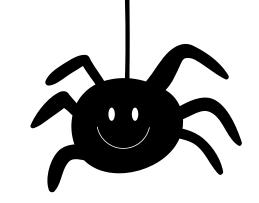
SPOON

MINUTE-TO-WIN IT



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!

STACK THE GHOSTS

In this challenge, each player will need 10 ghost cups. Stack the 10 cups in a pyramid and take them down into one stack in the fastest time to win!

