

Samples of Minute to win it Games

Can be found online, from TV show Minute to Win it

BOBBLEHEAD

1. Prior to game start, contestant is standing with hands at sides and has a pedometer reading "zero" attached to a headband on their forehead.
2. Once game begins, contestant may begin bobbing head.
3. Contestant may not use hands to manipulate the pedometer.
4. If pedometer moves out of original position, contestant may readjust headband but may not continue game until hands are off the headband.
5. To complete the game, contestant must get 125 "steps" within the 60-second time limit.
6. REQUIRED ITEMS • 1 pedometer

BREAKFAST SCRAMBLE

1. Prior to game start, contestant must be in a standing position with hands at sides.
2. Once the game begins, the contestant will turn over the puzzle pieces and begin to assemble puzzle. 3. If a puzzle piece falls on the floor during the challenge, the contestant must pick it up.
4. To complete the game, the contestant must assemble the puzzle and it must be completely inside its designated zone on the table within the 60-second time limit.

REQUIRED ITEMS • 1 cereal box cut into 20 pieces

CARD NINJA

1. Prior to game start, contestant stands in designated start zone with hands at sides.
2. Once game begins, contestant may pick up cards.
3. Contestant must choose a designated throwing hand, and may hold and throw only one card at a time from that hand. a. Contestant may hold multiple cards in the non-throwing hand.
4. Contestant must remain in the designated zone for the duration of game. a. Any card thrown while not standing in the designated zone will not count.
5. To complete the game, a total of three cards must stick IN the three watermelons concurrently within the 60-second time limit and remain in the watermelons for three consecutive seconds.
6. Any card released within the 60-second time limit may count towards a player's total.

DEFYING GRAVITY

1. Prior to game start, contestant stands with three balloons. An audio cue will signal the contestant to release the balloons.
2. Clock will start once all three balloons are released by contestant.
3. Contestant may use any part of the body to hit the balloons.
4. Balloons may not be held by the contestant, or rest on any part of the body once they have been released.
5. Contestant and balloons must remain in designated play area during game.
6. If a balloon pops upon contact with the body the contestant is eliminated.
7. To complete the game, no balloon may touch the floor within the 60-second time limit.

REQUIRED ITEMS • 3 balloons

DON'T BLOW THE JOKER

1. Prior to game start, contestant stands in designated start zone with hands at sides.
2. Once game begins, contestant may begin blowing the cards.
3. At no time may the contestant touch the table, bottle or cards.
4. Once all cards of a given deck have fallen, resulting in a failed attempt, the contestant may try a new station.
5. To complete the game, a lone Joker card must be atop the bottle within the 60-second time limit and remain in place for three consecutive seconds.

REQUIRED ITEMS • 1 bottle • 1 deck of cards

JOHNNY APPLESTACK

1. Prior to game start, contestant must have both hands on the table with all apples in a bowl.
2. Once game begins, contestant may begin removing apples from the bowl and stacking them on the table.
3. The contestant may only use apples and no other objects to build the stack.
4. The contestant may choose any five apples and may substitute them at anytime.
5. The contestant may not alter an apple in any way.
6. To complete the game, five apples must be stacked freestanding one atop the other within the 60-second time limit and the structure must remain in place for three consecutive seconds.

REQUIRED ITEMS • 5 apples

JUNK IN THE TRUNK

1. Prior to game start, contestant must stand in the designated start zone with hands at sides and with belt attached to body (box at the small of the back). Eight balls will be placed in the box by a producer.
2. Once game begins, contestant may begin moving body.
3. Contestant's hands or arms may not touch the floor, box, or belt.
4. Only the contestant's feet may be in contact with the floor.
5. Contestant may not touch any ball while it is inside the box.
6. To complete the game, contestant must get all eight ping-pong balls out of the box within the 60-second time limit.

REQUIRED ITEMS • 8 ping-pong balls • 1 empty tissue box

RAPID FIRE

1. Once game begins, contestant may grab the first rubber band.
2. Contestant must stay out of designated zone for the duration of game.
3. Contestant may hold more than one rubber band in their hands at a time, but may only shoot one rubber band at-a-time. a. Hitting a can as a result of shooting multiple bands at once will result in failure of the game.
4. To complete the game, contestant must clear the table of all cans within the 60-second time limit.
5. Any rubber band released from the hand within the 60-second time limit may count toward completion of the game.

REQUIRED ITEMS • rubber bands • 6 soda cans