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FLOOR GAMES - Aaryan Rupesh, Vedant, Nikhil, Jay jr, Ryan(Sat)

4 Floor Games

Pitch for each game.

**Detailed Rules For Final Games: The GFS Tennis Open, Potato Sack
Fortune Frenzy, Poison Pentagon Golf, and the Value Vault**

Balloon Tennis:

Name: The GFS Open

Materials required for the game:

- 2 swimming ball rackets*
- 2 table-tennis rackets*
- 2 balloons (1 backup).
- Masking tape for the court boundaries
- 1 dice

16 people can play in the tournament. They will come in 8 pairs that will be chosen beforehand by them.

4 matches between the 8 teams will be held. The hosts will assign teams to play each other for the first round matches.

There will now be four winning teams.

Two semifinal matches will be played, and the teams will be assigned their opponents by the GFS members.

The two finalist teams will play each other in the final match.

There is only one court, so at a time only one match will commence. (each match will take about 5 minutes)

Before each match, the two teams will roll a dice, and the team with the higher role gets the better rackets. The match can then begin with the rules for gameplay in each match mentioned below:

The winning team of the finals will receive a prize.

Total time: 7*5 minutes for each match = below 35 minutes.

Rules for a Balloon Tennis Match

Each match will have two teams playing each other.

Each team will serve to start the point alternately. The court will be divided into two halves by a net of bags. (about 1.5 feet high)

Each team will be allowed up to 2 shots to return the balloon to the other team's court half.

All players in a match are only allowed to strike the balloon with their rackets, not their hands.

When a team fails to return the balloon into the opponent's court, the opposing team wins a point.

The first team to reach 5 points wins the match.

If the balloon pops, the team instantly loses the match.

Potato Sack Race:

Name: Potato Sack Fortune Frenzy:

Materials:

Two Potato Sacks

A heavy item to be placed inside of one of the sacks.

Rules.

1. There will be two teams of three players each.
2. One member of each team rolls a dice. This will determine whether or not your team will get a light or heavy potato sack.
3. The potato sacks will be labeled with either 'good karma' or 'bad karma'.
4. There will be three stations with one person from each team standing at each station, waiting for their teammate to finish their part.
5. The first racers from each team will attempt to jump to the next station.
6. Once they reach the station, that person remove the sack and hand it to the next person, which will show an entertaining struggle
7. This will be a jumping relay race, and the first team to reach the finish line after the third station will win a prize.

Jumping Game.

Name: Leap of Faith

Materials:

Two pieces of tape with one labeled 'positives' and the other 'poisons'.

Cards with poison / positive words to be read.

Rules:

1. Everyone will stand in the middle of three taped lines
2. The list of positives and poison words to be used will be read aloud. Everyone will have to try and remember these words and which category they fall into, as this will be important later on.
3. One person will call out a word relating to or of one of the poisons or its opposite.
(*Ex. Arrogance, Pride, Patience, etc.*)
4. Once it is called out, the players will have to decide whether or not it is a positive or negative trait.
5. They will then have to react fast and jump to the line that they believe is correct.
6. The last person to jump to the correct line OR the people who jump to the wrong line will be eliminated.
7. The game will then be repeated until there is only one player left as the winner.

Words for hopping game:

Good values: Diligence, Humility, Patience, Charity, Gratitude, Persistence, Morality, Compassion, Reverence, Consideration.

Bad Values: Pride, Fear of Death, Aversion, Attachment, Ignorance, Envy, Wrath, Greed, Arrogance, Deceit.

Golf Game

Name: Poison Pentagon Golf

Materials:

Plastic Cups.
Ping-Pong Balls.
Golf Club.

Rules:

1. There will be an arrangement of five plastic cups in a pentagon-shaped formation. (Each of the cups and balls will be labeled and will represent one of the five poisons.)
2. Each player will have their turn inside of the formation and will attempt to hit the balls inside their respective cups.
3. If a ball goes into the wrong cup, they will not be able to redo that turn.
4. Each player will be timed for how fast they can complete the challenge.
5. After everyone has completed their turns, the first player to hit all the balls into their corresponding cups, and complete it the fastest, will win the game.

Other Possible Games:

2. Group story - give a prompt and then have each person contribute one word or one sentence to make a story

Can include Vedic principles

4. Cup pong: throwing ping pong balls into cups to gain points

Cups labeled with Vedic principles and points

5. Cup Flip/ bottle flip challenge: most flips in 1 minute wins

Maybe basic trivia questions between flips

6. Charades for Vedic principles / mythological characters

Bullseye Bazaar

BULLSEYE BAZAAR - SHREYA V, TANI D , AARTHI, RADHA, MEGHA, (Amrit- Sanjana- Dhanvi)

How to Play RULES:

- split up into pairs
- use three pompoms and choose a color before throwing
- if the chosen pompom lands on action: one person in pair takes mudra card and have to verbally describe it to other partner (1 min limit) and if the other partner guesses the mudra, you gain 2 points
- if the chosen pompom lands on poison, take a poison card and setting card and one partner has to associate both to verbally describe the poison card without saying the poison card: if they guess it points stay same, if they don't, lose two points
- after 10 min over, whichever pair has the most points wins
- if pompom lands in bullseye gain 10 points automatically

Suggestions:

- if your chosen pompom land on the bullseye get 5 points automatically
- if it lands outside the board you lose 5 points
- increase the use of the setting card because it is pretty generic, use the setting card in the first sentence of the story and then you can use the same story

Add Location Options / Character

Setup:

Need hand gesture cards, poison cards, storytelling cards and theme cards.

A chart with all the poisons and explanations

A chart with all the hand gesture names and definitions

Bangles for Points ?

Game Play

Any even amount of people

Example: 4 people, 2 people per team

One person on the team picks blindly a card on the dart board.

The other person is supposed to guess what poison or hand gesture card they have.

Example for Action:

If you land on the action card you have to pick a hand gesture card and a location

Using both cards one person on the team has to try to explain what card they have to their partner without saying the name of the mudra and without doing the gesture. The person has to guess it before time runs out. If they get it right they get two Bangals and if they don't they don't get any.

Example for Poison:

If you land on a poison card you have to take a poison card and a story prompt card and combine both to make a story that showcases the poison.

Your partner has to guess which poison it is and they only have one try.

They also have to do it within two sentences.

If they get it right they don't lose bangles but if they get it wrong they lose one bangles.

COF Rapid Rules

Chariots of Fate RAPID RULES

Chariots of Fate is a race like no other! You, as the charioteer, win by overcoming obstacles, dealing with poisons, getting amazing strength through powerful meditations, while fighting the forces of Pride, Ignorance, Attachments, Aversions and Fear of Death.

It is a fight for a Life of Freedom!

Number of players: 2 - 6 players; Teams can be made to include more players

Ages: 8+

Contents:

16 Meditation cards

27 Poison cards

76 Obstacle Cards

40 Gold

Score Sheet

The Cards:

Charioteer Cards

- These cards are the avatars of the game. Each player gets one Charioteer Card. These cards all have different starting poison values. Your character will dictate the level of obstacles you will have to overcome as it assigns you your poison.
Insert Charioteer Card pic

Obstacle Cards

- These cards are obstacles that can harm or reward a player, depending on the amount of poisons they have. One must take an obstacle card on every move.
Insert Obstacle Card pic

Poison Cards

- These cards can be purchased with gold and given to ONE other player to harm them. These cards CANNOT be used on the move that they are purchased and must only be used on your turn. *Insert Poison Card pic*

Meditation Cards

- These cards can be purchased with gold and used to your advantage. These cards CANNOT be used on the move that they are purchased and must be used on your NEXT turn. *Insert Meditation Card pic*

The Score Sheet:

Two counter sections are maintained. The top section is for tracking the Poison values. The bottom section is for tracking the Miles traveled by the Player

Sample Charioteer Card:

Name - Bhima
Pride: 6
Ignorance - 4
Aversion - 9
Fear of Death - 4
Attachment - 5

The Set-up *Insert Set-up pic*

Token Container Setup:

- Place Gold in pile in the middle of the play area for easy access

Marketplace Setup

- Shuffle the Meditation and Poison cards and create a master deck
- Lay out 5 of the cards face up to create the marketplace

Obstacle Card Deck

- Shuffle the Obstacle cards
- Place the shuffled deck in the play area for easy access

Charioteer Setup

- Give each player a Charioteer Card
- Log the values for the Poisons on the score sheet
- Each player starts with 2 gold

Score Sheet Setup

- Give each player a score sheet and pencil
- Each player logs the starting values for the Poisons

Gameplay:

Description of a Turn

- Roll the dice and gain the corresponding number of Miles (for example, if you roll a 4 on the dice, you log 4 Miles on the corresponding section of the sheet).
- Pick up 1 Gold token and add them to your Gold pile. **If you have more than 8 gold, you do not get any gold.**
- Draw an Obstacle card. Do what the Obstacle card says if it applies to you, and then discard it.
- Look at the Marketplace (Meditation cards and Poison cards). Purchase any number of cards, and put the corresponding amount of Gold in the Gold pile. You can use the purchased cards only in the next turn. Replace the cards that were taken in the Marketplace with new cards from the Meditation/Poison master deck as soon as one is purchased
- If you choose to, you can apply any Meditation/Poison cards you already own to any one other player

Game End & Scoring:

- The game continues until someone gets 75 Miles and wins.
- If you want to play a quicker game, reduce the amount of Miles needed to win.

Game Play Variants:

Twists:

- Place a meditation and poison card face down in the market. Players can buy poison for 3 gold and meditation for 4 gold.
- If you bring all of your poisons to 0, you win the game

Rapid Game: Play with any (or all) of these rule changes for a quicker game

- Players start with 5 gold instead of 3.
- Players get 2 gold per turn
- Players take 2 obstacle cards per turn
- Players can have up to 10 gold
- Decrease mileage goal to 50 - 5 miles per player (35 - 3 players, 30 - 6 players)
- Can use poison and meditation on the turn you purchase it
- Only 4 cards in market

Strategy Tips:

- When buying a Poison card, look at what poisons other players have, and take that into consideration
- When buying a Meditation card, look closely at what poisons you have and which Meditation card will give you the most benefit
- Try to keep your poison count as low as possible, and keep your opponents' counts high, since Obstacle cards tend to punish you for having high poison

- Try to use all of your gold in the Marketplace, since it doesn't affect the outcome of the game at the end
- Try to buy cards from the Marketplace that affect miles, since those dictate who wins and loses

CHOICES

Rules:

1. Everyone starts by rolling a die and seeing who gets the higher number
2. Assign pawn colors to everyone who is playing.
3. Roll the die to see how many squares you go forward
4. Situation spaces on the game board makes you spin the spinner.
5. The spinner has a different poison and whatever poison you land on is what you choose from the card deck.
6. On every card, there will be a different scenario.
7. There are two CHOICES that you have to choose from.(A good one and a bad one)
8. The bad one makes you lose karma while the good one makes you gain karma.
9. On decision squares karma will determine how many spaces you go forward.(If you have negative karma you go backward.)
10. You do not lose karma if you are on a decision square.
11. On some green spaces or free spaces you will see a purple question mark(it is also one of the choices on the spinner), you take one of the question cards(chance cards) it gives you a random punishment or boost.
12. Navigate your way to the beginning by using the path and whoever gets there first wins(but you could always go for second and third place for fun if you have multiple players.)

POISON EVASION

4 By 4 - at least 5 players

Boundaries are there (Cage them in with tape. If you step on the tape, you become a poison)

1. Each round lasts 5 Minutes - players can be rotated
2. Make a large rectangle with one person at each corner - or more depending on the number of players (in which case more than one person can occupy a corner)
3. One person has to occupy a corner at all times
4. If you are in a corner someone is coming to, you must leave within 5 seconds
- 5. The poison is in the middle hopping on one foot**
6. Their goal is to tag the players who are running to different corners after a countdown that starts the game/round
7. Once a player is tagged, they become the poison
8. The person who gets tagged the least is crowned the winner

MASAALAD

Masala'd!

A fun desi twist of Jeopardy that tests your knowledge and speed!

Creators: Shreya, Ashna, Samy, Dhruvi, Bhuvi, Adya, Saadhvi, Sanvi

- 3-5 active players/teams
- Timed round of 7mins
- Timed questions of 30secs
- Components include: timer, tokens, Magic Masala Cards, game board
- Game Host(s)

Categories:

100 pts : Ecology // Ecology
200 pts : Body Chariot Analogy // Outer Journey
300 pts : Poisons // Personal Growth
400 pts : Wisdom Warriors // Values

Components:

Tokens: the scoring/currency of the game, one token is worth 100 points. Each team receives one token to start and the team with the greatest number of tokens wins the game, at the end.

Magic Masala Cards: these cards are the “wildcards” of the game, activated when the question on it is answered correctly. These cards must be used within that turn, and may not be exchanged or rejected. These cards add spice to the game, being cards of chance in that one may gain or lose points, or even sabotage another player's turn.

Magic Masala cards are held in a shuffled deck by the game hosts.

Scoring:

As a question is answered correctly, the player is rewarded the tokens that correlate to the category, as each token is worth 100 points. {ex: Ecology question worth 400 pts > player receives 4 tokens}

There are no penalties for answering the question incorrectly, save for the inability to activate the Magic Masala Card.

KAHANI

Game Name: Kahani

Team Members: Nikita, Saisha, Tanvi, and Navya

Slogan: Hum are pas ao, or apni kahani sunao. (Come to us and tell us your story.)

Pitch: Hello, how are you today? Are you ready to compete in a game called Kahani? Use your creativity and quick thinking skills to outwit your opponents. Craft intriguing stories incorporating climate fiction to wreak havoc on Earth! Are you up for the challenge?

- Needs at least 5 people to play
 - A person needs to be chosen to be the Judge (can be oldest or youngest)
 - **Supplies: Mudras for Storytelling cards, Make a Story, and Art of Storytelling Climate Fiction Writing Prompts / Fatal Flaws / Consider other decks**
1. The judge needs to take 1 card from “Mudras for Storytelling”, 1 card from “Make a Story” and 1 card from “Art of Storytelling Climate Fiction Writing Prompts” and lay all cards out on the table for everyone to see.
 2. Judge needs to make a 4-5 sentence story under a minute according using the three prompts.
 3. If the judge feels they can't make a story using the cards given, they can choose to redraw a new card from the “Mudras for Storytelling”, “Make a Story”, or “Art of Storytelling Climate Fiction Writing Prompts” piles.
 4. Suggestions:
 - a. Try to incorporate visual storytelling. Visual storytelling involves the use of graphics, images, pictures, and videos to engage with viewers in an effort to drive emotions, engage intercommunication, and motivate an audience to action.
 - b. Look for elements that suggest conflict, tension, or a potential turning point in the story. This can add depth and intrigue to your narrative.

- c. Identify any symbols or metaphors represented in the images on the cards.
These can be used to convey deeper meanings or themes in your storytelling.
5. All players, not including the judge, pick 4 cards from the Fatal Flaws pile.
6. After the story is told from the judge, each player picks 1 card from their 4 cards that fits the story best and gives it to the judge.
7. The judge shuffles the cards and picks the card that the players put down that fits the story best.
8. The card that the judge chose as a winner will determine who gets all 3 cards (as points)
9. The winner (the winner is whose card was chosen last round) from the previous round is chosen as a judge for the next round. Everyone who is not a judge in the next round will take however many cards they need to make sure they have four Fatal Flaw cards for the next round.
10. Between each round, there will be a 10 second trading round. Within this round, everyone has to pick a card from their Fatal Flaw card pile they would like to discard and place it face down in front of themselves. Then they must slide their card to the person on their left. The card each person receives will be added to their pile for the next round.
11. After 3-4 rounds, the person with the most points wins the whole game.

End of Rules

Twists and Turns/Additional Strategies:

- After the judge tells the story, the other players can rate out of five how well the judge incorporated the Mudra for Storytelling card.
- If the judge receives the scores of either 4 or 5 from all the other players, they can receive a point.
- If the judge receives a score below 4 then they lose a point
- Add Bonus Point methods.

BLITZ DRAW

Game Name: BlitzDraw

Jash, Deven , Sameer, Aarush, Jay Sr, Aryan, Raghav

Step 1: Have the judge be someone who has already played the game and understand the rules to teach people who have not previously played the game. If there is more than one person who has already played the game participating, then choose the judge randomly between the people who have already played the game.

Step 2: Judge explains the following rules:

Rules

- There are 4 words in total chosen by host
 - 1 from the 10Rs, 1 from the 5 Elements, 1 from the Body-Chariot Metaphor, 1 from the 5 Poisons
- Once the words are selected, each player will get a card and choose colored pencils to draw, turning the words selected into a picture
- 2 minutes to finish drawing after the judge indicates its time to start
- Only 1 Judge per round
- Winner is best of 3
- No writing words or explaining the meaning of the drawing you create to the judge

Twist to the game / Masala Cards

- every 30 second switch your card with the person next to you and continue their drawing
 - For fun not competition
- Everyone draw with non dominant hand
- Everyone with blindfolds
- Everyone draws without taking their pen off the page

Judging Criteria

- Maximum usage of all the words for a round
- Creativity and Symbology
- Success in applying the Masala Cards

HUNT FOR SEVA

- Find clues to that help your team find the object
- Each table has an aspect from a game
 - * Card, dice, etc
- If you collect all the selected aspects of an object group, you win a prize
 - * Ex: The memory maya object group can be 2 of the same cards
 - * EX: 2 green cards from by

* 5 golds from chariots of fate

4 separate games and 2 teams go against each other

Memory Maya

- Poster: "Find the first card at table $4x = 8$ "
- At **table 2**, card will be in a brown bag
- Clue2: "Figure out what game this card is from and go to the sales booth and find the game! It will be handed to you, congratulations you have collected a group!"

Chariots of Faith

- Poster: "The first two golds will be found at the place of photo taking"
- At the photo booth the 2 golds will be hidden and a clue that reads "The next gold will be found at Table x . $x + 5 = 9$ "
- At **table 4**, a gold coin will be on the corner of a desk. There will also be a clue that reads "What country is directly above the United States of America? Take the first letter of this country's name, and find what number it is in the alphabet. That number is which table the last gold coin is!"
- At **table 3**, a gold coin will be at the center and a note will read "Congratulations, if you now have 4 gold coins, you have collected a group!"
- POISON CARDS
 - Price + 5 = table 8
 - price + 3 = table 7
 - price + 2 = table 6
 - price - 1 = table 4
- OBSTACLE CARDS (HOW TO FIND THEM)
- How many legs does a cat have when you multiply that number by 2 then add 1? = **table 9**
 - What is a synonym of happy that is 3 letters long? What number is the first letter of the synonym? = **table 10**
 - What is 3 squared? = **table 9**

Clash of Dynasty

- Poster: "Find the singular Veda Vyasya card taped to the bottom of a table!"

- Tape Veda Vyasya card under **table 5**, note will read “Congratulations, you have collected a group (the solo Veda Vyasya card)!”
- Poster: “You are looking for 4 cards from the Kaurava dynasty (snake symbol) The first one is at table x. $12 = 2x$ ”
- At **Table 6**, the first card will be in a brown bag. The note will read “The next card is at table x. $89 = 89x$.”
- At **Table 1**, the second card will be in a brown bag. The note will read “The next card is at table x. $6 = 2x$ ”
- At **Table 3**, the third card will be at the center of the table. The note will read “The fear of death on this card + ignorance level = next table number.” The fear of death will be 5 and the ignorance level will be 2.
- At **Table 7**, the last card will be found and the note will read “Congratulations, if you now have 4 cards from the dynasty, you have collected a group!”

Hindu symbology

- poster: “find the singular card with the picture of Shivas trident (trishula) at the table where the number begins with the 5th letter of the alphabet (hint there is only 10 tables) = **table 8**”
- The second number of the time on a clock (insert image of analog clock with the time 2:55) is the last table number (**Table 5**) where you will find the matching text card for shivas trident

- TABLE SET UP:

- Each table could have 2 clues total, whether it be one gold and one card or two cards
- 12 Tables: 24 Objects, some objects may be hidden at the sale booths, stage, tables, Photo Booth.
- Place the objects in a brown bag, under a box, on a chair, or just hidden on the desk somewhere
- Targeted towards children mainly, so make it fairly easy to see

MAHARATHI MAYHEM

Objectives and Play

- The objective of this game is to defeat all of your opponent's Warriors
- Before attacking, each player must choose an energy card
- Choose an attack that you have enough energy to perform
- If at any time a player does not have enough energy to perform an attack, their turn is skipped

Setup

- Each player draws 3 Warrior Cards and 3 Energy Cards to start
- Each player will choose one of their 3 cards and place them in the active spot
- The rest will be "benched"
- Flip a coin to choose who plays first

Tips

- Use a whiteboard/notepad to keep track of energy and character health
- If your character is low on health, use 5 energy to switch to another character
- Energy is retained even after rounds, so:
 - Bet on matches between other players for energy
 - Use minimal energy when you think you will lose

CHECK LIST

TEAM -

RULES UPDATED?

MATERIALS NEEDED - ALL READY ?

**DID YOU FINISH PLAY TESTING - APPLY THE FEEDBACK RECEIVED - AND
FINALLY HAD THE RULES UPDATED?**

IS YOUR TEAM SLOGAN AND PITCH VIDEO READY?

DO YOU KNOW THE TIMELINE AND YOUR ROLES FOR DEC 17TH ?

ATTENDING ON DEC 17?

NOT ATTENDING ON DEC 17?

IS YOUR GAME AND ALL ITEMS NEEDED READY TO GO?