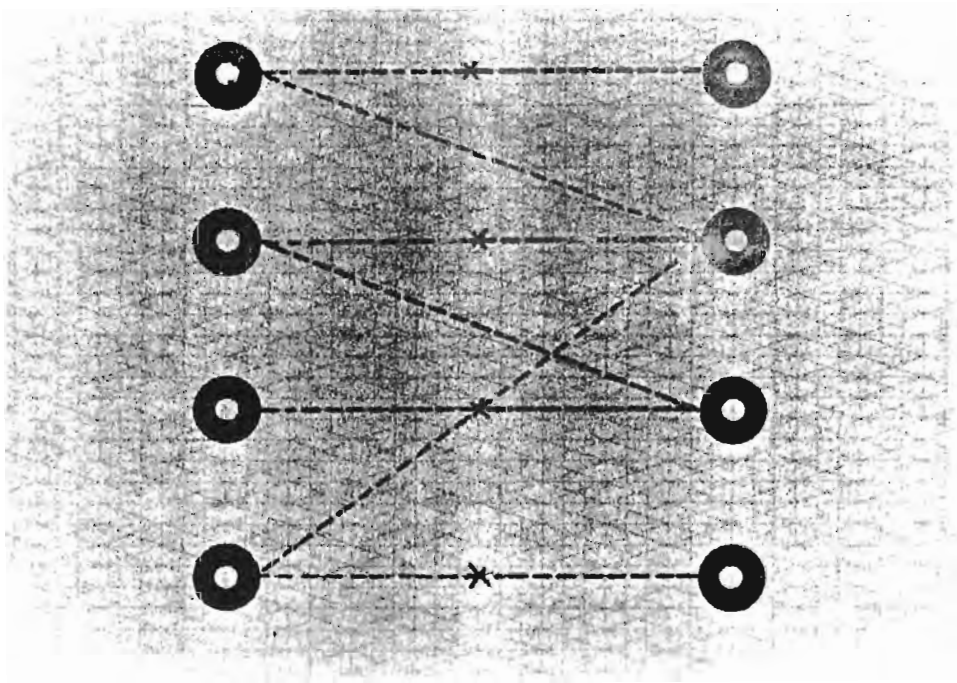
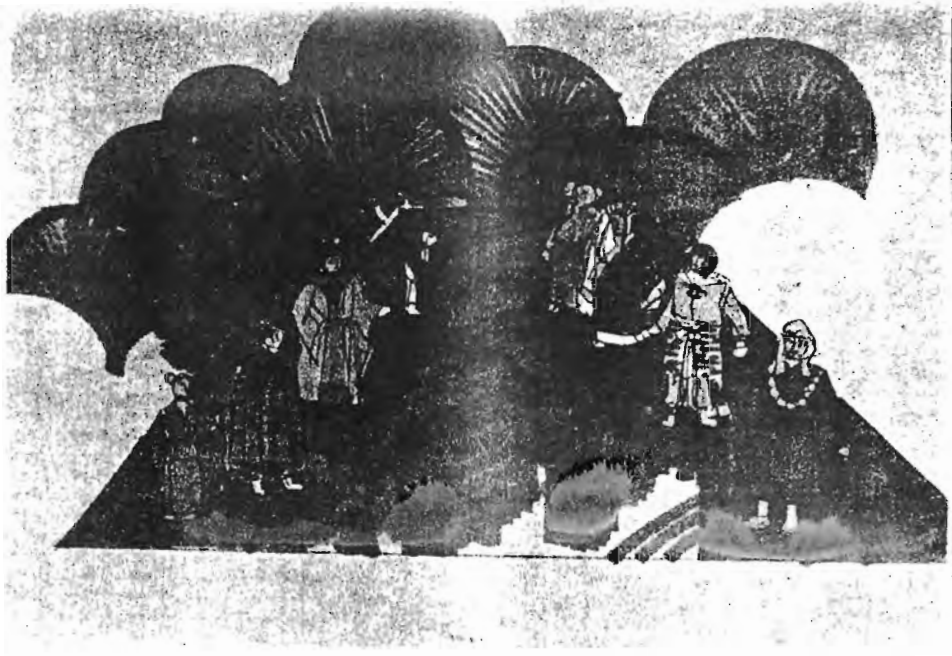




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- Name of game : The Adventure of Monkey
- Team Description : Two competing teams, 4 members each, male or female
- Position of team members : All position at own starting line (facing opposite team)
- Procedures : One team act as the Monk and his disciples and the opposite as intruding devils. Both teams start 'fighting' at the same time by bumping opponents until they all fall down.
- Nature of game : All contestants will be 'covered up' by a high props in the form of characters of the legend - The Adventure of the Monkey. They can peep through holes to search for enemies and will be provided space for their feet to move smoothly. One must move quickly to knock down opponents and at the same time avoid attack. Team cooperation is highly recommended.
- Regulations : 1) all contestants must move inside the boundary ring.
2) all contestants will be warned by hanging bells on the boundary ring so that they must stay inside the ring instead of hiding away.
3) all contestants, one being knocked down by others, will be counted as 'dead' and must leave the fighting ring immediately.
- Scoring Criteria : Scoring depends on how many opponents one team can knock down within two minutes.



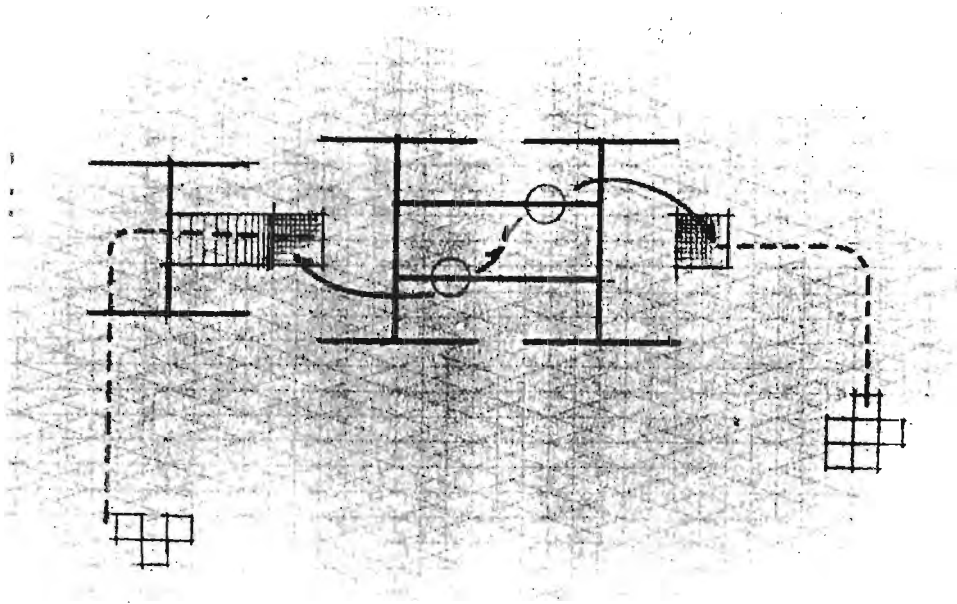
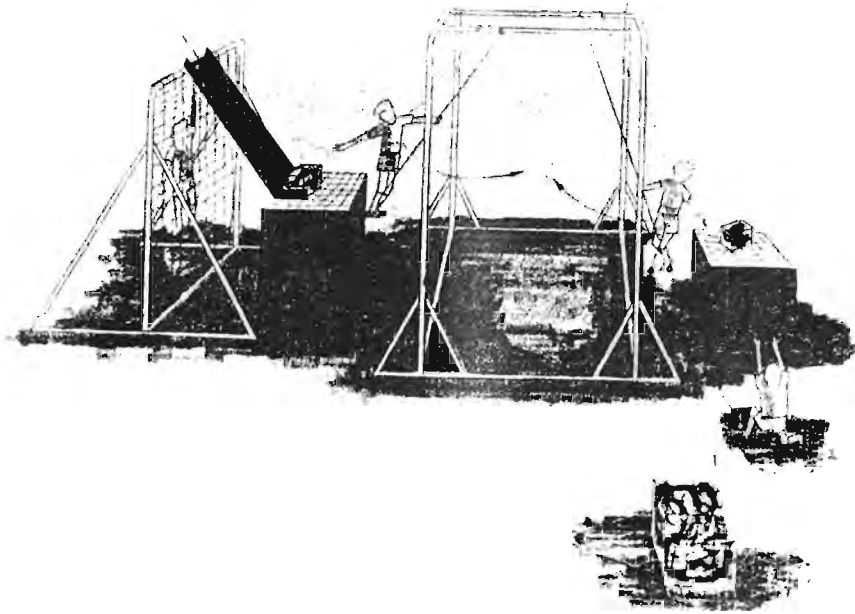


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- Name of game : Superman
- Team Description : Two competing teams : seven members each (male or female)
- Position of team members : Two members as the starting 'passer' and provide goods for the colleagues on the swings
Two members stay on the swings
Two members push the swing
The last one will pile up all goods passed to him
The game divides into two rounds, one team after the other
- Procedures : 1) The first two 'passers' climb onto the net-wall and send the goods to a colleague on the swing, he will then pass onto another one on the swing and then pass the goods to the one on the ground
2) The last member will pile up all goods passed.
- Nature of games : Timing is important as the sending procedure cannot continue until the goods is passed onto the next member.
- Regulations : 1) The passing of good must proceed from one person to the next and no overlapping is allowed.
2) The two members on the swings are not allowed to hold or cling onto any nearby pole.
- Scoring Criteria : Scoring depends on how many pieces of goods one team can sent within three minutes.



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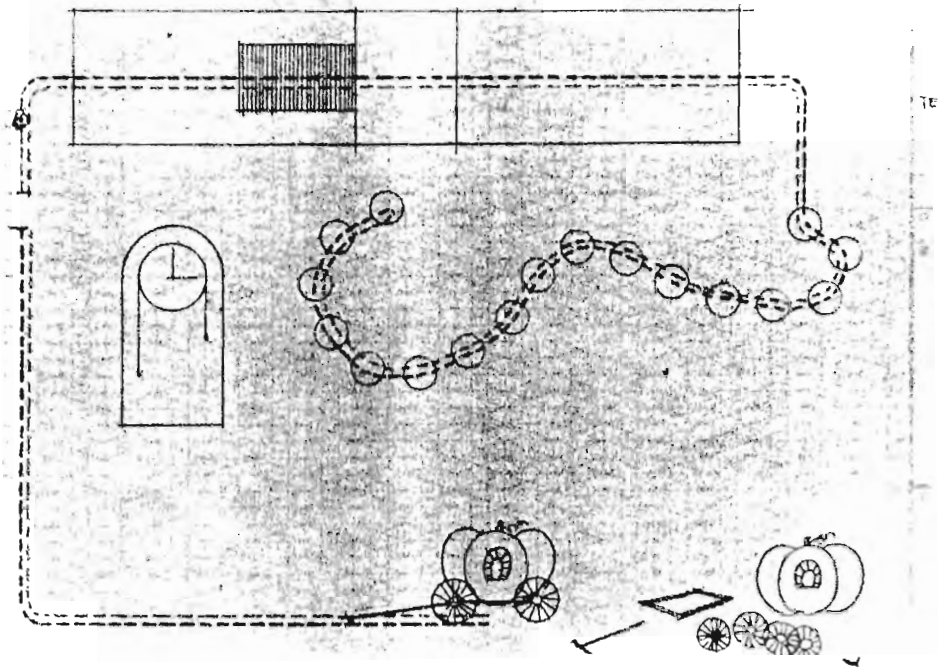
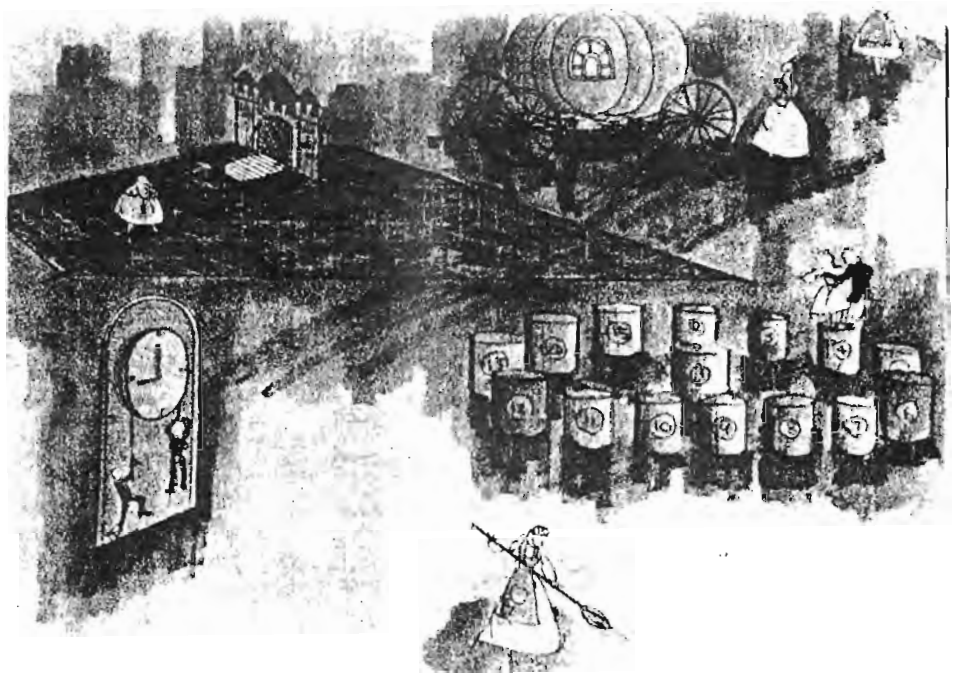
- Name of game : Cinderella
- Team Description : 6 team members for each team with 1 female and 5 male. 2 from the opposite team can be male or female.
- Position of team members : Female team member will be Cinderella, 1 male member as Prince Charming and the rest 4 members to set-up the Pumpkin Wagon. 2 members from the opposite team to pull the clock.
- Procedures :
 - 1) Cinderella dress in gown with patched cloth under, then go to the Palace by the Pumpkin Wagon when team members finished set-up.
 - 2) Cinderella will go through the ramp by herself and meet the Prince on the other side, then dance with the Prince on 15 low platforms back & forth.
 - 3) When walze finished, Cinderella should left one of her shoes with the Prince, go through the ramp again, back on the Pumpkin Wagon and back to the start point with her 4 team members carrying the Pumpkin Wagon.
 - 4) When arriving starting point, Cinderella should take off the gown and game finished.
 - 5) 2 members of the opposite team should pull the clock until it come to 12.
- Nature of game : Time could be short if members of the opposite team pull the clock fast, the team playing Cinderella should compete with the clock. However, the clock will go to 12 in not less than 3 minutes if operated normally.

to be cont'd.

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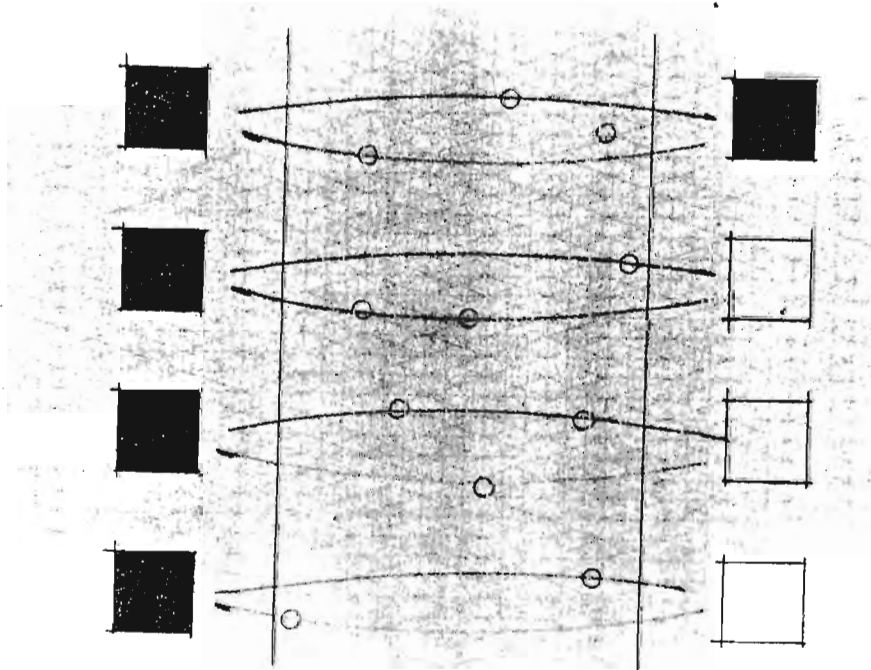
- Regulations :
- 1) Should follow the fixed route when playing the game.
 - 2) Steps should be the same when dancing the walze so that Cinderella & Prince could be on the same platform. (on seperate platform not allowed)
 - 3) When leaving one of the shoes with the Prince, Cinderella should wear with the other shoes to finish the game.
- Scoring Criteria :
- Game will stop immediately when clock come to 12, the team which finish most part of the game will be the winner. When both team finish the game before the clock strike on 12, the team which use less time will win.



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- Name of game : Praying for The Rain
- Team Description : 4 from each team (male or female)
- Position of team members : Oldham team under western mask while Hongkong team under Chinese mask. 1 for each mask.
- Procedures : 1) Both team members should throw bean-bags into the mouth of the mask of the opposite team.
 2) Water will pour out from mask when filled with 10 bean-bags.
 3) No. of bean-bags to throw unlimited.
- Nature of game : Storage of water inside the mask was specially arranged and when mask is filled with a certain no. of bean-bags water will pour out from mask.
- Regulations : 1) Contestants should located in a fixed area when throwing bean-bags.
 2) Should stop throwing bean-bags when water pour out from mask.
 3) Contestants should not go out the fixed area even when water pouring out out.
 4) Bean-bags can be thrown into the mouth of any mask of the opposite team.
- Scoring Criteria : Time limitation is 3 minutes. The team who can make all mask of opposite team to pour out water will be the winner.



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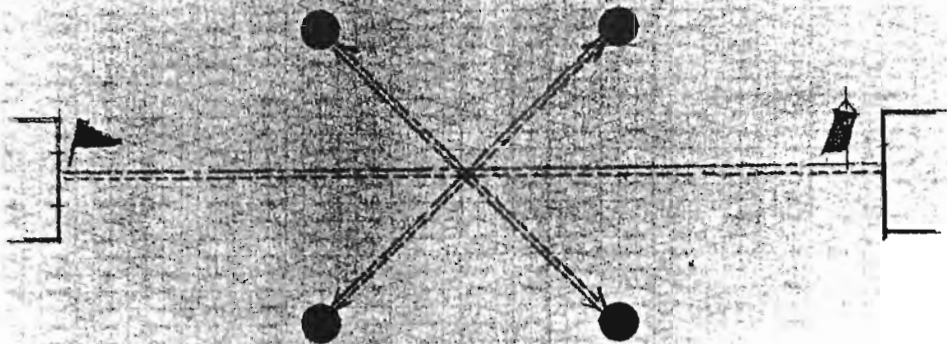


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- Name of game : The Brave Warriors
- Team Description : Two competing teams : one male and one female for intruding team; four members for the defeating team (male or female)
- The game divides into two rounds, one for each team. acting as intruder.
- Position of team members : Male contestant from the intruding team will be 'covered up' by a huge props in the form of a warrior riding on a horse while the lady acts as the commander. The four from the defeating team will stand on the arc-form platforms, also dress as warriors. Two teams will exchange position in the second round.
- Procedures : 1) Intruding soldier, with direction hints from the lady commander, will attack all four opponents with a long spear and then fetch a flag from the opponent's castle.
- 2) The four opponents will return onto the platforms and the soldier will attack again before fetching the second flag.
- Nature of game : The intruding soldier will be totally 'covered up' and all his movement is under instructions from lady commander and therefore, cooperation is required.
- Regulations : 1) the intruding soldier must point his spear in the strait direction while attacking.
- 2) The lady commander must give her instructions by saying and not by any gesture.
- 3) the defeating soldiers can move their bodies to avoid attack but cannot leave the platforms.
- Scoring Criteria : Scoring depends on the number of flags fetched and the number of defeating soldiers attacked within three minutes.



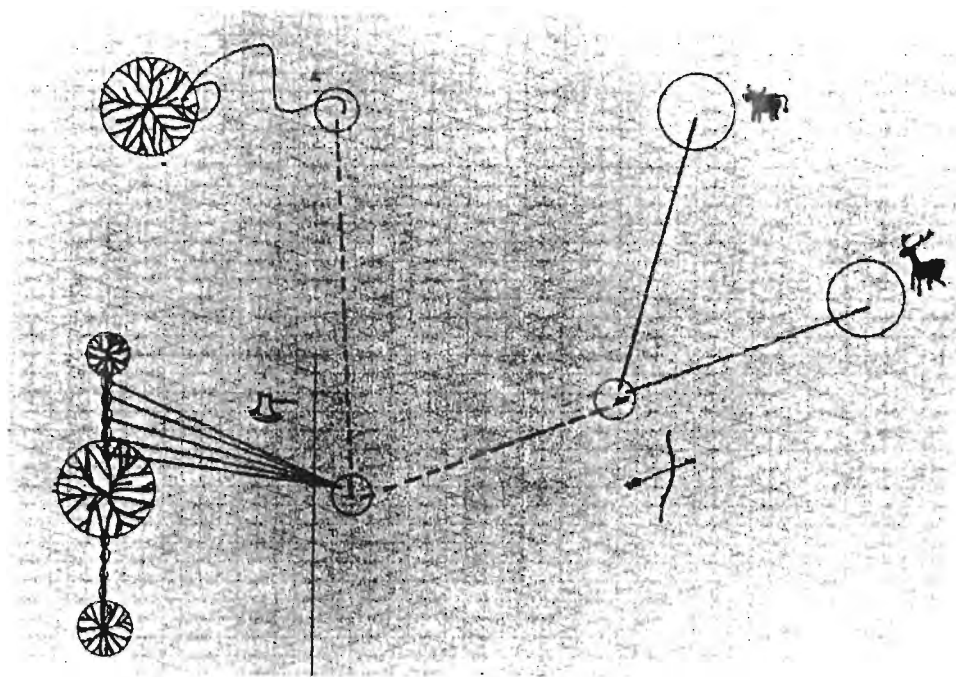
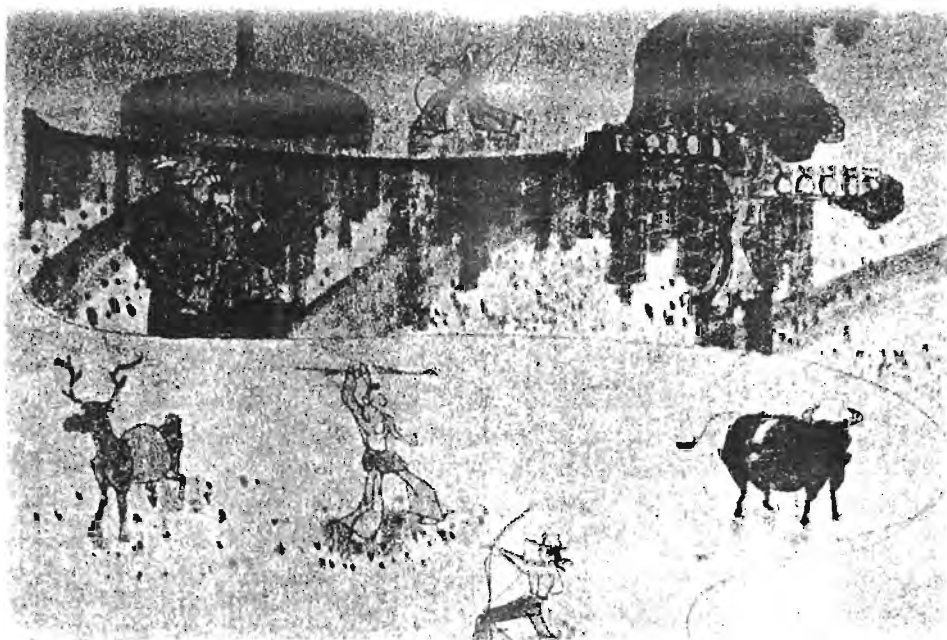


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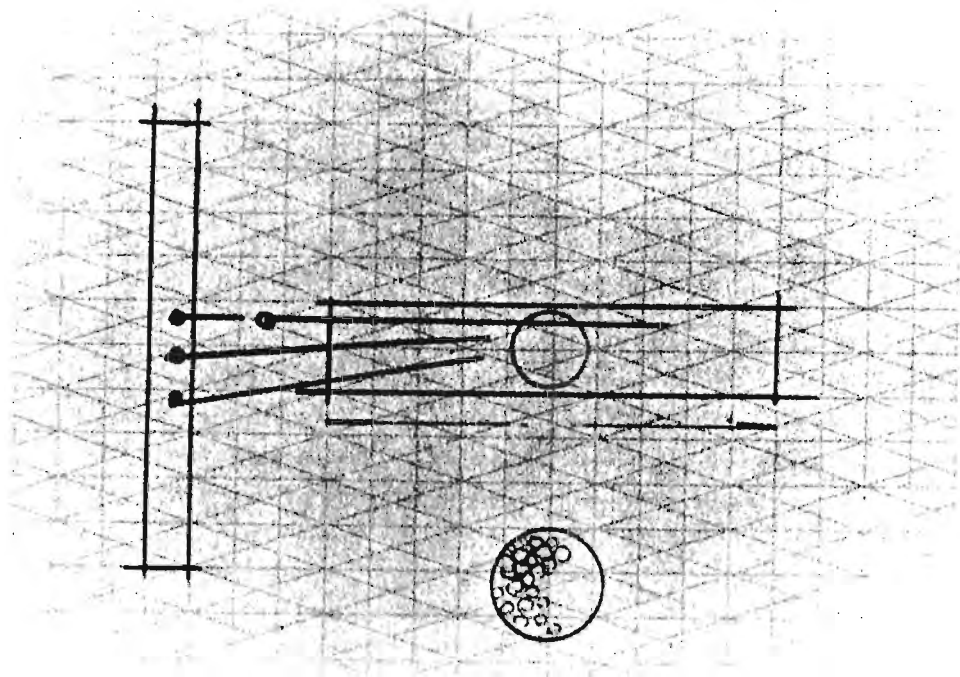
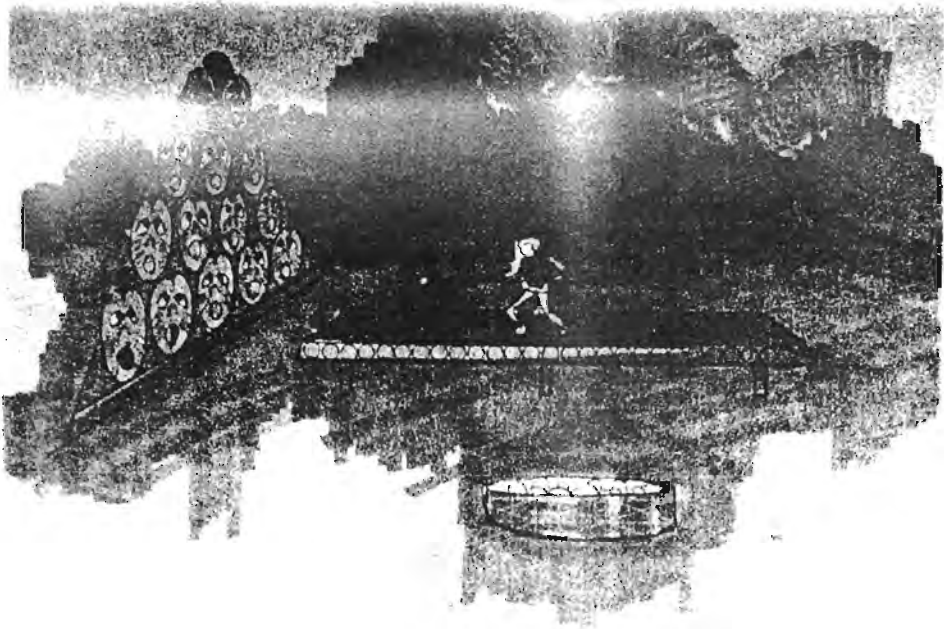
- Name of game : Cowboys and Red Indians
- Team Description : Two competing teams : four members each (male or female). One team as cowboys and the other as red indians.
- The game divides into two rounds, one after the other.
- Position of team members : The first one will have to pull the tree down
The second one will be an axeman
The third one, riding on a horse, will be the archman
The fourth one will be the spearman
- Procedures : 1) The first one will pull down the tree with a catching loop
2) The second one will then kill the 5 owls on the tree by throwing his axe
3) The third one, riding on a electric operated horse, will kill the deer with an arrow
4) The last one, the spearman, will then climb onto a mountain made of soft material and dash his spear to kill the bull
- Nature of game : This game is a relay race. The performance of each member will then affect the result of the whole team.
- Regulations : 1) There will be a fixed position for all of the four contestants.
2) One cannot start unless the former one finished his part.
3) No limitation for shooting arrows, axes and spears.
- Scoring Criteria : Highest score goes to the team who can finish the whole game less than three minutes.



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- Name of game : Feeding The Cat
- Team Description : 3 members from each team (male or female)
- Position of team members : Contestants should stand on the electric operated moving belt which speed and movement of belt will control by members of the opposite team. Contestants on moving belt should be 1 at each time.
- Procedures :
 - 1) Use a bamboo stick to pick up the feed.
 - 2) Step on the moving belt and forward to put the feed into the cat's mouth.
 - 3) When finish feeding one cat, next team members follows.
 - 4) Contestants have to feed 14 cats in total.
- Nature of game : The moving belt can move backward and forward, therefore, contestants should be careful when going on the belt.
- Regulations :
 - 1) Can use hand to assist the picking up of feed with a bamboo stick.
 - 2) Feed stay inside cat's mouth and bamboo stick taken back after finish feeding.
 - 3) Contestants should go back to the start point after feeding the cat and let the other team member to go.
 - 4) Only 1 contestant can be on belt at each time.
- Scoring Criteria : Time limits to feed the 14 cats is 3 minutes. The team which use the less time will be the winner. If both team cannot finish feeding 14 cats within 3 minutes, the team which feed most win.



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- Name of game : The story of a Silkworm
- Team Description : Two competing teams : 3 from each team (male or female)
- Position of team members : Both teams start at the same time
- Procedures : Three members go into the silkworm together and the silkworm crawl to the location where the pupa is placed, then come out from the worm and push the pupa up onto the ramp and then come down from the ramp. One of the three members will then climb onto the pupa and the other two push the pupa to the moth-cart. All three will go back to the starting point on the moth-cart.
- Nature of game : Cooperation is required especially when crawling inside the silkworm and riding on the moth-cart as the wheels of the cart is not levelled.
- Regulations : 1) The silkworm is allowed to start only when all three members had entered
2) After climbing down from the ramp, one of the three members must stay on the pupa while the other two pushing. If he falls down, the pupa must stop moving.
3) All three members must stay on the moth-cart when returning to the starting point.
- Scoring Criteria : The time limitation is four minutes. If none of the two teams can finish within the limit, scoring will depend on the distance they achieved. If both teams finish within four minutes, scoring will depend on time used.

