## Rockin’ Trivia

- **Contestants:** The challenge of this game is to test your music trivia knowledge.

- **To play game:** Use the clicker to select the guess to each question that is displayed. Each player will guess on 10 music trivia questions.

- **Operator:** Maximum 5 players. Each group of players will have a set of questions that are used. After the contestants have answered their 10 questions, give them a sticker. There are a total of 36 games that should be alternated throughout the event to ensure variety. At the end of each game, close the current game, and open the next game in numerical order (ex. After game 17 is finished, the next group of players will answer questions from game 18. Once all 36 have been used, start back over at 1). The program that is used to launch the game is Turnpoint. Tony Rodebaugh will show the first operator how to run the game. **As new operators take over the game, the prior operator(s) should explain how to run the game.**

The last staff member at each shift needs to ensure that: the laptop, t.v. screen, and (5) clickers stay with the game. Tony Rodebaugh will collect the laptop and clickers at the end of the event. Report any missing or unaccounted for clickers to the Volunteer Room (GB 296).

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**Note:** Students can play this game more than once, but can only receive one sticker for playing.

**Notes:**
Bungee Run

Provide players with the required waiver form to participate. After players have signed their waiver forms, they may prepare to play the game.

- **Contestants**: The challenge for players is to race down as far and as fast as you can to place your velcro marker on the bungee run.

- **To play game**: Remove shoes, Walk down to the end of the bungee run, select correct belt, and put on neck brace. Grab Velcro marker with “inside lane” hand. Other hand touches the back wall. Once the whistle is blown, run down as far as you can and **PLACE** marker on center aisle (throwing is not allowed). Each contestant gets 3 tries. After both players have tried 3 rounds and placed their markers, they will undo their bungee and walk off the inflatable.

- **Operator**: Maximum 2 players. DO NOT SIT ON BUNGEE RUN WALLS, PREVENT “horseplay”, AND ENFORCE ALL RULES! No flips, no players more than 250 lbs, check clip and bungee cord connections often, all players MUST wear neck braces, and persons with back, neck, knee or joint injury, respiratory, problems or pregnancy- may not participate. At the end of the 3 runs, players will be given a sticker.

The last staff member(s) to work this game need to collect: all clipboards, pens, stickers, and whistles used for this game and return them to Enrollment Services. The bungee cords, velcro markers, and neck braces will stay with this game.

**Note**: Students can play this game more than once, but can only receive one sticker for playing.
Radar Pitch

Provide players with the required waiver form to participate. After players have signed their waiver forms, they may prepare to play the game.

- **Contestants:** The challenge for players is to guess the speed of their throws prior to throwing. Each player will get to throw three times.

- **To play the game:** Step up to the edge of the black matt. Guess how fast your throw will be. Throw at the target!

- **Operator:** Maximum 1 player. Players will see how fast they can throw a ball. Each player gets three pitches. After each player has thrown three pitches, give them a sticker.

The last staff member(s) to work this game need to collect: all clipboards, pens, and stickers, used for this game and return them to Enrollment Services. The balls will remain with the inflatable game.

**Note:** Students can play this game more than once, but can only receive one sticker for playing.
Marble Game

- **Contestants:** The challenge for players is to match up all six of their marbles to the color they have selected from the board.

- **To play the game:** Each player will choose a color from the board. Roll one marble at a time attempting to land it on the color that has been selected prior to play. Each player will roll a total of 6 marbles.

- **Operator:** Maximum 1 player. Ensure that players have selected a color prior to rolling marbles. After each player has thrown their 6 marbles, give them a sticker.

The last staff member(s) to work this game needs to ensure that all marbles are left with the game.

**Note:** Students can play this game more than once, but can only receive one sticker for playing.
Horseshoe Game

- **Contestants:** Players try to ring the post with the horseshoe.

- **To play the game:** Each player will get three throws to ring the post with the horseshoe.

- **Operator:** Maximum 1 player. After each player has thrown three times, give them a sticker.

The last staff member(s) to work this game needs to ensure that the horseshoe is left with the game.

**Note:** Students can play this game more than once, but can only receive one sticker for playing.
Speedball Racer

- **Contestants:** Players try to have their ball cross the finish line first.

- **To play the game:** Each player will drop their ball on the operator's signal.

- **Operator:** Maximum 4 players. After each player's ball has arrived at the bottom of the game, give them a sticker.

The last staff member(s) to work this game needs to ensure that all of the balls are left with the game.

**Note:** Students can play this game more than once, but can only receive one sticker for playing.
Tailgate Toss

- **Contestants:** Players throw a beanbag and try to land it in the hole.

- **To play the game:** Each player will be allowed to throw three beanbags. The beanbags will be tossed one at a time. (You do not need to clear the board until all three beanbags have been tossed).

- **Operator:** Maximum 1 player. After each player has thrown the three beanbags, give them a sticker.

The last staff member(s) to work this game needs to ensure that all three of the beanbags are left at the station.

**Note:** Students can play this game more than once, but can only receive one sticker for playing.
Contestants: Players try to play songs successfully by pressing the right “notes” on their guitar.

To play the game: When the song begins, players will try to time the notes of the song along with the matching color on the screen. Colored notes will begin to scroll down from the top of the scrolling fret board. When you see the first note, hold down the corresponding fret button. When the note reaches the bottom of the screen level to the grayed out circles, strum using the strum bar. For each successive note, strum again. Other notes are played in exactly the same way: you press the corresponding buttons and strum when the note reaches the bottom of the screen - using the music's beat and melody will help you gauge when to play. Distilled to it's most basic level - that's all there is to this game, strumming in time to the note whilst using the fret buttons to play the appropriate note. If you play too late or too early, you'll "miss" the note, hear a ghastly noise, and lose some popularity.

Operator: Maximum 2 players. After the players have finished their song, give them a sticker.

The last staff member(s) to work this game needs to ensure that: t.v. screen, console, cords, 2 controllers, and 2 guitars stay with the game. Tony Rodebaugh will collect all components at the end of the event.

Note: Students can play this game more than once, but can only receive one sticker for playing.