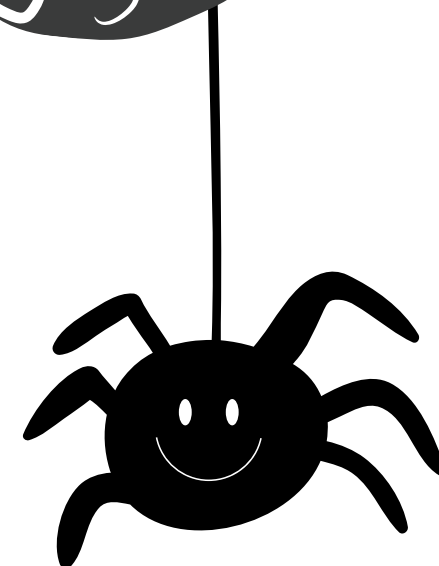


SPOOOKY

MINUTE-TO-WIN IT

Games

It's you and your team against the clock!
Each activity is timed for one minute.
It's a race to see who wins!



TRICK-OR-TREAT

Each player will need two plates; one filled with candy and one empty. Players use a straw to suck up each candy and drop it onto the other plate. Whoever gets the most candy onto the other plate wins!

SCARE-ADES

Each team will choose a team members to act out a list of scary items without speaking. Other team members must guess as fast as they can before time runs out! The team who guesses the most words wins! (see scare-ades resource for scary words to act out!)

