GAME RULES

SCORING

Head-to-heads: win 2, lose 1
Team rounds and the quiz: win 5, lose 2
Paper Peak: the top three players earn 3, 2, 1 for their team
A tie: both teams get the winner's points
Comeback: a team 3+ behind has its win multiplied ×2, ×3 or ×4
Final 3 rounds: a win is worth 10 (the comeback still multiplies it)
Who picks: the team that's behind picks the next game; level, the pick alternates

HEAD-TO-HEADS

STACK ATTACK

1 V 1 · 1M

Build a 10-cup pyramid, then collapse it into one stack.

1. First finished wins
2. Neither finishes? It's a tie

FACE THE COOKIE

1 V 1 · 1M

Move a cookie from your forehead into your mouth. No hands.

1. It falls? Put it back on your forehead and go again
2. First success wins
3. Neither does it? It's a tie

FLIGHT SCHOOL

1 V 1 · 1M

Fold one paper plane. Then three throws each into the scoring zones.

1. 60 seconds to fold
2. Three throws each, from the same line
3. Score where the nose stops. Outside the zones is zero
4. Highest total wins

SINK IT!

1 V 1 · 45S

Toss ping-pong balls into your container from behind the line.

1. Only balls that stay in count
2. Helpers bring the balls back
3. Most landed wins

CATCH CREW

2 V 2 · 45S

One tosses, their partner catches in a cup.

1. Count the catches, emptying the cup as needed
2. Switch roles at the halfway cue
3. Most catches wins

WRONG ONLY

1 V 1 · 1M

Easy questions. The answer has to be wrong — and fast.

1. Take turns, a different question each
2. A clearly wrong answer inside 5 seconds scores one; too slow loses one
3. Most wrong answers wins — both get equal turns

TEAM ROUNDS · BIRTHDAY BREAK

FLIP RUSH

TEAM RELAY · 1M 30S

Flip the cup off the table edge until it lands upright. Then pass it on.

1. A landing finishes your turn
2. Keep cycling through the team
3. Most successful turns wins

SPOON RELAY

TEAM RELAY · 1M 30S

Carry a ball on a spoon around the marker and back. Hand off.

1. It drops? Stop and put it back where you are
2. Keep cycling until time's up
3. Most completed trips wins

STACK RELAY

TEAM RELAY · 1M 30S

Build a six-cup pyramid, collapse it into one stack, tag the next teammate.

1. Build it, stack it, tag out
2. Keep cycling until time's up
3. Most completed turns wins

BLOWBALL

EVERYONE PLAYS · 1M 30S

Blow the ball off the other team's edge of the table.

1. No touching the ball
2. Everyone has an assigned spot
3. Switch sides at the halfway cue
4. The clock pauses after each goal for a reset
5. Most goals wins

PAPER PEAK

EVERYONE PLAYS · 1M 30S

Build the tallest freestanding tower from two sheets of paper.

1. No tape, no scissors
2. It must stand for three seconds after the buzzer
3. Top three score 3, 2 and 1 for their team

WHO KNOWS BEST?

EVERYONE PLAYS · 10M

Fifteen questions about the birthday kid. Then they reveal their answers.

1. Write your answers to all 15
2. The birthday kid leads the reveal and sits out the scoring
3. One point per match — equivalent answers count
4. Highest team average wins