their hands to spin a 5 cent coin on a wood cutting board and use a single finger to stop it on its edge in the upright position and place it in a container. This must be completed 3 (or 10) times.

Required Items:

5 cent coins

Wooden chopping board

Instructions:

1. Prior to game start, contestant is standing with hands at sides.
2. Once game begins, contestant grabs a single 5 cent coin and spins it.
3. The 5 cent coin 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 5 cent coin while it is stopped in the upright position.
4. After stopping a 5 cent coin , 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 5 cent coin (i.e. it falls flat on the table), the contestant may make repeat attempts with that coin.
6. To complete the game, the contestant must place a total of 3 (or 10) x 5 cent coins into the container in the manner described above within the 60-second time.

Spoon Frog

Contestant has to bang down on a spoon to propel another spoon into a glass this must be completed within 60 seconds.

Required Items:

3 x glasses

Tablespoons

Instructions:

1. Prior to game start, contestant stands in designated start zone, hands at sides.
2. Once game begins, contestant may begin arranging spoons on the table.
3. After arranging spoons as desired, the contestant must make a single motion (for example, banging down on spoon with any part of the hand), contacting only one spoon so that it catapults the other spoon into a cup.
4. If the attempt fails, the contestant may reuse the same spoon(s) or retrieve another from the backup supply.
5. If a spoon lands across the top of a cup, credit will not be given. The spoon must be

removed before making another attempt.

6. To complete the game, contestant must successfully land one spoon into each of the three cups so they remain there concurrently within the allotted 60 seconds.

7. Any spoon in flight within the 60 seconds may count towards player's total.

8. Credit will be given for spoons landing in the cup either handle in, or handle out.

Stack Attack

Contestant uses 36 plastic cups to erect a triangle-shaped structure. Once completed, contestant must remove hands from the structure completely and then proceed to stack all cups into a single stack.

Required Items:

36 x plastic cups

Instructions:

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 falls off of the table at any time, the contestant may pick up the cup 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.

Sticky Balls

A strip of double-sided tape is placed at the end of an 2.25 metre table. From the opposite end of the table, the contestant must roll five marbles so that they stop on the tape without rolling off the table.

Required Items:

Glass marbles

Table with double-sided tape affixed - coloured

Instructions:

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.
7. Any marble released from the hand within the 60-second time limit may count toward completion of the game.

Sticky Situation

Contestant from a foul line bounces ping-pong balls across the stage and attempts to land one ping pong ball onto each of three pieces of bread covered in peanut butter and on pedestals at 3 different distances.

Required Items:

3 x Bread with Peanut Butter

Ping pong balls

Instructions:

1. Prior to game start, contestant stands in designated start zone with hands at sides.
2. Game begins on audio cue.

3. Once game begins, contestant may pick up entire ping-pong basket or as many ping pong balls as contestant chooses.
4. If contestant's feet cross the foul line during an attempt that attempt will not count.
5. If contestant throws more than one ball at a time during an attempt that attempt will not count.
6. Ping pong ball must stick at least 1 second to top surface of peanut butter to count.
7. Ping pong ball must bounce at least once before landing on peanut butter. If ping pong ball does not bounce at least once, it does not count.
8. To complete the game, contestant must successfully land one ping pong ball on the top of each of the 3 peanut butter surfaces within the 60 seconds.
9. Any ping pong ball released within the 60 second time limit may count toward completion of game.

Stocking Filler

Two 5 cent pieces are placed in the ends of the legs of a pair of pantyhose. Using only their hands, the contestants must inch their way down the legs to retrieve the coins and pull them out. Each arm must work independently and the player cannot use one hand to stretch or hold the hose for the other.

Required Items:

2 x 5 cent pieces

1 x pair of new pantyhose

Instructions:

1. Prior to game start, one 5 cent piece is placed in bottom of each leg of the pantyhose, and the contestant has the pantyhose on their hands, no further down the leg than the gusset.

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 5 cent piece touches the floor at any time the game is over.
5. To complete the game, contestant must get BOTH 5 cent pieces out of the pantyhose with their hands and place them in the end glass within the 60-second time limit.

Suck It Up

Two (or four) straws are placed vertically on a stand. Using only a straw in the mouth, the contestant uses suction to pick up one of the M&M'S® Brand Chocolate Candies from a bowl, transfer it 1.8 metres away, and balance it atop one of the vertical straws. Contestant must get one of the M&M'S® onto each vertical straw to complete game.

Required Items:

- 1 x stand with 2 (or 4) straws affixed.
- 1 x suction straws
- 1 x container of M&M

Instructions:

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 with anything but the mouth. Only the straw can touch the M&M's.
5. Only if a contestant drops the straw, may they use hands to place it into the mouth before resuming play.
6. If an M&M'S® falls off a straw, it is out of play and may not be re-used, contestant must start back at the bowl of M&M's.

7. 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.

8. 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.

Super Coin

Contestant must bounce 10 cent coins off a table and into the 5 cm opening of a 15 litre water jug. Contestant stands 4.5 metres away and has to land one coin inside the jug.

Required Items:

1 x 18 litre water jug

1 x table

10 coins

Instructions:

1. Prior to game start, contestant stands in designated start zone with hands at sides.
2. Once game begins, contestant may grab first coin.
3. Contestant must hold cup of 10 cent coins in one hand and bounce 10 cent coins from the other hand one at a time.
4. To complete the game, a coin must bounce once on the table before landing into the bottle within the 60-second time limit.
5. Any coin released from the designated hand within the 60-second time limit may count toward completion of the game.

The Nutstacker

Contestant must stack one stack of 10 large metal nuts by sliding them off of a chopstick and without touching them with their hands.

Required Items:

1 chopstick

10 metal nuts

Instructions:

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.

This Blows

Contestant must use a balloon to knock cups off of a table. The contestant will repeatedly blow up a balloon and then blow the air out to propel the cups off of the table. All the cups must be completely off the table to complete the game.

Required Items:

1 x balloon

15 x plastic cups

Instructions:

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. 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.

Tipsy

Contestant must balance three 340ml cans on their beveled lower edges. It is impossible to balance a full can like this, therefore the contestant must first drink from the can to create the right weight balance. The contestant must balance a total of three cans to successfully complete the challenge.

Required Items:

3 x full cans

Instructions:

1. Prior to game start, contestant will have three unopened cans on three podiums.
2. Once game begins, contestant may open first can but may not alter the can in any other manner.
3. Contestant may only pour contents of can into mouth.
4. Contestant may not spit, dribble or discard liquid once content is poured into mouth.
5. If contestant drinks too much from one can, they may grab a back-up can and begin a new attempt with that can.

6. A contestant must grab a back-up can and begin a new attempt if:
7. A can falls on its side
8. Falls off the table
9. Liquid spills out during a fall
10. Contestant may not put any liquid back into the can.
11. To complete the game, all three cans must be balanced freestanding within the 60-second time limit and must remain concurrently balanced freestanding for three consecutive seconds.

Triple Ping Plop

Contestant must successfully get 3 ping-pong balls into a fish bowl by bouncing the balls on a line of three plates beforehand. The plates are 30cm apart rim-to-rim and the fish bowl is 25 cm from the plate rim.

Required Items:

3 x 28cm plates

Ping-pong balls

1 x fishbowl

Instructions:

1. Once game begins contestant may grab first ping-pong ball.
2. Contestant may only use one designated hand to release all ping-pong balls and may only release one ping-pong ball at a time.
3. If a ball remains on a plate, the contestant may remove it before continuing.
4. Upon release of a ball it must bounce on all three plates in succession without touching the ground before landing into the fishbowl to score.
5. Contestant may not reposition plates or fishbowl.

6. To complete the game, all 3 balls must remain concurrently in the fishbowl within the 60-second time limit.

7. Any ball released from the hand within the 60-second time limit may count toward completion of the game.

Tweeze Me

Contestant uses tweezers to pick up a Tic Tac and carefully maneuver it through an upright tennis racquet without knocking over the racquet or a tennis ball balanced on top of the racquet. Contestant must complete three out of five stations.

Required Items:

Tennis racquet

Tweezers

Tic Tacs

1 x glass

Instructions:

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. Contestant may carry the Tic Tac container with them.

5. 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.

6. Tic Tac must remain in the receiving glass to score.

7. Contestant may not touch the frame of the tennis racquet or the glass with body or tweezers.

8. If contestant drops a Tic Tac at any point they may reuse that Tic Tac or get another one from the Tic Tac bowl.

9. 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.
10. 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.

Whack Job

An 227ml glass is filled halfway with water then covered by a standard pie tin. A toilet paper spool stands vertically in the center topped by a single raw egg. Using a standard kitchen broom, the contestant must create a perfect spring action to hit the tin, allowing the egg to drop freely into the glass. Contestant must complete 12 out of 15 attempts.

Required Items:

15 x glass filled with water

15 x pie tin

15 x toilet paper roll

15 x raw egg (on their side)

1 x kitchen broom

Instructions:

1. Prior to game start, 15 egg towers (glass half filled with water, TP roll, pie tin, egg) will be set up and contestant will be holding a broom.
2. Once game begins, contestant starts from the left side of the table facing out.
3. Using the broom as demonstrated, the contestant must begin removing pie tins to drop eggs into glasses.
4. The entire egg must land in glass to count.
5. Contestant may not make direct body contact with egg towers.
6. To complete game, contestant must get 12 out of 15 eggs to land in the glasses within the 60-second time limit.

7. Any broom released within the 60-second time limit may count towards game completion.

What a Racquet

Contestant must use a tennis racquet positioned between the legs to move a gumball on the webbing from one spot to another without using their hands.

Required Items:

1 x gumball

1 x tennis racquet

Instructions:

1. Prior to game start, contestant places the tennis racquet handle between their legs (just above the knees) and places a gumball in the designated start zone.
2. Once game begins, contestant may only hold racquet between legs 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.

Wheel Of A Deal

Contestant must place 20 playing cards (four kings, four queens, four jacks, four 10's and four aces) on five tables set in a circular pattern on the stage. The contestant will grab one card at a time from a central table. Once they determine what the card is, they will run and place that card on one of five tables. Each of the five tables must have four-of-a-kind to complete the game.

Required Items:

4 x kings

4 x Queens

4 x Jacks

4 x 10's

4 x Aces

Instructions:

1. Prior to game start, contestant must be in a standing position with hands at sides and next to the centre 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 centre 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.

Whipper Snapper

Contestant must use a towel that is affixed to the floor to propel a ping-pong ball into a container which is 4.5m away. The contestant must place one ball at a time on the towel and pop the towel to launch the balls toward the bucket, the ping pong is allowed to bounce on the floor.

Required Items:

1 x towel affixed to floor

1 x bucket of ping-pong balls

Instructions:

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.
8. Any ball released from the towel within the 60-second time limit may count toward completion of game.

Card Ninja

Contestant stands 2 metres away from one watermelon half and has to throw and stick a playing card (or three) into the cut face of a watermelon.

Required Items:

1 x half a watermelon

Deck of cards

Instructions:

1. Prior to game start, contestant stands in designated start zone with hands at sides.
2. Once game begins, contestant may pick up cards.
3. Contestant must choose a designated throwing hand, and may hold and throw only one card at a time from that hand only.
4. Contestant may hold multiple cards in the non-throwing hand.
5. Contestant must remain in the designated zone for the duration of game.
6. Any card thrown while not standing in the designated zone will not count.
7. To complete the game, a total of 1 (or 3) card(s) must stick in the watermelon concurrently within the 60-second time limit and remain in the watermelon for three consecutive seconds.
8. Any card released within the 60-second time limit may count towards a player's total.

Egg Roll

Contestant must move two (or three) eggs across the floor and into a target area only by "fanning" the eggs with an empty pizza box.

Required Items:

1 x pizza box

2 (or 3) x raw eggs

1 x target mat

Instructions:

1. Prior to game start, contestant holds the pizza box in a standing position behind the eggs.
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 2 (or 3) 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.

Fish Head

Using a fishing rod, the contestant must place a suspended lampshade on your head while blindfolded.

Required Items:

- 1 x blindfold
- 1 x fishing rod with lampshade attached

Instructions:

1. Prior to the start, contestant must put on a blindfold blocking all vision.
2. Contestant is handed the handle of a fishing rod which has a lampshade dangling from it.
3. Contestant can only use one hand to hold the fishing line.

4. Contestant must hold the rod below the reel.
5. Fishing rod must not touch any other part of the body or face.
6. Using only the handle of the fishing rod, the contestant must manoeuvre the lampshade and place it squarely on top of his or her head within 60 seconds.

Hanky Panky

Using only one hand, contestant must pull tissues out of a tissue box one at a time until box is empty.

Required Items:

1 x 170-count box of tissues

Instructions:

1. Prior to game start, contestant must stand with hands at sides.
2. Once game starts, contestant may grab the first tissue.
3. Contestant may only use the same hand to pull the tissues for the entire game.
4. Contestant may use other hand to hold the box.
5. Contestant's fingers may not enter the box.
6. To complete the game, contestant must empty the box and pull the final tissue within the 60-second time limit.

Junk In The Trunk

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

Required Items:

8 x ping-pong balls

1 x empty tissue box belt

Instructions

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).
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.

Movin' On Up

Contestant is given a stack of 39 (or 49) red plastic cups and races to move their one marked-bottom cup through the entire stack. Contestant does so by holding the stack in their hands and one-by-one continuously moving a cup from the top to the bottom.

Required Items:

39 (or 49) x red cups

1 x marked cup

Instructions:

1. Prior to game start, contestant must be in a standing position and holding the stack of cups with both hands only on the red cup at the bottom of the stack.
2. Once game begins, contestant grabs a single cup from the top of the stack, and places it onto the bottom of the stack.
3. Player must move cups, one at a time, alternating hands.
4. If a player completely removes more than one cup at a time from the stack, (whether grabbing multiples, or dropping to the floor) all cups outside of the stack must be placed on the top of the stack before a cup may be placed at the bottom.
5. To receive credit for placing cups on top of the stack, they must be placed, then the hand placing them removed before they may be touched again.
6. Though players may bend over to pick up dropped cups, the player may not sit, kneel or place the stack on the ground. The game is to be played from a standing position.
7. To complete the game, the marked cup (after travelling upward through the stack) must be removed from the top and placed on the bottom of the stack AND the entire stack must be held in only one hand via the red cup within the 60-second time limit.

Stick The Landing

The contestant must toss water bottles onto a table and get them to land upright. The contestant will have 10 water bottles and from a distance of 1.5 metres away, they will throw one at a time onto 10 tables. ONE bottles must be standing upright in 60 seconds to complete the game.

Required Items:

10 x partially full bottles of water

Table

Instructions:

1. Prior to game start, the contestant stands with hands at sides.
2. On "GO" the contestant may grab the first bottle.
3. Contestant may only use one hand to flip a bottle and bottle must be flipped end over end in the designated manner.
4. Once a bottle is flipped, it is out of play and the contestant must move to the next bottle.
5. Bottles may only be thrown to their corresponding tables.
6. To complete the game, contestant must flip a total of ONE out of the 10 bottles into an upright standing position on their respective tables within 60 seconds.
7. Any bottle released from the hand in a flip within the 60-second time limit may count toward completion of the game.