



1. Glow Stick Hunt and Tag

Players aim to find and collect the most glow sticks while avoiding being tagged by taggers, who also try to collect glow sticks from the players they tag.

Before the game begins, hide glow sticks around the play area, ensuring they are well hidden but still findable. Select 2-3 players to be taggers and give each a glow bracelet. Once the lights are off, players start searching for glow sticks while taggers try to tag any of the players who would have found one or more glow sticks. If tagged, a player must give one glow stick to the tagger and continue hunting. Taggers keep the collected glow sticks. The game continues for a set time, and the player with the most glow sticks at the end wins.

2. Nighttime Obstacle Course

Players navigate a glow-in-the-dark obstacle course as quickly as possible, with the fastest time winning.

Set up an obstacle course using glow-in-the-dark tape to mark the path and key areas. Include obstacles such as cones to weave through, ropes to hop over or crawl under, inflatable pools to step through, hula hoops to jump in and out of, and boxes to navigate around. Give each player a glow stick for visibility. Players navigate the course one at a time, with their times recorded using a stopwatch. The player with the fastest time wins.



3. Glow Hide and Seek

The seeker tries to find all hidden players, identifiable by their glowing LED bracelets, as quickly as possible.

Equip each player with an [LED bracelet](#) and designate a seeker. While the seeker counts, the other players hide within the play area. The seeker searches for hidden players, identifying them by their glowing bracelets. When the seeker finds a player, they call out their name or tag them, depending on the rule you decide. Tagged players join the seeker in finding the remaining hidiers.

4. Glowing Capture the Flag

Teams try to capture the opposing team's flag and return it to their base without getting tagged by the opposing team.

Mark the boundaries of a large outdoor area with glow sticks and divide players into two teams, each with glow wristbands and a flag. Alternatively, I recommend the [Redux glow in the dark capture the flag complete set](#).

Each team hides their flag within their territory. Teams then strategize to capture the opposing team's flag and return it to their base while defending their own flag. Players tagged by opponents must return to their base before rejoining the game. The first team to successfully capture the opposing team's flag wins.

5. Blindfolded Mystery Match

Blindfolded players find matching objects by touch, guided by their partners, with the fastest team winning.

Before the party, gather various pairs of objects (socks, mittens, spoons, etc.). Scatter one of all the pairs around the party area. Pair up players and blindfold one of each of the two. Give the blindfolded partners the items to be matched. The seeing partner guides their blindfolded partner to find matching objects by touch alone. The team that finds all matching objects the fastest wins the game.

6. Noodle Saber Duel

Players score points by lightly tapping their opponent with a glowing pool noodle, with the player achieving the most taps within the time limit winning.



Prepare pool noodles by attaching glow sticks or wrapping them with glow-in-the-dark tape. Pair up players for duels where the objective is to lightly tap the opponent's legs or arms with the glowing noodle. Hard hits and head strikes are not allowed for safety. Each duel lasts 1-2 minutes, or until one player achieves three taps. The player with the most taps within the time limit wins.

7. Nightball Volleyball Relay Race

Teams pass a glowing volleyball down the line and back without dropping it, with the first team to complete the sequence winning.

Divide players into two teams, each standing in a line. Players pass a glowing volleyball down the line and back without dropping it. If the ball is dropped or held for more than three seconds, it must be returned to the start and the sequence restarted.

Once the ball reaches the last player in line, they must carry the ball to the turnaround point and then back to the starting point taking the place of the first player in line. All other players move a place away from the starting point. The first team to successfully complete the relay wins.

8. Blindfolded Food Relay Race

Blindfolded players identify and relay the names of mystery foods to their team, with the first team to correctly guess all foods winning.

Blindfold one player from each team and have them taste a food item from a table of prepared foods. They then race back to their team and whisper the food's name. The team records the guess, and the first team to correctly identify all the foods wins.

9. Flashlight Morse Code Challenge

Teams send and decode Morse code messages using flashlights, with the first team to correctly translate and shout out the message winning.

Divide participants into teams with designated senders and receivers. Senders use flashlights to send pre-made Morse code messages to their teammates. Receivers decipher the messages using a Morse code key. Download and give the receivers a copy of our [Morse code key](#).

The first team to correctly translate and shout out the entire message wins. After each round, teams switch roles and use new messages.

Go to this [Text to Morse Code Converter](#) to generate Morse Code messages.



10. Blindfolded Building Challenge

Teams guide a blindfolded member to build a specific structure using only verbal instructions, with the first team to complete the structure correctly winning.

In each team, blindfold one player and provide building blocks. Teammates guide the blindfolded player to build a specific structure (Legos, Jenga, etc.) using only verbal instructions. The first team to correctly complete the structure wins.

