

“Tourney Time: Need for Speed” Instructions

The Concept: The players will fill out a tournament bracket to determine which creature is the fastest on earth.

Items Needed: Tournament handout (included as a separate PDF file)

Instructions: This is an individual game. Print out the blank brackets and pass them out to the group. After a brief introduction, pictures of the creatures are shown. This helps for people who aren't sure what a sailfish looks like (don't worry, I didn't know either). The eighth slide will tell the group to take a minute to fill out the bracket. At this point, stop and wait for the group to complete their sheets. Once your group has finished filling out the bracket, continue on with the game. You may want to have some of your leaders/counselors walk around the group to make sure the brackets have been filled out – we don't want any cheating.

It will show face offs between each of the sets of creatures in round one (the sweet sixteen). After each round, an updated bracket is shown so the group can check their answers and catch up if they fell behind.

There are four optional screens at the end of the game that show the actual top speeds of the animals. You can show these if anyone is interested in how the animals actually matched up.

Scoring: You can score it anyway you want. You may just want to give one point for each right answer for the whole bracket. Another way to score it is one point for each correct answer in the sweet sixteen round, two points for the elite eight, three points for the final four, and four points for picking the champion.

Any questions or problems please email: service@pointmangames.com