Minute to Win It

This is a game show where contestants must complete random tasks that involve household items, and you have 60 seconds to do so.

Team up with a partner, and then choose a team to go up against.

When you lose 3 games you’re out and the other team wins and we start all over.

Stack Attack → One player must stack 36 plastic cups into a perfect triangle-shaped structure. Once that is completed, the player must get the cups back into a single stack.

**Items:** 36 plastic cups

**Instructions:**
1) When the clock starts, the player may begin stacking the cups into a pyramid shape
2) When the triangle is complete, with one cup at the top, two cups below it, and so on the player then may begin to get the cups into a single stack.
3) To complete this game, the player must build a complete pyramid using all of the cups, then get all the cups back into a single stack within the 60 seconds time limit.

Tear it Up → Shoot rubber bands at a roll of toilet paper attached to an empty soda can.

**Items:** 2 rolls of toilet paper & rubber bands

**Instructions:** Shoot as many rubber bands as it takes to be the first team to tear the toilet paper away from the roll within the 60 second time frame.

A Bit Dicey → Balance six dice on a popsicle stick held in your mouth.

**Items:** Popsicle stick & Dice

**Instructions:**
1) Prior to game start, player places a single popsicle stick in his/her mouth.
2) When the clock starts, player will pick up and vertically stack one die at a time on the stick.
3) Player may not allow dice to rest against their nose or to touch any part of their face.
4) In the event that a die is dropped or falls off of the stick, player may take a replacement die off of the podium and use it in its place.
5) To complete the game, 6 dice must be stacked one on top of the other on the popsicle stick within the 60-second time limit.

Baby Blockin → Stack 5 wooden blocks on top of a plastic plate balanced on top of your head.

**Items:** 5 wooden blocks (baby blocks) & Plastic plate

**Instructions:**
1) When the clock starts the player places the plate on top of their head & attempts to stack blocks vertically on the plate.
2) Player may NOT move the plate with their hands once it is placed on their head.
3) To complete this game all 5 blocks must remain stacked vertically for 3 seconds within the 60 second time limit.

**Bite Me** → Pick up paper bags of varying heights using only your mouth.
- **Items**: 5 Paper bags
- **Instructions**: 1) set up the game by cutting each grocery bag to a different height (10', 8', 6', 4', 2') on the floor, right side up
2) When the clock starts, the player may attempt to pick up the tallest bag & may only touch the floor with his or her feet.
3) If the player touches the ground with some other body part other than their feet while attempting to grab a bag he/she must reset by standing up before making another attempt.
4) To complete the game, player must have all 5 bags concurrently on the table within the 60 second time limit.

**Chandelier** → Stack 5 levels of cans, starting with one on the bottom and five on the top, inserting a paper plate in between each level.
- **Items**: 15 empty soda cans (tabs removed) & 4 Paper plates
- **Instructions**: 1) the game begins with 15 cans to the left of the building surface and the paper plates to the right of the building surface.
2) When the clock starts, the player may start stacking the first can and plate.
3) To complete the game you must have stacked 5 levels of cans with a paper plate between each level, and with 5 cans on the uppermost plate.

**Face the Cookie** → Using only the face, move cookies from the forehead to the mouth.
- **Items**: Cookies
- **Instructions**: 1) When the clock starts, player may grab the first cookie and place it on the forehead.
2) The cookie must remain in contact with the face (i.e. player may not toss the cookie from the forehead and catch it in the mouth).
3) If a cookie falls, player may reset an intact cookie on the forehead for the next attempt.
4) To complete the game, the player must hold an intact cookie 3 times with his or her mouth within the 60-second time limit.

**Floatacious** → In a big bowl of water, balance a tower of 5 empty soda cans on top of a plastic plate.
- **Items**: Plastic plate, 5 Empty soda cans (tabs removed), & Large bowl
- **Instructions**: 1) Bowl should be almost entirely filled with water.
2) Plate is placed to right of bowl, and cans are placed to the left of bowl.
3) When clock starts, player places plate on water's surface in bowl.
4) To complete game, all 5 soda cans must be stacked on top of plate and remain standing for 3 seconds.

**Hut, Hut, Hike** → Bend over and hike toilet paper rolls between your legs and through a hoop 15 feet away.
- **Items**: Toilet Paper rolls & a Standing Hoop
**Instructions:** 1) Prior to game start, place a foul line 15 feet from the hoop.
2) When the clock starts, the player turns around, bends over and begins to throw the rolls through their legs in an attempt to get them through the hoop.
3) Only one roll may be thrown at a time.
4) To complete the game, successfully throw the designated number of rolls through the hoop within the 60 second time limit.

*Johnny Applestack* → Stack 5 apples on top of each other

**Items:** 5 Apples

**Instructions:** 1) When the clock starts, player may begin stacking apples.
2) Player may not alter the apples in any way.
3) To complete the game, player must stack 5 apples so they are freestanding, 1 on top each other, within the 60-second time limit. They must remain freestanding for 3 seconds.

*Keep It Up* → Player must use only their breath to keep feathers in the air for 60 seconds.

**Items:** 2 Feathers

**Instructions:** 1) When the clock starts, player may release two feathers and begin to blow on them to keep them in the air.
2) If the feather touches any part of the player's body, or touches the floor, the game is over. Incidental contact on the face is allowed.
3) To complete the game, player must use only his or her breath to keep both feathers from touching the ground for the 60-second time limit.

*Mega Bubble* → Player must blow a bubble through a hoop 15' away.

**Items:** Hoop, Bubbles, and a Starting Line

**Instructions:** 1) When the clock starts, player may grab bubble wand and begin blowing bubbles from behind start line, 15' from hoop.
2) Player may only use breath to propel bubble.
3) Player may not touch the end hoop.
4) To complete the game, an un-popped bubble must be created behind the foul line, and then blown through the end hoop within the 60-second time limit.

*Spin Doctor* → Player uses hands to spin coin on a table. Second player stops coin on its edge using 1 finger.

**Items:** Coins & Table

**Instructions:** 1) Prior to game start, place a line across center of table.
2) When clock starts, player spins coin from designated start area, and then blows it across line.
3) Second player must stop coin on its edge using only 1 finger.
4) Either player may spin coin and send it to the other player.
5) To complete game, 1 coin must be stopped on its edge for 3 seconds within 60-second time limit.

*Tea Party* → Flip two tea bags onto the bill of a baseball hat.

**Items:** Baseball Hat & Tea Bags

**Instructions:** 1) Prior to game start, attach the tea bags to the hat so that they are hanging from the sides of the bill.
2) When the clock starts, the player attempts to flip both tea bags onto the bill of the hat.
3) To complete the game, both tea bags must be resting on the bill for 3 seconds within the 60-second time limit.
**Uphill Battle** → Keep 3 marbles from falling off of a slanted table by tapping them uphill with the back of a spoon

**Items:** 3 Marbles, Large Serving spoon, 4 Paper Reams, & Table

**Instructions:** 1) Prior to game start, place 2 paper reams under each leg at one end of the table.
2) Place the marbles in the spoon and hold in the center of the table.
3) The clock starts when all 3 marbles are released from the spoon.
4) Using only the curved back of the spoon, tap the marbles and prevent them from falling off the table surface.
5) The player may only use one hand and hold the spoon by the handle.
6) If marble contact is made with anything other than the curved back of the spoon the game is over.
7) To complete the game, keep all 3 marbles on the table using only the curved back of the spoon for 60-seconds