

MAKE YOUR PICNIC & PARTIES ATTRACTIVE

Couple, Group, Kids, Ladies Games

100

Fun Games

for

Birthday

Picnic

Marriage

Kitty Parties

Seema Srivastava

Fun Games

for

**Birthday
Marriage Anniversaries
Picnic
Kitty Parties
&
Other Occasions**

by

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About the Book

This book is collection of fun games, observed during various family parties, social gathering and many of them are authors' imagination. **These fun games do not have specific rules and you can modify the same according to your requirement.**

If you have any game and want to contribute in our next series or need any help, please write to seemabook@gmail.com.

Bonus



I am likely to publish next series within next six month. If you have purchased this book and provide us the purchase details through e-mail, **we will e-mail you 15 games free from our next series (kindly excuse me, if due to any reason the next series is not published – probability >1%)**

Disclaimer:

This book is basically written for the purpose of entertainment during parties and a healthy time pass. You have to take proper care during play. We do not take any responsibility and cannot be made responsible for any mistake or any loss arising due to the same.

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Section I : Couple Game

001 - Dress the Lady (Couple Game)

Material Required: 1. Colored ribbon rolls as per no of players

Rule: 1. Male partner is **not allowed to touch the ribbon by hand after the start.**

2. **Speed and decoration** is the essence of the game.

3. The player can select the ribbon color as per his / her choice

Description: 1. Each lady holds a ball of ribbon in her right hand.

2. The gentlemen take a tip of the ribbon with the teeth and wrap it round his partner (not using his hands).

3. **Lady is free to make movement of her body & hands to facilitate her partner.**



4. The gentlemen who is the first in "dressing" the lady and **whose "dress" is acceptable**, is winner. If the dress of 1st is not acceptable, then 2d player (and so on) can be considered.



002 - Ball Race (Couple Game)

Material Required: 1. No of balls as per no of players

Rule: 1. Player is **not supposed to touch the ball by hand** after start of game.

2. If no player reaches the finish line, then the player with max distance is winner

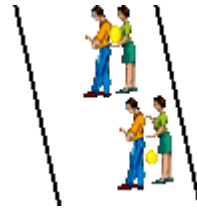
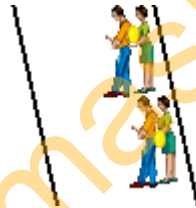
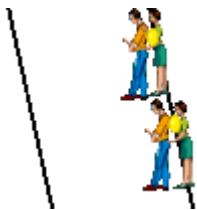
3. Their task is to run the **distance as fast as possible.**

4. **If the ball falls, then the couple is out of game.**

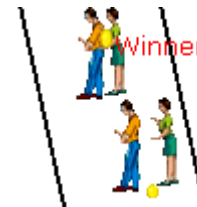
Description: 1. Each couple stands on start line.

2. Between each couple in the line there is a ball.

3. The players **hold the balls with their backs and chests.**



4. The couple who reaches the finish line first is Ball Race winner.



003 - Bride Groom Game (Couple Game)

Material Required: 1. One medium size utensil
2. Two - Three small items like finger ring, coin etc.
3. Colored water



Rule: 1. ... NO RULE ..

Description: 1. Fill the utensil with colored water
2. Put one item in the water
3. Ask Bride & Groom to find it.
4. Repeat this for three times
5. Who finds it first is winner



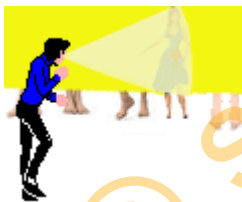
This game can also be performed by using a bucket full of sand and some colored stone mixed in it. The player who finds the more stones in a given time is winner

004 - Spouse Identification (Couple Game)

Material Required: 1. One big curtain as cloth wall

- Rule:**
1. Each player will be given only one chance.
 2. Game will be repeated, once for male and once for female member. In both the round for correct identification one marks will be given.
 3. **No player is allowed to make any sound.**

- Description:**
1. All the ladies will stand in a row without shoes / slippers.
 2. Cover them with the help of curtain, so that only **6-8 inch of legs are visible.**
 3. The man has to find his partners only by seeing the leg (**use your eyes as X-Ray**).
 4. The correct identification will give you 1 mark.
 5. **Note the time taken for identification.**



6. Repeat the same by giving chance to ladies to identify her partner.
7. The pair with max score is winner. **If two couple at the same score, then couple with min time is winner.**

005 - Love Bird (Couple Game)

Material Required: 1. Pack of Playing cards

Rule: 1. No one is allowed to speak during the game **except the word 'NO'**
2. No player should show his card openly.
3. **Girls will never show their card.**
4. After searching their partner the pair has to report to finish point.
5. There is no limitation on movement of players, but they should not go beyond playing area.

Description: 1. From the pack of cards find out equal and same cards of heart and 'spade' i.e. if there are 6 players then , 2,3,4,5,6,7 of heart and 2,3,4,5,6,7 of spade.

2. Ask boys and girls to stand separately in group.

3. Distribute the 'Spade' cards in boys and 'Heart' cards among girls

4. Start the game.

5. Boys will approach girls and show their card. If girl is also having same card of 'Heart' then she will accept his card and pair will move to finish point

6. If the girl is having different card, **then she will say 'NO' and boy will approach another girl.**

7. The pair reaches the finish point first is winner.



006 - Roll Ball (Couple Game)

Material Required: 1. Ping Pong ball / tennis ball as per no of pairs.

Rule: 1. The ball should not fall during the game.
2. Player can stop the movement during the game, but cannot grip the ball.
3. The time taken will be considered from one palm to other
4. The ball should roll as shown in figure

Description: 1. Give one ball to each couple.
2. On start one partner will roll the ball from one hand to other of his / her partner.
3. The player can take any path i.e. from front or back of body.



4. The couple who completes first is Roll Ball Game winner

007 - Scrambled Eggs (Couple Game)

Material Required: 1. Few raw eggs (you may use boiled egg also)

Rule: 1. The object is to put an egg on the ground, so as not to break it. If the egg breaks, then the pair is OUT.

2. If the egg falls before the game start, then the egg can be replaced.

3. Once the game started, the egg can not be adjusted by hand.

Description: 1. In each pair the partners stand with their backs to each other.

2. Position one egg between their backs (or a little bit lower).

3. The player can adjust the egg as per his choice, before the start.

4. Start the game



5. The pair which succeeds in putting the egg on ground, without breaking the egg is winner. If there are more than one successful pair, then the player with min time is winner.

008 - Dress Ripped Off (Couple Game)

Material Required: 1. Lots of cloth-pegs of different colors

Rule: 1. The **player is not supposed to speak**, in view of helping his partner.
2. The organizers will place the cloth-pegs on one player.



Description: 1. Each partner is blindfolded.
2. Then the **organizer puts few clothes-pegs on different parts of the players' clothes.**
3. Start the game.



4. At the start signal the players will try to take off the clothes-pegs from partner's clothes.
5. The pair which completes the task in minimum time is winner.



009 - Questions & Answers (Couple Game)

Material Required: Make a Question sheet and write few questions as given below-

1. What is your partner's favorite color
2. What is your partner's favorite male singer
3. What is your partner's favorite vegetarian food
4. What is your partner's 1st hobby
5. What is your partner's birth place
- 6 etc.

Rule: 1. Talking on phone or communication in any form during the game is not allowed
2. The first answer will be taken for record.



Description: 1. Take two set of questions paper
2. Ask the partners to sit in different room
3. Ask the questions to one partner
4. Repeat the same question with other partners (in this case the partner should reply as if he is the other partner).



5. Take the correct answers from the players (both the partners).
5. Compare the answers
6. The player with max. correct answer is winner

010 - Throw & Catch (Couple Game)

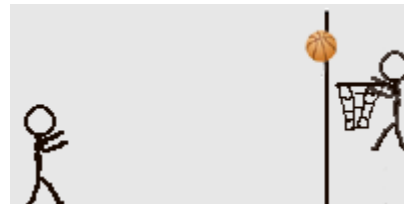
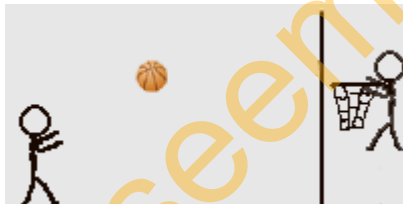
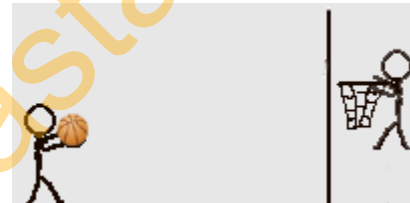
Material Required: 1. Six lawn tennis balls
2. One plastic bucket

Rule: 1. Ball once dropped on the ground cannot be counted.
2. If the ball touches any part of the body of player (at catching position) then it will not be counted.
3. If any player crosses the line during throw or catch then that ball will not be counted

Description: 1. One partner will stand at start with six balls and other partner will stand at line 2 with bucket.

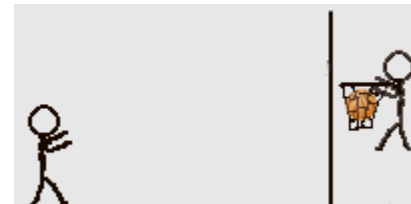
2. 1st partner will throw the ball (one at a time) and other partner will catch the same in the bucket.

3. The ball which is collected in the bucket will remain in the bucket.



4. When the 1st partner throws the entire six balls then the game will be over.

5. The players who collect the maximum number of balls are winner.



011 - 3 legged Race (Couple Game)

Material Required: 1. Soft Rope as per number of couples

Rule: 1. If knot gets open during the race, then the players are disqualified

2. You cannot lift your partner and run

3. Knot cannot be adjusted during the game

4. The rope should be properly tight



Description: 1. Ask the players to stand at the starting point and tie the rope as show in figure.

2. Check the knot to ensure that it is proper (not to lose not to tight)

3. Signal for the start of race



4. The couple who reaches the finish line first (with the rope intact in legs) is 3 legged Race winner

012 - Good Kisser (Couple Game)

Material Required: 1. Few Lip-sticks of different colors

Rule: 1. Player can kiss, any part of body.
2. The mark of the kiss should be visible.
3. If 2 kisses are touching each other, only one will be counted.
4. The Girl can support her partner by her body movements.
5. Player can use lip-sticks any number of time with in the allotted time of 1 minute

Description: 1. Provide one lip-stick to the male partner and start the game.
2. The player has to manage as many kisses as possible in 1 minute.



3. The kisses are counted by the signs of lipsticks left on the players.
4. The player with max no of kiss sign is winner.



013 - Pass the Band (Couple Game)

Material Required: 1. Rubber Bands
2. Circular Pencils

Rule: 1. Pencil can not be adjusted by hand (mouth holding) once the game started.
2. Rubber band can not be touched during the movement and rubber band transfer.
3. The partner standing at second line will neither touch the pencil / Rubber band nor move from his position during the game.
4. Only one rubber band can be transferred at a time

Description: 1. The partners will stand on the two lines (approx 3 meter apart).

2. Partner standing at second line will hold one pencil in his mouth.

3. Partner standing at first line will hold one pencil in his mouth and then start the game.



4. The partner standing at line one will put one rubber band in his pencil and move towards other partner and try to shift the Rubber Band into his partners pencil (without touching pencil or rubber band).



5. Then come back and put other rubber band in his pencil and repeat.

6. At the end of 2 minutes the couple who transfer maximum number of rubber bands is winner.

014 - Mummy Wrap (Couple Game)

Material Required: 1. Two colored toilet paper roll for each couples.

Rule: 1. The max marks for each couple is 10
2. If the paper tears off during the game, then 1 mark will be deducted.
3. The max time allowed is 1 minutes.
4. If both the rolls are not utilized, then you are out.
5. The female partner can advice his partner, but cannot touch the paper.

Description: 1. Give two rolls of different colour toilet paper to each couple.
2. After 'Start' signal the male member will try to decorate his partner with the help of toilet paper.



3. The marks will be awarded on the basis of look and design.
4. The couple with max score is winner.



015 - Balloon Race (Couple Game)

Material Required: 1. Medium size balloon as per no of participants

Rule: 1. **Balloons to stay on forehead only**
2. If balloon slips to any partner body below the neck then that couple is disqualified
3. **If balloon bursts (due to any reason)** then that couple is disqualified
4. **Balloon can not be touched by any partner during the race**
5. **Use of any adhesive is not permitted**



Description: 1. All the partners will stand at start line.
2. Distribute the balloons to each partner.
3. Ask them to place the balloon as shown in figure



4. **When all payers have placed the balloons properly ask them to remove there hand from balloons**

5. Signal to start

6. The couple who reaches the finish line first is the Balloon Race is the winner.

016 - Brick Race (Game)

Material Required: 1. No of bricks as per participants (two brick per couple)

Rule: 1. If the partner (partner-B) who is moving on brick touches the ground or takes any other support then the couple is disqualified

Description: 1. Ask all the players to assemble at the start line
2. Give one brick to one partner (partner-A)
3. Ask partner-B to stand on one brick placed on line
4. Signal to start



5. The other partner (partner-A) will place one brick at a distance, where his partner (partner-B) can comfortably place his one leg and then both the leg.

6. Now the partner-A will take the other brick (lying on ground as his partner-B has moved forward) and again place at a distance so that his partner (partner-B) can move forward.



7. The partners will keep on repeating the same till they reach the finish line

8. The couple who reaches the finish line first is the Brick Race winner

017 - Transfer Treasure (Couple Game)

Material Required:

1. Two spoons
2. Two Glass Bowl
3. Sufficient amount of peas

Rule:

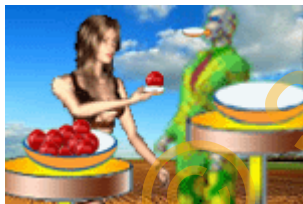
1. Once the game started, the wife is not supposed to cross the circle.
2. Height of the stands can be adjusted by the player before the start of the game
3. Husband (2nd player) is not allowed to touch the spoon, while having peas in the Spoon, otherwise in between he can adjust his spoon.

Description:

1. Keep one bowl filled with peas on one stand (stand no 1) and empty bowl on stand 2.



2. Give one spoon to each player
3. The wife will stand inside the circle with spoon in hand and husband can stand any where keeping spoon in his mouth
4. Start the game



5. Wife is required to pick the peas from the bowl with one spoon and transfer it to the husband spoon



6. Husband is to transfer the peas of his spoon to the 2nd bowl without touching the spoon

7. At the end of 1 minute the peas in the 2nd bowl is the score

8. The couple with max score is winner

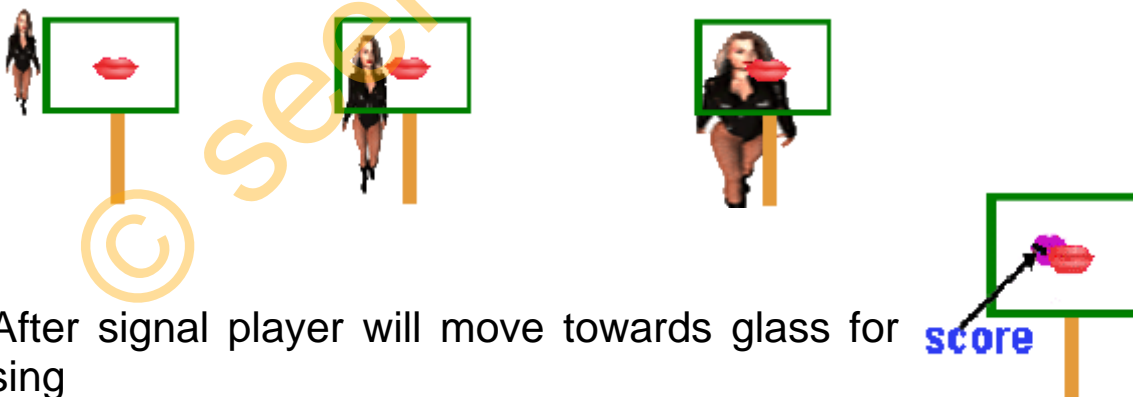
Section II : Ladies Game

018 - Kissing Game (Ladies Game)

Material Required: 1. One Stand fitted with transparent glass
2. Red Color Marker
3. Measuring Tape

Rule: 1. Each player is allowed to kiss only once.
2. Player is not supposed to ask spectators for direction.
3. Spectators are free to speak and shout.
4. All the distance will be measured from only one corner as marked in Figure
5. During the play do not shift the stand

Description: 1. Place the glass fitted stand and mark a standard lip sign on it for kissing game.
2. Make sequence by lottery
3. Ask player to stand behind the start line (It may become more interesting by closing the eyes with black ribbon)



4. After signal player will move towards glass for kissing
5. When player kisses the glass, mark her lip place
6. Measure the min distance of her lips to the mark made on glass
7. Player with min distance is winner

019 - Dressing Up (Ladies Game)

Material Required: 1. NEWS papers
2. Pins and scissors

Rule: 1. No portion of cloth should be seen.
2. Only NEWS papers, pins and scissors to be used.
3. The winner is chosen by the spectators.

Description: 1. Provide NEWS papers, pins and scissors to all players
2. Players are given 10 minutes to prepare the dress.
3. Players will try to make the paper dress and cover their partner as shown in figure.



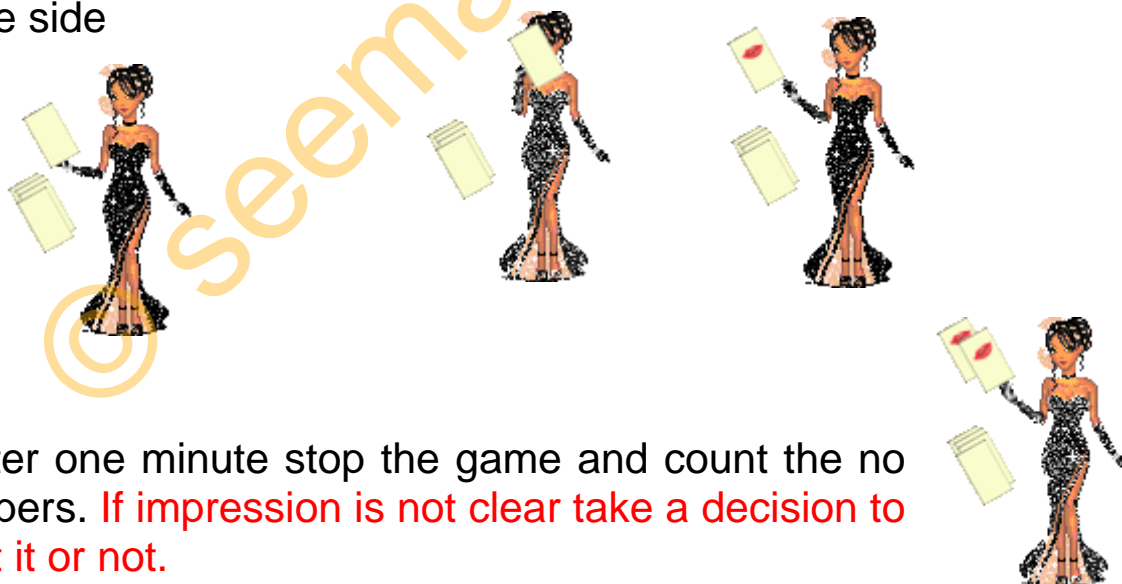
4. All spectators are asked to give marks
5. Player with max marks is winner.

020 - Lightning Kiss (Ladies Game)

Material Required: 1. Multiple white paper pieces of size approx 10 * 10 cm.
2. Few different colors lipstick

Rule: 1. Each girl will be given only 1 minute
2. **Only full lip marks will be counted** (make a panel of judge for decision)
3. Player can use any no of color lipstick for any no of times

Description: 1. Ask one player to come and use lipstick on her lips.
2. Provide her sufficient nos of white papers
3. Signal the start.
4. Girls will make her lips impression on the white paper and keep at one side



5. After one minute stop the game and count the no of papers. **If impression is not clear take a decision to count it or not.**
6. For each correct kissing impression give 1 marks and a **partial like .5 / .4 etc for incomplete kissing** impression.
7. The girl with max marks is winner

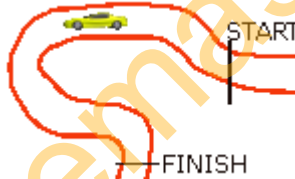
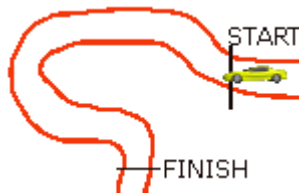
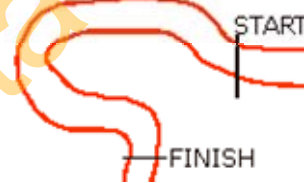
Section III : Individual Game

021 - Car Racing Game

Material Required: 1. One remote control toy car.
2. Stop watch

Rule: 1. If all the 4 wheels of car go out of the marked line then the player is out.
2. If car topples during the game then also player is out.

Description: 1. Mark a path on the floor as shown in figure. The width of the path should be at least 2 times of the car.
2. Decide the sequence by lottery.
3. Put the car on start and ask player to move the car with the help of remote



4. If player go out of the track then game is over.

4. Note the time

5. The player who reaches the finish line in minimum time is winner

022 - Bouncing Balls Game

Material Required: 1. Two flat stool
2. One bucket
3. Sufficient nos of TT balls

Rule: 1. Only those balls will be counted, which will bounce on both the stool and then fall in bucket
2. If a player crosses the throwing line, then that ball will not be counted.
3. Player can throw only one ball at a time.
4. Every player will be given one minute



Description: 1. Place the stools and bucket at appropriate distance as shown in figure.
2. Provide sufficient no of balls to player



3. During the game remove the ball, which does not bounce on both the stool.
4. At the end of game player with max balls in bucket is winner



023 - Sugar Gliders Game

Material Required: 1. 10 stands, 10 plastic plates and good nos of sugar cubes
2. One glass
3. One wooden rod broom (approximately 1 meter long)



Rule: 1. The sugar cubes collected in the glass at the end of 1 minute is your score.
2. After start of the game, player is not allowed to pick the sugar cube fallen on the floor
3. Player is required to catch the cube, only inside the playing circle. However for putting his broom to make sugar cube jump, he can come out from the playing circle.

Description: 1. Place all the plate on stand and sugar cube on one side of it. Plate should be very near to table border (refer figure)



2. Give the broom to the player.
3. Player has to put the broom at such place, that when he leaves the broom, it strikes with plate and sugar cube bounces in air
4. Collect the sugar cube in glass.



5. At the end of 1 minute the player with max sugar cubes in glass is winner

024 - Parking Perfection Game

Material Required: 1. Few TT / Tennis balls
2. One old drum

Rule: 1. All the balls to be thrown one by one only.
2. Ball should remain on the drum.



Description: 1. Decide the sequence by lottery
2. Note the time and ask the player to throw all the balls one by one, without removing the ball, which stays on drum



3. After all the balls are thrown; the number of balls on drum is your score

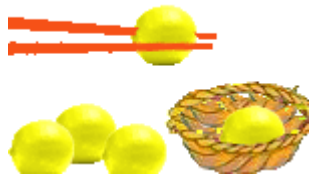
4. Player with max score is winner. If two players score same, then the player who took less time for game is winner

025 - Lemon Game

Material Required: 1. 25 nos. of lemon
2. Two nos of knitting needles
3. One Bowl

Rule: 1. Needle should not get pierced into lemon during pick
2. No lemon to be touched with hand
3. Lemon kept in the bowl will be counted
4. Only one hand to be used.

Description: 1. Keep all the lemon at one place and empty bowl by the side of it



2. Keeps the needle also by the side of it.
3. Start the lemon pick game
4. Player will use the needle to pick the lemon and put in the bowl
5. This will continue for 1 minute
6. Player with max lemon transferred is winner



026 - Fashion Dress Up Game

Material Required: 1. Player has to arrange his own dress
2. One attached room for dress change.



Rule: 1. Each player will be given 10 minutes to display her various dress.
2. Each player has to display her dress for min 15 sec in front of judge
3. Dresses are required to be changed in dressing room only.
4. Player may wear 2-3 dress over one other, till it suites his / her.
5. For each dress marks to be awarded between 1 to 10 (do not take in to consideration, the quality of cloth).
6. Each player will be allowed to have one assistant for dress change.



Description: 1. Decide the sequence and start the game.
2. For each dress change, player has to go inside the dressing room
3. After end of 5 minutes add the marks of each dress.
4. The player with max marks is winner



027 - Marble Shooting Game

Material Required: 1. Smooth 'L' bend plastic pipe (as shown in figure)
2. Sufficient nos of glass marbles
3. 10 nos of plastic bottles

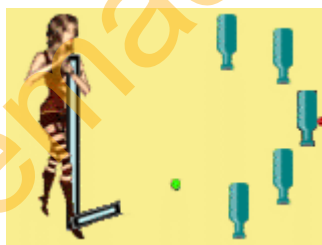


Rule: 1. Player is not allowed to move beyond the starting line.

Description: 1. Arrange all the 10 bottles in a row at a distance of approx 10 feet from the starting line.
2. Keep 10 nos of glass marbles behind the starting line.



3. Give the L bend pipe to player and start the game
4. Player will drop the glass marble in the pipe in such a way that it comes out from the other end and hit the plastic bottle



5. At the end of 1 minute the nos of bottle toppled is your score
6. Player with max. score is winner



028 - Stop Fire Game

Material Required: 1. Candle
2. Belt
3. Small cotton ball soaked with water

Rule: 1. If the candle falls by player, then the player is out.
2. Player is not supposed to touch the belt / rope.
3. Player cannot move inside the candle circle.

Description: 1. Place a candle and make a circle around the candle.
2. Tie strings to the belts of the players. At the end of each string tie a piece of wet cotton wool.



3. The player is required to put out the candle with the help of the piece of cotton wool by body movement as fast as possible without using the hands (as shown in figure).
4. Note the time taken.
5. The player with min time is winner.



029 - Fruit Juice Game

Material Required: 1. One Glass with identification marks
2. One Bowl and spoon
3. Plenty of fruit juice or water



Rule: 1. The size of spoon should be same for all players
2. No penalty for spilling of juice from spoon, however no additional juice will be provided.

Description: 1. Keep empty glass and bowl full of juice and give the spoon to player
2. The object of the game is to fill the glasses with the help of the teaspoon.



3. Start the stop watch and ask the player to fill the glass with juice
4. Allow the same for 1 minute and after one minute measure the juice filled in glass
5. The player who manages the max juice is winner.



030 - Big Money Maker Game

Material Required: 1. Small play cards of numbers 0,1,2,3,4,5,6,7,8,9

Rule: 1. The play cards, which is not inside the limit lines is not counted
2. If the card is inside the limit line, but up side down, it should be counted
3. If no is '038' then score is 38



Description: 1. Draw two limit lines and a throwing line.



2. Keep all cards at one place and ask player to take 5 cards at random and throw the cards one by one, so that it lands between the limit lines.
3. The score is as number falls on ground.
4. The player with max score is winner



031 - Sniper Game

Material Required: 1. One wooden plank with few nails mounted on that.
2. Potatoes tied with approx 1.5 M string attached to it.

Rule: 1. Player is suppose to use only one hand
2. Potatoes which get fixed on nails and remains till the end will be counted.

Description: 1. Tie the string with the potatoes as shown in figure

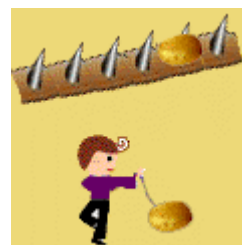


2. Mark a limit line and player should not cross the same during play.

3. Provide 6 potatoes fitted with string to the player

4. In front of player there is a plank with the nails. The object is to pin the potatoes on the nail.

5. The player with max score is winner.



032 - Creative Writing Game

Material Required: 1. Pencil
2. Paper
3. One mirror for checking the writing

Rule: 1. No player is allowed to go out during the game

2. Players are allowed to cut and rewrite the word during the game.
3. All letters are to be written in capital letters

Description: 1. Distribute the pencil and paper to all players

2. Ask the players to sit a bit separated from each other.
3. Inform them clearly that they are required to write the word in such a way that if the mirror is kept at the top line of it, it should appear correctly.(as shown in FIG - 2) and writing should be legible.

4. Now speak the words like (MIRROR ,

AMBULANCE , and CARTOON etc.)
5. Give a pause of approx 15 seconds between the words

6. Speak about 8-10 words

7. Collect the paper and check writing with the help of mirror as shown in FIG - 3.

8. Player with max correct answer is winner

CARTOON

MIRROR

AMBULANCE

FIG - 1

CARTOON

MIRROR

AMBULANCE

FIG - 2

CARTOON

CARTOON

MIRROR

MIRROR

AMBULANCE

AMBULANCE

FIG - 3

033 - Cards Cool Game

Material Required: 1. One pack of cards
2. Six stands

Rule: 1. Take a pack of cards and remove all cards other than A,K,Q,J,10,9
2. **Only cards on correct stand will be counted.**
3. No penalty for wrong placement
4. Player can take only one card at a time



Description: 1. Shuffle the cards properly and keep on the central stand.
2. All the other stand on outer circle should be marked as A,K,Q,J, 10 & 9
3. Each player will be given 1 minute
4. Start the game.



5. **Player will take one card and place on the respective stand.**
6. **At the end of 1 minute count the card (discard the cards placed on wrong stand) that is score.**
7. The player with max score is winner

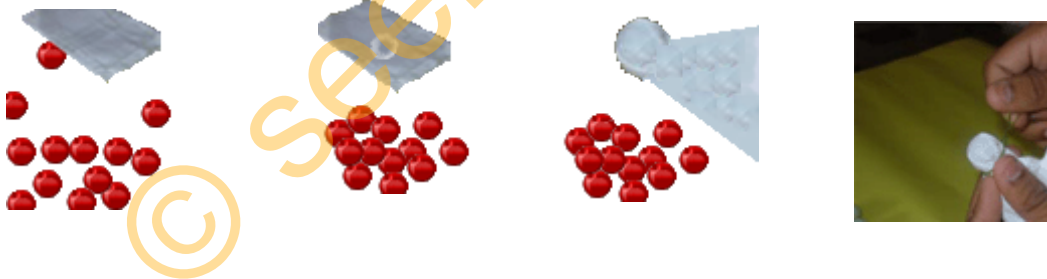
034 - Hanky Game

Material Required: 1. 100 glass marbles
2. Big size handkerchief
3. Lots of Rubber band

Rule: 1. Only one handkerchief and 20 marbles will be given to one player
2. No restriction on no of rubber band distributed
3. Each marble is to be tied separately

Description: 1. Distribute the marbles, handkerchief and rubber band
2. Each player is required to put one marble in handkerchief and secure it with rubber band as shown in figure.

3. He can put the marble any where on the handkerchief. Since only one handkerchief is given therefore players are required to place the marble in such a way that max no of them can be accommodated.

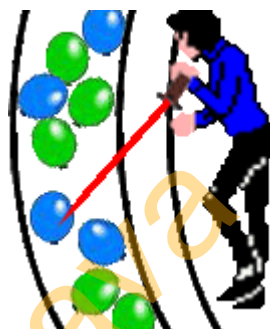


4. Start the game
5. Players will be putting the marbles as shown.
6. At the end of 1 minute the game is stopped
7. After the time ends, the marbles properly secured with rubber band is the score
8. The player with max nos. of marbles is winner.

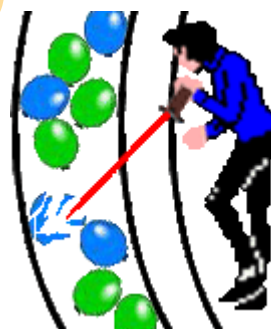
035 - Balloons Game

Material Required: 1. sufficient nos of balloons
2. One 2 M long stick
3. One 10 cm long needle.

Rule: 1. Player is not allowed to come out from inner circle.
2. **Player cannot burst the balloons, which has come inside the inner or middle circle.**
3. Every player will be given max 30 sec.
4. For the next player replace the no of balloons, busted by previous player.



Description: 1. Draw three circles as shown.
2. Tie the needle at one end of stick.
3. Place 30 balloons in between outer circle and middle circle.
4. **Player will burst balloon with the help of stick only those balloons, which are in between middle and outer circle.**
5. Number of balloons busted at the end of 30 sec is your score.
6. Player with maximum score is winner



036 - T Shirt Game

Material Required: 1. T shirts (approximate 20 nos)

Rule: 1. All the T Shirts must be reversed [in Hindi-ulti] before the game starts

3. Player can take only one shirt at a time.

Description: 1. All the T shirts should be placed in a place in reversed condition

2. Blow the whistle to start the game.

3. Player will take one T shirt and change it into proper manner before wearing.



4. Player will wear that T shirt and then take the next one.

5. Continue it for one minute.

6. Player who wore max number of T shirts correctly is winner.



037 - Board Game

Material Required: 1. A tambola board & all blocks of tambola

Rule: 1. Players can only pick the coin after the time starts.

2. Players can pick only one coin only at a time from the bowl.

3. All the coin should be in the correct place, wrong placement should not be counted

1	2	3	4
11	12	13	14
21	22	23	24
31	32	33	34

Description: 1. All the coin should be mixed with each other before start.

2. Players will pick a coin after time starts.

1	2	3	4
11	12	13	14
21	22	23	24
31	32	33	34

1	2	3	4
11	12	13	14
21	22	23	24
31	32	33	34

1	2	3	4
11	12	13	14
21	22	23	24
31	32	33	34

1	2	3	4
11	12	13	14
21	22	23	24
31	32	33	34

3. Players will arrange the coins as per their number on the board in 1 minute

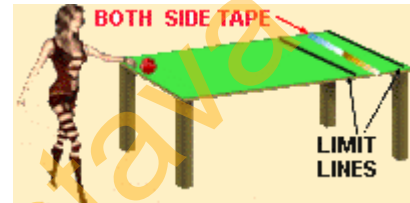
4. After one minute count the number of coin placed correctly

5. The player with max correct coins arranged is winner.

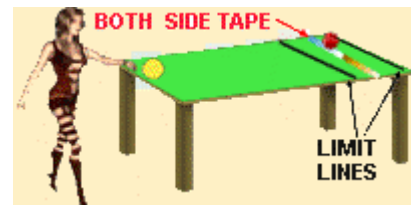
038 - Ball Roll Game

Material Required: 1. One smooth table.
2. 10 nos of marble
3. One meter both side sticking tape

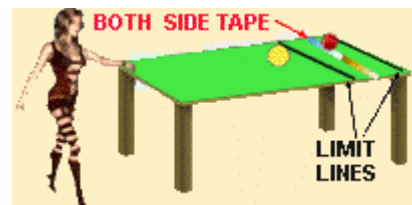
Rule: 1. Each player will be given max 1 minute and max 10 chances
2. The marble which is not within the upper and lower boundary will not be counted. Marble on line (but more than 50% inside) will be counted
3. During game the player should not touch table.



Description: 1. Draw two lines at a distance of 10 cm apart on one side of table and stick the tape between these line (tape will help in retarding the marble speed).



2. Provide 10 marble to one player and start.
3. Player will throw the marble from one side of table, so that it stops between the two lines.
4. The no of marble stops between two lines is score.
5. The player with max score is winner



039 - Spoon Feeding Game

Material Required: 1. 500 gm of Ground nut (or any other food grain)
2. One Spoon
3. One bowl

Rule: 1. Once the game started the spoon can not be touched with hand
2. Player is not allowed to touch the Ground nut or bowl by hand
3. Ground nut fell out side the bowl will not be counted
4. Player can pick any no of Ground nut at a time with his spoon



Description: 1. Decide the sequence by lottery
2. Keep the empty bowl and Ground nut at one place
3. Ask the player to place the spoon in his mouth
4. Start the game

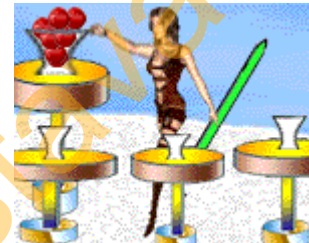


5. Player will pick the Ground nut in spoon and place in the bowl
6. After 1 minutes the player with max Ground nut in bowl is winner

040 - Perfection Game

Material Required: 1. Three nos of small glass bowl (fit to accept TT ball)
2. 10 nos of TT balls
3. Three Table stand
4. One 5 meter long measuring tape having concave surface (as shown if figure)

Rule: 1. Player is not allowed to come out from inner circle during the game.
2. **Players are free to use any no of ball, if**
3. Max 1 minute is allowed to one player.
4. Ball should remain in the glass bowl till the end of 1 minute.
5. The player who puts one ball in each 3 glass bowl in one min will be winner. **In case of tie, the player who completes the game in less time is winner**



Description: 1. make an inner circle and place the three stands (with glass bowl on it) at approx 1 to -1.5M distance from the inner circle.
2. Provide sufficient nos of TT ball to player and start the game.
3. **Player will roll the ball on tape, so that it reaches to the bowl.**



4. Record the time for completing all three balls
5. Player with minimum time is winner

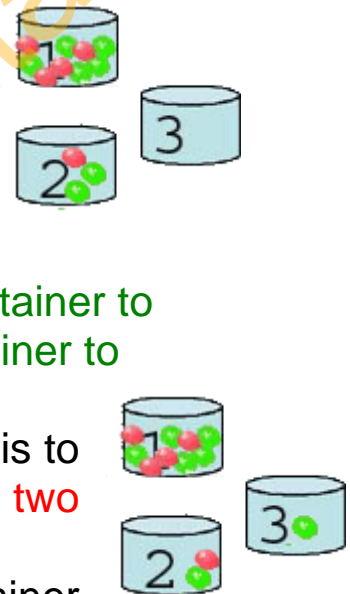
041 - Color Ball Game

Material Required: 1. Three shallow containers (plastic)
2. 50-60 small balls (marble) of two colors



Rule: 1. Only spoon should be used for shifting of balls.
2. Middle container must have at least two balls (one of each color) at a time.

Description: 1. Place all the balls in the first container.
2. Ask the players to take the spoon in his hand
3. Signal to start the game
4. Each player will first shift the ball from 1st container to the middle container and then from middle container to last container.
5. While shifting from middle to last container, it is to be ensured that middle container is left with min two balls (one of each color).
6. After one minute the balls in the last container (i.e. in no 3) is the score.
7. Player with max score is winner.



042 - Super Stacker Game

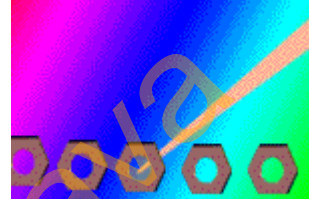
Material Required: 1. 6 Nut of size M10
2. One small wooden stick of diameter 3-4 mm

Rule: 1. At the end of 1 minute the nos of nut stacked is your score.

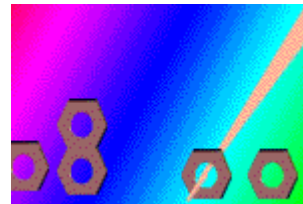
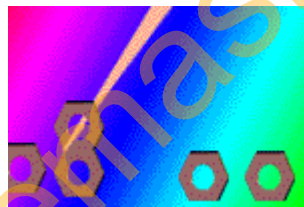
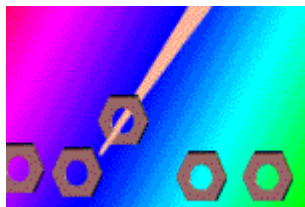
2. During the game you are free to make any no of attempts.

3. **Player is not supposed to touch the nut during the game.**

4. If many players stack all the 6, then the player with minimum time is winner.



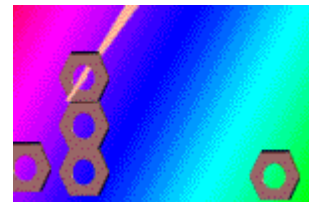
Description: 1. Place all six on a table as shown and give stick to player.



2. Start the game.

3. Note the time when the player completes stacking of all the nuts. **(should be stable)**

4. Player with max nut stacked / min time is winner



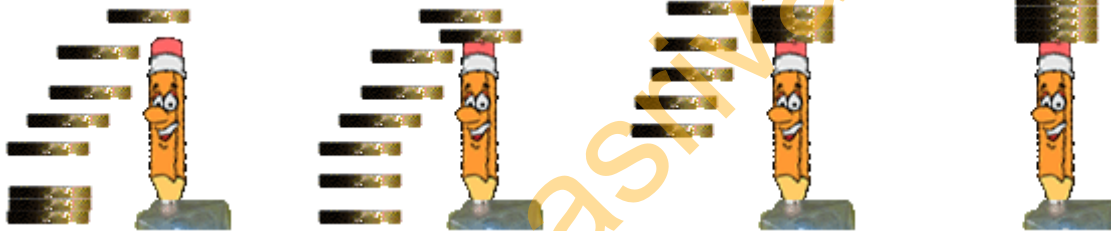
043 - Coin Game

Material Required: 1. A new pencil with flat head
2. About 30 coins of 1 Rupee.
3. A stand to fix the pencil tight



Rule: 1. Players can not touch pencil.
2. Players can put only one coin at a time.

Description: 1. Secure the pencil in a stand as shown in the figure.
2. Coins of 1 Rupee should be kept separately.



3. Players can pick the coins after the time starts and only one coin to be placed at a time.
4. Keep the coins on the pencil as shown in the figure.
5. After 1 minute who keeps the max coins on pencil is winner.
6 If time is there and coin s fall down you can continue the game.

044 - Card Coin Game

Material Required: 1. One pack of playing Cards
2. 30 coins each of Rs 1, 2 & 5

Rule: 1. Only one hand to be used during the game
2. **Only one card and coin to be handled at a time**
3. After putting coin on card, he is allowed to take another card from the pack

Description: 1. Take out all the King, Queen, Jack from the pack.
2. Put all the coins in a bowl
3. Start the game



4. Player will take one playing card and keep on the table and then take out the coins from the bowl (coin value equal to the no written on card)

e.g. if card is '3' then he has to put one Rs 1 and one Rs 2 coin.

If the card is 4 then

two coin of Rs 2 or 2 of Rs 1 and one of Rs 2.

If card no is 5 then one coin of Rs 5 or two coin of Rs 2 and one coin of Rs 1 etc.

5. After doing it for the first card he can take 2nd card and so on

6. The no of correct coins he places on the card is his score.

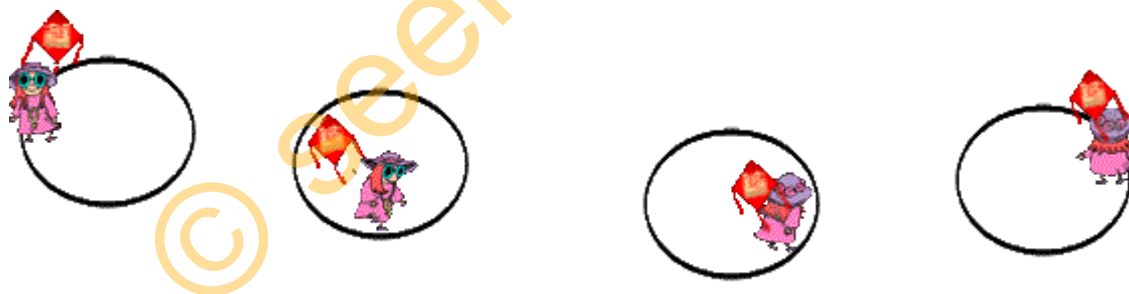
7. The player with max correct card is winner

045 - Fly The Kite Game

Material Required: 1. Few kites of medium size
2. Thread

Rule: 1. each player will be given max 1 minute
2. At the starting each player will be given 10 sec to make the movement, so that kite flies
3. **One the kite touches the ground the game is over and that is your score.**
4. Once the first 10 sec is completed, then no player is allowed to touch the thread.
5. **No player is allowed to go beyond the circle.** if any player goes beyond the circle then at that time the score (seconds completed) is his score

Description: 1. Tie the kite with player waist, so that it completely rests on ground
2. Start the game. **Player will go round the circle in such a speed that the kite flies.**



3. **Do not count first 10 sec. After that when ever the kite touches the ground the game is over.**
4. The player with max score is winner

046 - Cloth Folding Game

Material Required: 1. One 5 meter cloth (*Sari*) for each player
2. NEWS papers



Rule: 1. If any player's *Sari*, which he is folding touches the ground then he is out.

2. You are allowed to keep the *Sari* on your body
3. *Sari* should be folded properly

4. One Judge is required to decide the properly folded *Sari*.

5. Judge has authority to reject the quality of *Sari* folding



Description: 1. Place the news paper on the ground and then put unfolded *Sari* on it. (as shown in figure)

2. Ask the players to stand on the news paper on the side of *Sari*

3. Signal to start the game

4. Each player will fold the *Sari* standing on the news paper and follow the rules

5. After the player folded the *Sari* ask him to keep on the news paper and record his timing

6. After every player complete the game ask judge to decide if any folding to be rejected.

7. Among the accepted folding, the player with min time is winner.

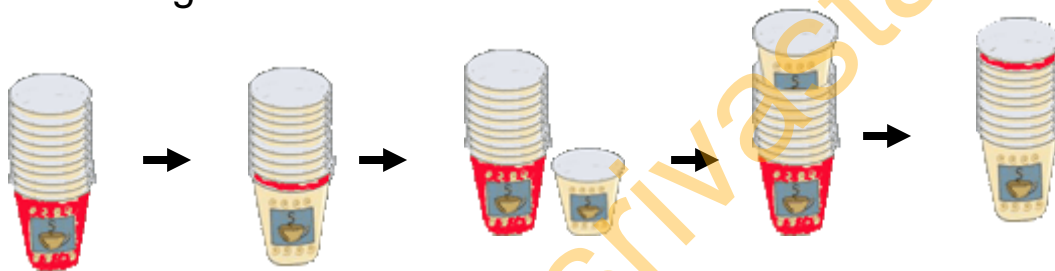


047 - Glass Game

Material Required: 1. 59 paper glasses of one color and 1 glass of red color.

Rule: 1. If any glass falls on ground, the player is disqualified.
2. The game will be over after one minute

Description: 1. Stack all the 60 glasses one over the other, keeping the different color glass at the bottom
2. Start the game.



3. Player will take one glass from the top and keep at the bottom i.e. below red color glass (ref figure).
4. Player will keep on repeating the same.
5. After 1 minute the no of glass below the red color is the score
6. Player with max score is winner

048 - Pop Up Balloon Game

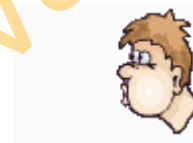
Material Required: 1. Good amount of small balloons of same size and quality.

Rule: 1. Check the balloon physically to ensure they are OK
2. If during the game any player finds that a balloon has hole, he can simple throw it.

3. No time compensation will be given for faulty balloon

4. No one should be allowed to use any item to burst the balloon.

5. Players are not allowed to hold the balloon neck from a distance to reduce it's air volume



Description: 1. Keep sufficient no of balloons and ask the play to blow it till it gets burst.

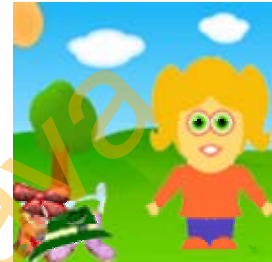


2. At the end of 2 minutes count the no of balloons busted.
3. The player with max no of burst is winner

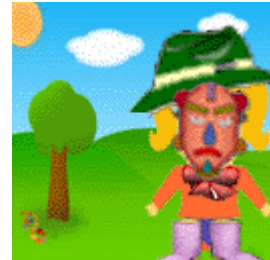
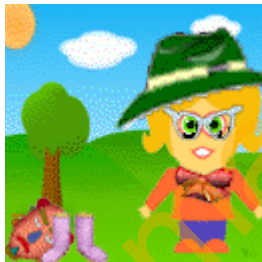
049 - NO Dress Game

Material Required: 1. Variety of articles like T-Shirt, Goggle, scarf, bangles, neck tie etc

Rule: 1. This is no Dress Game, i.e. **no fix sequence for putting the items**
2. Items placed at proper places will be counted **(t-shirt wear in legs cannot be counted).**



Description: 1. Place all the items in mixed condition.
2. Start the game
3. Ask the Player to take only one item at a time and wear it



4. Player with max items in one minute is winner.

050 - Toilet Paper Game

Material Required: 1. Plenty of colored toilet paper rolls.

Rule: 1. Player can not run out side the playing area.

2. Player is free to use any part of his body i.e. both hands legs etc.

3. At the start of the game the paper roll will be kept on the ground in center of circle with end clearly visible and 1-2 cm out

Description: 1. Ask the player to stand in the center and start the game

2. With movement of his hands and body he will try to remove maximum paper from roll in 1 minute.



3. At the end of 1 minute measure (weigh) the paper left out in the roll, and that is his score.

4. The player with minimum score is winner

051 - Falling Coin Game

Material Required: 1. One Bucket
2. One bowl
3. Few Rs 1 coin

Rule: 1. All players will be given max 10 chances within max 1 minute
2. If a Player touches water filled in bucket, then his 1 chance will be deducted.
3. Game will be over after 1 minute, irrespective of attempts.



Description: 1. Fill 3/4 of Bucket with water and place a bowl in the bottom center, as shown in Figure



2. Ask the player to drop the coin in bucket, so that it goes inside the bowl.
3. At the end of 1 minute or 10 chances whichever ever is earlier, count the no of coins in bowl.
4. The player with max coin in bowl is winner

052 - Burning Game

Material Required: 1. Match box
2. 20 Candles

Rule: 1. Light the entire candle once and then put it off so that all players gets pre-lighted candle

2. Fix the entire candle on the floor as shown in figure

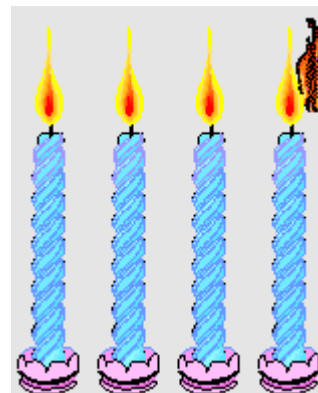
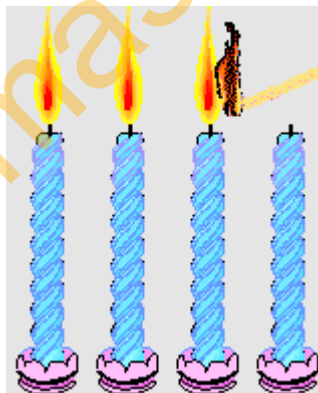
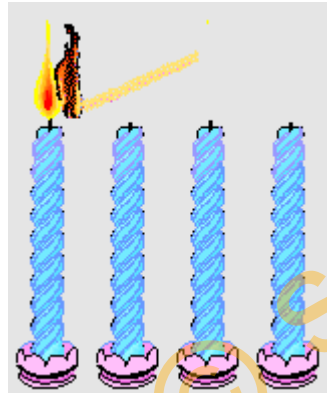
3. **Candles cannot be touched with hand**

4. Make sure that there is no wind blowing

5. Only one match stick will be given to one player. **If any match stick is not getting lighted in the beginning itself, then he can take other one.**



Description: 1. Decide the sequence by lottery
2. Call one player give him match box



3. The player will burn one match stick and then light the candles
4. The player with max candle lighted by one stick is winner

053 - Air Blows Game

Material Required: 1. Wooden stand
2. 3 nos of TT ball
3. One measuring tape.

Rule: 1. Each player will be given 3 chances
2. A chance will be completed when the ball leave the plate i.e. if after air blow the ball does not leave the plate, the chance will not be counted.
3. The distance will be measured from the stand base to the point ball hits the ground
4. The max of three chances will be score.

Description: 1. Decide the sequence by lottery.
2. Ask 1st player to blow air from his mouth so that ball goes to it's max distance.
3. Repeat the same for all players, then 2nd chance of 1st player and so on.



4. Every time measure the distance.
5. The player with max distance is winner

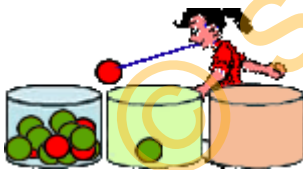


054 - Shift Pepper Game

Material Required: 1. Three shallow containers (plastic)
2. 50-60 grains of black pepper and green peas

Rule: 1. The black pepper and peas placed in the correct container will be counted.
2. Player can change straw if it gets distorted or pepper gets stuck in the straw.

Description: 1. Place all the pepper and green peas in the first container in mixed condition.
2. Ask the players to take one straw pipe in his hand
3. Signal to start the game
4. Player has to transfer peppers and peas in empty bowl by sucking and holding them with straw pipe.



5. The pepper and peas are to be shifted in the correct bowl, marked for it.
6. After one minute the sum total of pepper and peas in their respective container (i.e. in no 2 & 3) is the score.
7. Player with max score is winner.

055 - Button Game

Material Required: 1. One bowl full of rice
2. 30-40 small buttons
3. One Black cloth strip.
4. One bowl

Rule: 1. You are not allowed to touch your eyes cloth during the game.
2. Only one hand to be used during the game.
3. NO rice grain to be shifted in the bowl along with button.
4. The number of rice grain shifted will be deducted from the score.

Description: 1. Mix all the rice and buttons.
2. Cover the player eyes with black cloth (blind fold), so that he is not able to see.
3. Signal to start the game



4. Each player will use only one hand to pick the buttons from mixture.
5. Buttons are to be kept in bowl.
6. After one minute the number of buttons minus rice grain in the container is the score.
7. Player with max score is winner.

056 - Feather Game

Material Required: 1. Two nos of small artificial feather

Rule: 1. The feather are to be kept in air, only by blowing the air from mouth.

2. No part of the body should touch the feather.

3. Player is not allowed to come out the playing circle.

4. As soon as any one feather touches the ground or any part of body game is over.



Description: 1. Player should keep both the feather in his hand and release it as soon as game starts.



2. He / She will blow the air from mouth to keep the feathers in air.

3. When ever any feather touches ground or any part of body, note the time.

4. The player with max time is winner

057 - Cards House Game

Material Required: 1. One pack of playing Cards

Rule: 1. The bottom row must have 8 cards.
2. In vertical portion 2 cards should not overlap.
3. In horizontal place cards can overlap.
4. Cards placed in horizontal position will not be counted.
5. After completing one structure (if time left) he can start 2nd construction.

Description: 1. Place all the cards at one place.
2. Signal to start the game



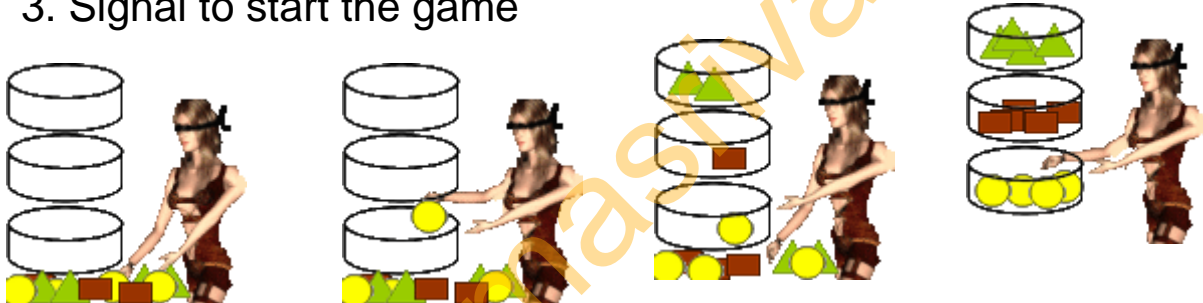
3. Player has to complete the bottom row before starting 2nd row.
4. After 3 minutes the no of cards in vertical position is the score.
5. Player with max score is winner.

058 - Shape Shifter Game

Material Required: 1. Three shallow containers
2. Items of three different shapes
3. One black ribbon

Rule: 1. The shapes placed in the correct container will be counted.
2. There is no penalty for wrong placement.
3. The idea is to recognize the shape by touch.

Description: 1. Place all the shapes in the mixed condition.
2. Blind fold the player.
3. Signal to start the game



4. Player has to transfer the different shapes in the marked container.
5. At the end of 1 minutes discard the shape placed in wrong container.
6. The score is sum of nos of shapes in correct container.
7. Player with max score is winner.

059 - The Ball Game

Material Required: 1. Table
2. TT Ball

Rule: 1. Spectators can shout for enjoyment, **but helping to find the ball is not allowed**
2. Player is not allowed to touch the table / ball by hand.
3. **Ball should be completely out from the marked circle.**



Description: 1. Make a circle on the table (slightly bigger than TT ball) and keep the ball in the center



2. Blind fold the player
3. He/she stands with his/her back to the table.
4. Start the stop watch and signal the start. At the command he/she makes 5 steps forwards, turns around 3 times, comes back to the table and tries to blows the ball off the table.
5. Note the time, when the **ball is completely out from circle.**
6. Player with min timing is winner



060 - Glass Game

Material Required: 1. Sufficient nos of paper Glasses

Rule: 1. Only one minute will be given to one player.

2. Player is free to decide the space between two glasses.

3. There is no penalty for falling of glasses during the game.

4. At the end on one minute the no of vertical storeys made is score.

5. If many players on the same score then total no of glasses is the deciding score.



Description: 1. Decide the sequence by lottery.



2. Provide sufficient no of paper glasses of same size

3. After one minute count the no of vertical storeys completed and no of glass used.

4. The player with max score is winner

061 - Money Expert Game

Material Required: 1. 10 stands and 10 nos of beer bottle.
2. 50 nos of coin (slightly bigger than the mouth of bottle).
3. 10 nos of Rs 100 paper note.

Rule: 1. Player is not suppose to touch any other item except the paper note.
2. Paper note can only be pulled.
3. Even if 1 coin falls down, then that bottle will not be counted
4. If coins get displaced on the bottle mouth, but did not fall, then that bottle will be counted.
5. Every player will be given max 1 minute

Description: 1. Place all the bottles on stand and then place Rs 100 paper note on it's mouth and place one coin on each.bottle.
2. Ask the player to start the game.



3. Player is supposed to pull the paper in such a way that coin remain on bottle.
4. At the end of 1 minute the nos of bottle on which the paper note is pulled out, but all coins remain is the score.
5. Player with max score is winner

062 - Restaurant Game

Material Required: 1. Sufficient no of Bottle Guard / Carrot
2. Sharp Knife

Rule: 1. Before start of the game cut both end pieces. All the participants should get Bottle Guard / Carrot of same length and almost of same diameter.
2. All the pieces should have complete circumference. If the piece is not cut properly, it should not be counted.
3. Thickness is not the criteria, however once the piece is cut, you cannot cut it again
4. Acceptable unacceptable pieces are shown in figure.
5. All the players will be given max 1 minute

Description: 1. Decide the sequence by lottery.
2. At the end of one minute count the correct pieces.



3. The players, who cut max acceptable pieces is winner

063 - Sucking Game

Material Required: 1. Two transparent glasses.
2. Sufficient drinking water and straws
3. One liquid measuring beaker.

Rule: 1. Players can change the straw during the game (if they wish so)
2. Every player will be given 1 minute
3. You are not allowed to first fill your mouth with water and then shift to other glass.
4. Both the straws are to be used simultaneously

Description: 1. Fill the first glass with drinking water.
2. Provide 2 straw to player and ask him to place in his mouth properly.



3. The player is suppose to suck the water from one glass and divert it to other glass without touching the straw
4. At the end of 1 minute measure the collected water in 2nd glass
5. Player with max water collected is winner

064 - Paper Toss Game

Material Required: 1. Plenty of a4 size waste paper
2. 10 nos of empty cans
3. One Table

Rule: 1. Player is not allowed to cross the stop line
2. The no of cans fallen from the table is your score.
3. Each player will be given only 20 waste paper and max 1 minute
4. If during the throwing the paper a player comes out from the line, then that will not be counted and no extra paper will be given



Description: 1. Place all the 10 cans on table at some distance and give 20 waste papers to player



2. Player will make the paper ball with his hand and try to hit the cans, so that it falls.
3. At the end of 1 minute the no of cans fallen is your score.
4. Player with max score is winner



065 - Identification Game

Material Required: 1. 8-10 types of Food grains (like few types of pulses, Maze, Whole wheat, Whole coriander, dry peas)
2. 8-10 Cotton bags
3. Pencil and paper

Rule: 1. Once written then description of item can not be changed
2. The Spelling mistakes are not a fault.
3. Total time for the game is 90 seconds (including writing time)
4. No participant is allowed to see the item



Description: 1. Mark the bag with serial no 1 to 10
2. Put one item (food grains) in one bag
3. Keep the bags at a separate place (at some distance) and keep paper and pencil.
4. Decide participants by lottery
5. Ask 1st participants to come and put his hand in the bag to guess the item by touching.
6. In 90 seconds player can touch the item many times, but he has to complete the writing also for all the 10 bags within that time.
7. The player with max correct answer is winner



066 - Hit Man Game

Material Required: 1. Four no of stand
2. 8 nos of empty soft drink cans
3. One rope of 10 feet length
4. One small size weight (approx 200 gm)

Rule: 1. Once the game started the no one can adjust the cans.
2. Player is not allowed to come out from inner circle.
3. **If both the can of one stand falls, then this will not be counted.**
4. If more than one player are able to topple all the four cans within 1 minute the player with min time is winner.

Description: 1. Tie the weight at one end of rope and make two circles (one inner with 4 feet diameter and one outer with 10 feet diameter)



2. Player will stand in inner circle and by swinging the weight try to topple the top can of all four stands (one by one)
3. If both the can of one stand falls, then that stand will not be counted.
4. The player with max score is winner

067 - Counting Game

Material Required: 1. Two shallow containers
2. Approx 200 small balls / grains

Rule: 1. The balls shifted in the 2nd container will be counted.
2. If there is any difference in counting, the **penalty will be -**

1 wrong (+ or -) = 5
2 wrong (+ or -) = 15
3 wrong (+ or -) = 30
4 wrong (+ or -) = 50
5 wrong (+ or -) = 75
6 wrong (+ or -) = 105
7 wrong (+ or -) = 140
8 or more wrong (+ or -) = 185



Description: 1. Place all the balls in the first  container.

3. Player has to transfer balls in empty bowl and count also.

4. At the end of 1 minute player will declare the nos of balls he has shifted.

5. **The score is nos of balls in the 2nd container minus the penalty e.g. if a player shifted 82 balls and declared 82, then his score is 82. If a player shifted 100 balls and declared 97, then his score is 97-30 (penalty for 3 wrong) = 77.**

6. The speed and accuracy is the essence of the game.

7. Player with max score is winner.

068 - Tail Boa Game

Material Required: 1. Stand
2. Picture of an animal
3. Measuring Scale

Rule: 1. Distance to be measured from the 'X' point.

Description: 1. Draw a picture of animal without the tail on a big piece of paper or cardboard. Mark a big "X" where the tail should be, and paint a separate tail that will be pinned.



2. Each player is blindfolded and stand at a fixed distance
3. Player will move towards the picture and "pin the tail"
4. Measure the distance between the pin and 'X' mark.
5. The one who has put the tail closest to the "X" is winner.

Section IV : Group Game

069 - Unique Identifier Group Game

Material Required: 1. Tags of different personality like King Queen etc.

Rule: 1. No player should try to look on the tag placed on his back.
2. If any player identifies himself, then he should only tell the organizer and not to other player.

Description: 1. Write the names of famous people on index cards.
2. Tape one card to the back of each player.



3. Everyone walk around in the same room.
4. Instruct them not to mention the names on their backs, but to talk to everyone as if they are the people whose names are on their cards.
5. As people begin to correctly guess their identities, they have to continue to treat the other people as per tag on their backs.
6. When everyone guesses the names on their backs correctly the game is over.
7. The player who guessed it 1st is winner

070 - Chairs Group Game

Material Required: 1. Few Chairs - 1 no less than number of players.(if there are 10 players, place 9 chairs)
2. Music system / Light indicator

Rule: 1. Player can sit on chair, only after the music stops.
2. **No player is allowed to move backward.**

Description: 1. Place chairs in a circle and players will stand around it.
2. Start the music.
3. **The player move round the chairs while the music is on.**



4. When the music stops they have to sit down on a free chair. **The player without a chair is out of game.** Take away one chair each time.
5. Repeat until you have only 2 players and 1 chair. The one to sit down first on the last chair is winner.

071 - Spoon Race Group Game

Material Required: 1. Spoons
2. Few lemon of same size & shape.

Rule: 1. Once the lemon falls, the player is out.
2. After the start of the game player is not allowed to touch the spoon or lemon.
3. If no player reaches the finish line, then the player who covered the max distance is winner.

Description: 1. Ask all player to hold the spoon in his mouth and then put a lemon on it.
2. On start player runs with the spoon in his mouth



3. You cannot run without a lemon in the spoon.
4. The player who reaches the finish line first is winner

072 - Switch Group Game

Material Required: 1. Paper and pen

Rule: 1. Same color clothes should not be changed.

2. Only visible articles should be changed.



Description: 1. Divide the kids into two teams and take Team A into another room.

2. Team A must switch various items of clothing or accessories with one another, then return to the game room.



3. Team B must try to guess all the switches that have been made within a five-minute

4. Add up how many items Team B guessed correctly.

4. Then let Team B have a turn to "switch" and let Team A guess the switches.

5. The team with the most correct answers in the allotted time period is winner

073 - Price is Right Group Game

Material Required: 1. Stuffed Animals or any other item
2. Paper and Pencil



Rule: 1. Do not show the item, before the start of the game
2. **Each player will be allowed to make only one guess.**

Description: 1. Distribute paper and pencil to each player.
2. Hold up one item and have the player try to guess how much it cost.
3. Players should write the price and return to organizer.



4. Reveal the price tag
5. The player who guessed the closest is winner. If two players difference is same, then the **player who guessed it first is winner.**

074 - Balloons in Air Group Game

Material Required: 1. Balloons of same size

Rule: 1. No player is suppose to touch the balloons with his hand or any part of body other than head

2. **Once the balloon touches the ground, the player is OUT**

Description: 1. A contest to see who can keep a balloon in the air the longest, using only their head.

2. Give one balloon to each player and start the game



3. The person who can keep it in the air longest without using anything but their head is winner



(This game can also be played as individual by recording the time the balloon was in air)

075 - Dress & Un-Dress Group Game

Material Required: 1. Clothing items - Shirt, pair of shoes, Hat etc.

Rule: 1. Make sure that the size of clothe is suitable for player.
2. Give similar item to both the teams.

Description: 1. Make 2 piles of the same type of clothing.
2. Divide the group into teams and have the first team players race to dress up in all the clothes from one pile



3. When finished, he/she must take all the clothes off and have the next player dress up
4. The team that dresses and undresses first is winner

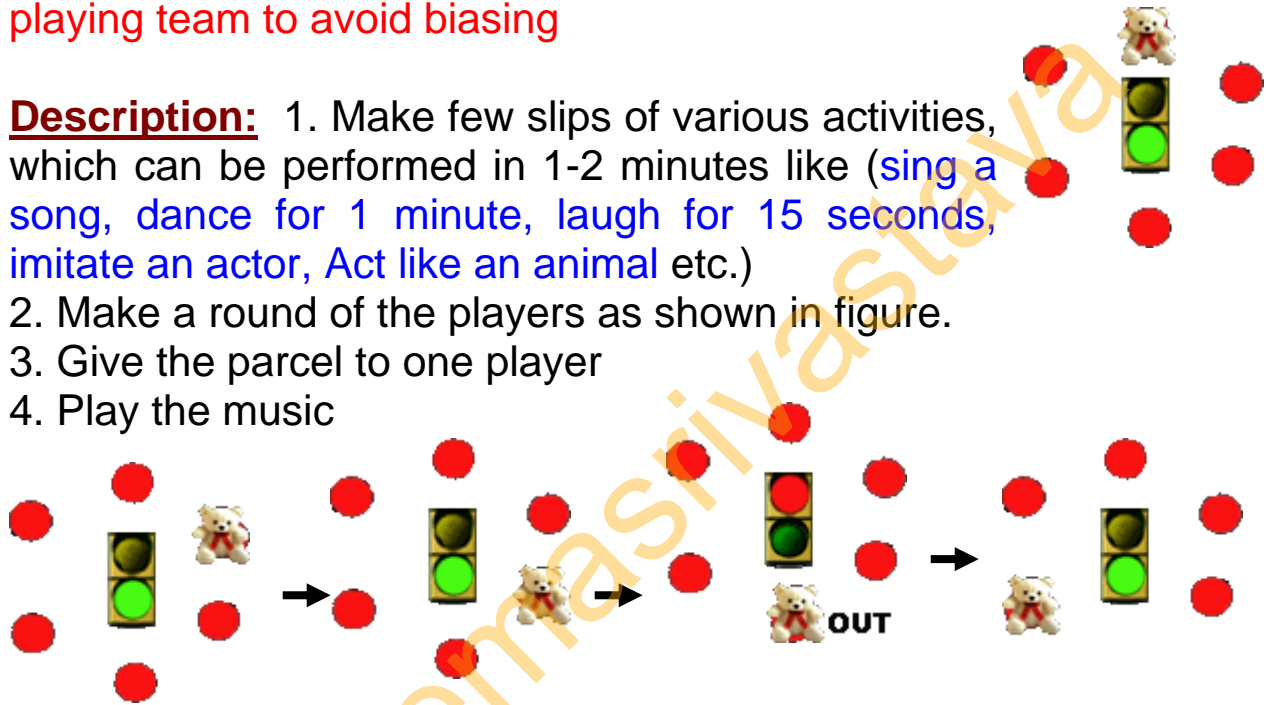


076 - Pass The Parcel Group Game

Material Required: 1. One Soft toy like soft parcel
2. Few slips of various activities

Rule: 1. The person playing the music should not see towards the playing team to avoid biasing

Description: 1. Make few slips of various activities, which can be performed in 1-2 minutes like (sing a song, dance for 1 minute, laugh for 15 seconds, imitate an actor, Act like an animal etc.)
2. Make a round of the players as shown in figure.
3. Give the parcel to one player
4. Play the music



5. Stop the music randomly after 14-15 seconds.
6. At the time the music is stopped, the person holding the parcel is out. Ask him / her to pick a slip and perform the action.
7. Repeat the steps till only 1 player is left. He is the winner

077 - Target Shooting Group Game

Material Required: 1. One Tennis Ball

Rule: 1. The 1st person who gets hit by ball will be out.

2. Only one player will be out at a time.

3. Player going out side the circle will be out.

4. If the ball does not hit any player, then the player who is throwing the ball will be out.



will

Description: 1. With the help of lottery, allot the sequence no of all player as 'Aimer'

2. Make a circle (sufficient as per no of players) on the ground.

3. 'No 1' Aimer will stand on the Aimer circle and all other in the target circle

4. Aimer will throw the ball to hit player and the player who is 1st hit will be out. If ball does not hit any player, then 'Aimer' will be out.

5. Now change the Aimer with 'No 2' and continue. If 'no 2' is already out select next as Aimer and so on.

6. The last player left is winner



078 - Bursting Balloons Group Game

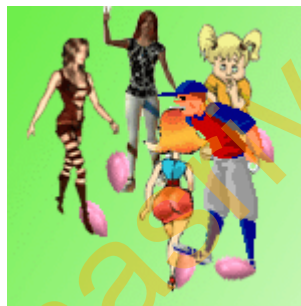
Material Required: 1. Lots of balloons of same size

Rule: 1. Player is not suppose to burst the balloons from behind

2. Use of hands are not allowed



Description: 1. The balloon is tied to the one leg of players.
2. The object of the game is to burst a rival's balloon with the other leg.



3. The player whose balloons is busted is out of the game
4. If any player burst the balloon from behind, then as a penalty he is OUT.
4. The player who survives till the end is winner

079 - Look for Group Game

Material Required: 1. Take few pieces of some pictures and cut in to 4 pieces.

Rule: 1. No player is allowed to show his card openly.

2. No player is allowed to speak.



Description: 1. The cards with different pictures are cut into 4-5 parts.
2. Shuffle the pieces and distribute among the players.
3. Start the game.



4. The players will approach each other and show the card. The players must find their team having pieces of same picture.
5. The players matching all the pieces are winner.

080 - Land and Water Group Game

Material Required: 1. == NIL ==

Rule: 1. On hearing the word "land or bank "the players move forward and on hearing the word "water or sea" backward.

2. **Player has to move instantaneously after the word is said. Other wise he / she is OUT**

3. The player who gets it wrong is OUT

Description: 1. Ask the players to stand in a row.

2. Speak the word 'land' or 'sea'.

3. **The players should move accordingly.**



4. **The player who makes a wrong move is OUT**

5. The player who is left at the last is winner

081 - Base Jumping Group Game

Material Required: 1. Tennis balls



Rule: 1. Each player must jump with a tennis ball between their knees.

2. If the ball falls down, the player cannot replace it.

Description: 1. Ask the players to stand in a row
2. The player will jump with a tennis ball between their knees.



3. The player who covers the distance in the shortest time is winner.

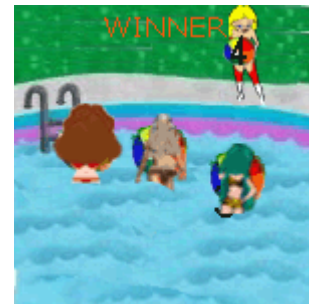
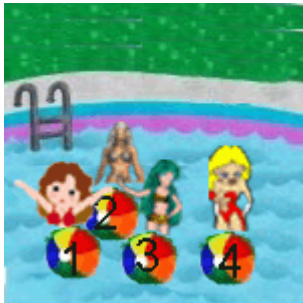
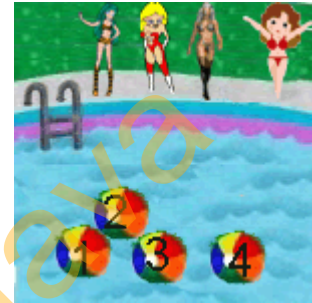
4. If no one completes the race, then that player who has the ball for max time is winner.

082 - Piranha Group Game

Material Required: 1. Balloons
2. Felt-Tip Permanent Markers
3. Small Pool
4. Lubricant

Rule: 1. If any player brings wrong balloon, he / she will be out and game re-starts.

Description: 1. Inflate balloons and tie them off. Apply some lubricant to make it slippery.
2. Using black felt-tip permanent markers, write down player number on the balloons.
3. Toss balloons into the water pool, one for each player.



4. On the word "Go", Player will jump into the pool and try to grab/pop a wet and slippery balloon and return to start.
5. The player who reaches the first is winner

083 - Island Group Game

Material Required: 1. Chalked rectangles of various sizes

Rule: . Tell the players that standing in island is safe.

2. Capacity of rectangles

Small - 1 person

Medium - 2 people

Large - 3 people



Description: 1. Start the game and players have to move outside the marked area and move around
2. When given the signal (Either when the music stops or the leader shouts "Sharks")



3. Players have to find a rectangle to stand in. The maximum no of players a rectangle can accommodate is already marked on it (refer figures)

4. Those who didn't find an area to stand in are out.

5. Keep on reducing the area

6. At the end the player left is winner



084 - Light Effect Group Game

Material Required: 1. Big long semi-transparent cloth.
2. Focus Light

Rule: 1. No player should make any signal.
2. Allot 1 mark for correct identification and (-0.5) for wrong.

Description: 1. Put a white cloth through the wall.
2. At the opposite side of the room there is a lamp on a table. Some volunteers (known to players) walk between the lamp and the cloth in turn.



3. The guesser must try to identify the others by their shadows as they walk past.
4. 1 marks for correct guess, -0.5 for wrong and 0 for on guess.
5. The player maximum marks is winner

085 - Virtual Memory Group Game

Material Required: 1. At least 20 different articles like :- Toy, Pencil, Rubber, News Paper, Spectacles, Socks, Handkerchief, Banana etc.
2. Paper and Pencil / Pen

Rule: 1. Any participant found writing during the first 30 seconds (the time given to memories the items) will be disqualified.
2. Use of mobile phones are not allowed during the game
3. Spelling mistake will not be taken as mistake
4. The player who has already played the game should not be allowed to mix with players who have not played.
5. There is no sequence for writing the answer.

Description: 1. Keep all the articles at one place in a separate room
2. Ask 4-6 participants to move to the room and watch the items for 30 seconds
3. Now ask them to move to other room (where pencil and paper is already kept) and write the items from their memory



4. Collect the paper after 2 minutes
5. Now ask next 4-6 persons to move to the items room and repeat the step.
6. Player with max correct answer is 'kids memory games' winner

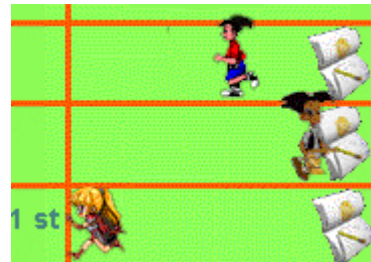
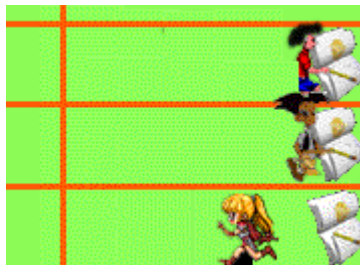
Section V : Kids Game

086 - Math Kids Game

Material Required: 1. White Papers
2. Pencils

Rule: 1. All children of one class to play at one time.
2. No player is allowed to carry calculator, extra paper & pencil with them.
3. Copying is not allowed.

Description: 1. Make a question paper of simple Mathematics and keep at a distance of say 20 meters (along with pencil) as shown.
2. All players are to stand at one side.
3. Ask all the players to write their names on the paper as soon as they reach to other end before starting the answer.
4. Start the race.
5. Players will run to other side and after completing the answer return to the original position with answer sheet.



6. Collect the answer sheet and write the sequence of their arrival.
7. The player who reaches first with all correct answer is winner.
8. If the player who reaches first has the incorrect answer sheet, then he is out of game. The next player will be considered.

087 - Learning Kids Game

Material Required: 1. 20-30 photographs of general purpose items like bat apple cat aero planes car scooter etc.

2. Alphabets blocks (or cut small piece of hard paper) of starting alphabet letters of the photos you have arranged

3. Stop watch



Rule: 1. None of the parents are to be allowed to talk to their kids after you have displayed the photographs of items to avoid cheating.

Description: 1. Keep all the photo and alphabet at one place.

2. Decide the player sequence by lottery

3. Ask one player to go to the game spot and place photos on the floor and then keep the starting alphabet on the photo.

4. After one minute count the no of alphabet he has placed correctly

5. Again mix all the photos and alphabet for next player

6. The child with max correct alphabets with photos is winner.



088 - Word Search Kids Game

Material Required: 1. At least 5-6 sets of 15 alphabets (A,E,I,O,U,B, C,H,L,M, N, P, R,S,T), (You may change the letters).

Rule: 1. **No Spelling of the words is to be repeated**
2. Singular and plurals to be counted as one (like plant & plants)
3. No player is allowed to carry a dictionary
4. **Player can change any word during the game.**
5. Only correct spelling words at the end of 1 minute will be counted
6. To decide the winner the no of correct spelling words made should be criteria. **If the no of words are equal, then the no of total alphabets used should be deciding.**

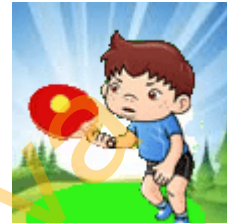
Description: 1. All letters to be kept in jumbled condition
2. Decide one coordinator from the organizer who should have a paper and pen in his hand to write down the word as player writes.
3. Call one player for the game.
4. **Player is required to make as much as possible correct spelling words from these alphabets (a word should be of min 3 alphabets)**
5. Each player is given 1 minute to make the word.
6. Note down the word at the end.
7. Mix all alphabets for next player.
8. Player with max correct spelling words is winner

BAT
HOUSE
~~TOEE~~

089 - Bouncing Balls Kids Game

Material Required: 1. One TT bat and one ball
2. Stop watch

Rule: 1. During the game ball should not touch any part of body or any other item like wall etc.
2. **Ball should be clearly bouncing on the bat i.e. min 3-4 cm from the bat**
3. Player is not allowed to come out of circle during the game
4. Once the ball is **dropped on the floor or the player touches the circle** or the time is up the game is over



Description: 1. Decide the sequence by lottery
2. Give the player a ball and bat and ask him to stay in the circle.
3. Start the stop watch and ask the player to bounce the ball on the bat.
4. Once the ball is dropped on the floor or the player crosses the circle or 90 seconds are completed the game is over
5. Write down the no of bounces
6. **The player with max. Bounce is winner**

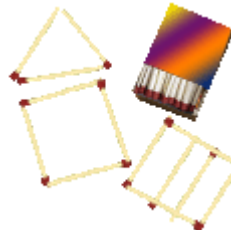


090 - Pattern Formation Kids Game

Material Required: 1. 200 match sticks
2. Stop watch

Rule: 1. No geometrical shape is to be repeated
2. Shapes should have some symmetry or shape.
3. Geometry Shapes which can not be defined or not made properly should not be counted
4. The max no of geometrical shape made by the player is winner. If no of shape is equal the player who used more no of sticks is winner

Description: 1. Mix all the match sticks.
2. Decide the sequence by lottery
3. Ask one player to make correct geometric shapes



4. At the end of the 1 minute, write down the no. of shapes and match sticks used.
5. Mix the match sticks and repeat with other players
6. Player with max no of geometric shapes is winner, if no of shapes are equal, then player with max no of sticks is winner.

091 - Back to School Kids Game

Material Required: 1. One School bag having separate space for books, copies, pencil and Tiffin Box
2. 5 copies and 5 books
3. One pencil box, 1 pencil, 1 rubber, 1 scale etc.
4. One Tiffin Box

Rule: 1. All items are to be at proper space provided in bag
2. Bag should be properly closed

Description: 1. Mix all the items and keep at one place
2. Decide the sequence of players by lottery
3. Ask one player to come and arrange the school bag. If you are not satisfied with the arrangement, ask him to correct that portion.



4. Note the time required to complete
5. Take out every thing and repeat with other player
6. Player with min timing is winner

092 - Building Blocks Kids Game

Material Required: 1. 20 pieces of kids building blocks
2. Stop watch

Rule: 1. Each player has to use all the 20 blocks, otherwise penalty is

Used 18-20 blocks = 1 point

Used 15-17 blocks = 2 point

Used 12-14 blocks = 4 point

Used 11-13 blocks = 6 point

Used less than 11 blocks = 8 point

2. Max time allowed is 2 minutes.

3. No parents / spectators are allowed to suggest from out side

4. Each made up design should be rated between 1 to 10 point

5. A player score is = (design score - penalty)

Description: 1. Decide panel of judge

2. Decide the sequence by lottery

3. Dismantle all blocks and ask the kid to make a design in 2 minutes

4. The player with Net max score is winner



093 - Strip Kids Game

Material Required: 1. Gift

2. Wrapping Papers

3. Tape

4. Tin Foil

Rule: 1. Each player will open only one wrapper at a time.
2. No player should know the no of wrapper used for wrapping.

Description: 1. Wrap the gift several times with wrapping paper, old newspapers, tin foil and any other items to make it difficult to open.

2. All the children will sit in a circle and pass the gift around the circle.



3. As it goes from person to person, let each child unwrap one layer of paper.

4. The child who unwraps the last layer to discover the gift is winner and keeps the gift with him.

094 - Feather Kids Game

Material Required: 1. Feathers as per no of players

Rule: 1. Feather should not touch the ground or any part of body.

Description: 1. Give each of the kids a feather
2. At start, the kids have to start blowing the feather in the air.



3. The idea is to keep the feather in the air.

4. The player who keeps the feather in the air longest using only breath is winner

095 - Ring Kids Game

Material Required: 1. Wooden ring (Hoopla)
2. Empty cold drink bottles



Rule: 1. Hoopla should go completely into the bottle.

Description: 1. Paint or decorate the hoops and the empty bottles
2. Give 3 hoops to each player and bottles on the floor. Mark a throwing line on the floor with chalk or stick tape.



3. Each player takes turns to throw the hoops onto the bottles and 1 point for putting the hoopla into bottle.
4. The one with the highest score is winner

096 - Sand Falling Kids Game

Material Required: 1. Sufficient amount of dry sand.

Rule: 1. **Player is not allowed to close their hand.**
2. All players have to join their both hand and fill the sand.

Description: 1. Keep enough dry sand so that all players can fill their hands with sand and reach at start point
2. **Player will run from start point to end point keeping the sand in their hand**



3. At the finish point measure the sand in each player hand.
4. The player with max sand is winner

097 - Sand Filling Kids Game

Material Required: 1. Two bucket
2. One bucket full of dry sand
3. Weighing machine

Rule: 1. The sand fallen on the ground will not be measured
2. After the game start, player cannot move from their place.



Description: 1. Divide the players into 2-3 teams.
2. Ask team players to form a chain by standing next to one another.
3. Put one bucket filled with sand at one end and empty bucket at other end



4. At start player will take sand from the bucket and pass it to the next player of his team. The last player will put the sand in the 2nd bucket

5. At the end of 1 minute measure the sand collected in the 2nd bucket.

6 The team who passes max sand in 2nd bucket is winner



098 - Racing Cars Kids Game

Material Required: 1. No of cars (same or similar as per no of players)

Rule: 1. No player is supposed to lift the car from the start line.

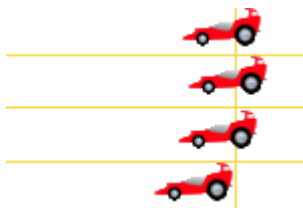
2. The players are required to push the car only once.

3. The car which crosses its line and goes in other lane is out.



Description: 1. Put all the cars on start line

2. All the player will sit behind the cars



3. On start the player will push the cars with their finger

4. Player, whose cars goes to max distance in is own lane is winner

099 - Four Corner Kids Game

Material Required: 1. A Pack of Playing cards
2. Four play cards (one each of Hearts, Spades, Clubs & Diamonds)

Rule: 1. Till the time the number of players are four or more, all the corners should have min 1 players.
2. When the no of players left is 4 or less, all the corners will be occupied by only 1 player.

Description: 1. Place the 4 display card at 4 corner at a minimum distance of 2-4 meter



2. Ask the players to occupy all the four corners
3. Take the playing card pack and pick one playing card randomly.
4. The corner matching that playing card like heart to heart or spade to spade is out of game[all players standing on that corner]
5. Ask players to get them redistributed in four corners
6. Repeat the step till you are left with 3 players.
7. Now the next player out is 3rd, then 2nd and the last player left out is winner



100 - Target Shooting Kids Game

Material Required: 1. Empty Cans
2. Water Guns
3. Water

Rule: 1. All the water guns should be of the same kind so that everyone has a fair chance.
2. Make sure that the water comes out with force so that cans get knocked over.

Description: 1. Prior to the game fill up the water guns with water
2. Draw a line with where everyone will stand.



3. 3 - 4 players line up in front of the cans with water guns.
4. Everyone shoots at the cans. When someone knocks it over they get a point
5. Do a few rounds
6. The person with the most points is winner

End of Series - 1