**Zoo Party Minigames**

1. **Turbo Arm Wrestle** – Arm wrestle, but winner is determined by whoever is winning after a ten second count down or until knuckles touch the table. Arm to be wrestled is decided by the Opponent.
2. **Dino Tower** – Challenger is timed on building a tower until they say “done.” The other player must build that tower as close as possible before the time limit to win.
3. **Dice Off** – Both players take turns rolling dice. Whoever has the accumulated the most after three rolls wins.
4. **Ro-Sham-Bo** 2 – Players play rock paper scissors with their eyes closed, blindfolded, or turned away. Only after both players choose are they able to see who won. Best of three.
5. **Zoo Spotter** – Challenger picks an animal without the other play watching. The other player gets to ask one yes or no question and then must guess which animal it is. Challenger wins if the Opponent guesses wrong.
6. **Stare Dare** – Opponents have a staring contest against something each other’s Opponent chooses. The object cannot be moving around too much. Eyes must be mostly open and first to blink loses.
7. **Tic-Tac-Toe 2** – Players play a game of tic tac toe but cannot see their Opponent’s moves. Each player will get their own board to play on while a middleman keeps track of which spaces have been taken to ensure the same space isn’t played twice. In the event two draws in a row occur or there is no middleman, a new minigame is picked.
8. **Mystery Dice** – Challenger rolls all dice to away from Opponent. Opponent is first told the maximum and minimum possible total and gets three guesses to guess the Opponent’s total. Each guess the Opponent is told higher or lower based on their selection.
9. **Spelling Bee** – Challenger thinks of a word and Opponent has to spell it back to them. If the word is longer than 6 letters, the Opponent will get one wrong guess and will be told the messed up letter unless it is the last. The word must be recited properly by the Challenger afterward or they lose automatically.
10. **Gym Battle** – Both players pick a “teammate” and have them do a random mini game against each other. Whoever chose the winning teammate is the victor. In the event there are not at least two other people nearby, pick a different challenge.
11. **Dino Topple** – Players take turns stacking different objects up starting with the Challenger. The player that knocks down the stack with their turn loses.
12. **Zoo Duel** – Players both pick out a random animal. They then take 30 seconds each to explain to a middleman which animal would win in a fight if they could control their animal. The middleman then decides who is the victor. A new minigame is picked if there is no middleman.
13. **Spelling Wasp** – Challenger thinks of a word and Opponent has to spell it backward properly to them while being timed. If the word is longer than 6 letters, the Opponent will get one wrong guess and will be told the messed up letter unless it is the last. The word must be recited properly and faster than the Opponent by the Challenger afterward or they lose automatically. If the Opponent spells the word incorrectly the Challenger does not have a time limit.
14. **Eye Spy** – Challenger picks an object around the room in their head and gives a decent clue about it to the Opponent. The Opponent must find this object while being timed. When the Opponent finds the object, the Opponent will select an object and give a decent clue to the Challenger. The Challenger must find this object faster than the Opponent’s time to win. If either player cannot find the object in under a minute, the other player wins.
15. **Median Dice** – Challenger picks a number between the minimum sum and maximum sum of dice. The Opponent then picks a number too. The Challenger then rolls the dice. Whichever player guessed closer wins. If both players are equally as close to the sum, roll again.
16. **Duck Season** – Both players set up an animal on their side of the table. Starting with the Challenger, both players take turns sliding discs or dice towards the opponent’s animal. Once an animal is knocked down, the other player gets one chance to knock down their opponent’s animal. Whoever’s animal is still standing wins unless a player succeeds on their last chance.
17. **Sabotage** – Both players roll three dice one at a time away from each other. Starting with the Challenger, both players pick one of their dice to switch with one of the opponent’s dice (labeled by order of rolled) without seeing their opponent’s dice. After the exchange, both reveal their dice and whoever has a greater total win. In the event both players have the same total, the game is replayed. If it happens again, a new minigame is played.
18. **Stack Attack** – Players take turns building a stack of items. Starting with the Challenger, players place one item to construct their stack. After both players place their piece, they then place another piece on each other’s stack. This repeats until all pieces are consumed or a stack collapses. If all pieces are used, whoever’s tower is taller wins. If a player knocks either stack down on their turn, they lose. No animals are allowed to be added to the stack and the stack does not have to be just one column of items.
19. **Stuck Puck** – A dice or other item is put in the center of the table, indicated by some item or line. Starting with the Challenger, both players take turns pushing the item to the opponent’s side by sliding discs toward the center item. After each player has slid their three discs, whoever’s side does not have the center item wins.
20. **One Off** – Players each get two dice. Starting with the Challenger, players take turns rolling the dice until a player gets a one. If a player rolls a one, the other player gets one chance to roll a one as well. If both players roll a one, the game continues. Otherwise, the player who rolled a one wins.