



KLESociety's
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ELECTRAELITE

Game Name: Cup Stomp

Objective: To be the first player to successfully stomp on all the cups in the playing area.

Rules:

Players are blindfolded

1. Set up an array of plastic cups on the ground, making sure there is enough space between each cup for players to step.
2. Players take turns trying to stomp on the cups to flatten them.
3. Each player gets a limited amount of time per turn, usually around 10-15 seconds.
4. Players can only use their feet to stomp on the cups, not their hands.
5. The player who successfully flattens all the cups in the shortest time wins the game.

Elimination round:

Super minute (defying gravity, nose dive, puzzles)

1. *Defying gravity:* The Goal
2. Keep three balloons from touching the floor or straying outside the designated play area.
3. Equipment Needed
4. Three inflated balloons
5. How to Play
6. Just before the timer starts, push, or throw three balloons into the air. Begin the timer when all three balloons are released.
7. Using any part of your body, keep the balloons from touching the floor. That may sound easy because you can move around, right? But the balloons must also stay within the designated play area while the player is trying to suspend them in the area. On the show, the play area includes all the stage space within the barriers.
8. All three balloons must remain in play for the full minute to win the game.

The Nose Dive:

- You may not use your hands at any time during the game - that means no touching the petroleum jelly, the cotton balls, or the bowls.
- Cotton balls can only be moved one at a time. If you get two stuck to your nose at once you will have to shake one off before moving them over - if two or more land in the bowl in one move, none of them will count. (You may want to have a spotter on hand to keep an eye on this, as it can be difficult to see how many cotton balls are attached to the end of one's own nose).
- Cotton balls must be "dropped" from the nose into the empty bowl. In other words, you can't scrape your nose on the side of the bowl to dislodge the cotton ball or use any other method that involves contact between the cotton ball and any other object.

Puzzles:

Each participant will be given with two puzzles to solve.

One who solves the puzzles early and correctly will be entering to a last round.

Last round

1. ***Indoor scavenger hunt*** 1. Teams: Divide participants into teams. The size of each team can vary based on the number of participants and the size of the indoor space.
2. Time Limit: Set a specific time limit for the scavenger hunt. Common time limits are 30 minutes to an hour, depending on the complexity of the hunt.
3. List of Items or Clues: Prepare a list of items or clues that teams need to find within the indoor space. These can be specific items or riddles leading to the items.
4. Boundaries: Define the boundaries within which the scavenger hunt will take place. Make sure participants know where they can and cannot go.

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