

### **BattleBack: Redemption Island**

#### *General Schema:*

All premergers have the opportunity to return to the game! This battleback is redemption style. The first four boots will compete in a challenge and the 2 winners move on. They will compete against boots 5 and 6 in another challenge. The 2 winners from the second challenge will move on to compete against boots 7 and 8. The winner of the third and final challenge will return to the game.

| Starting Players | Challenge 1 Players | Challenge 1 winners | Challenge 2 players | Challenge 2 winners | Challenge 3 players |
|------------------|---------------------|---------------------|---------------------|---------------------|---------------------|
| 8                | 4                   | 2                   | 4                   | 1                   | 3                   |
| 7                | 4                   | 2                   | 4                   | 2                   | 3                   |
| 6                | 4                   | 2                   | 3                   | 2                   | 3                   |
| 5                | 3                   | 2                   | 3                   | 2                   | 3                   |

#### *Challenge 1 (physical)*

Players will build a “stick” using popsicle sticks and string. They will use this stick to retrieve a key with a string loop through it. First 2 players to get their key past the boundary win and advance to challenge #2.

#### *Challenge 2 (mental)*

Each player will have a packet containing the following images:

- moon, sun, comet, rocket, planet, star

Nicole will present these images in a certain order and once she has finished she will then ask them to repeat the order back one at a time. If a player presents the wrong image, they are eliminated.

Round 1: SUN, STAR, MOON, SUN, ALIEN

Round 2: MOON, PLANET, COMET, ALIEN, SUN,

Round 3: PLANET, SUN, STAR, MOON, COMET, ALIEN

Round 4: ALIEN, COMET, SUN, COMET, STAR, MOON, PLANET

Round 5: COMET, SUN, ALIEN, ALIEN, STAR, MOON, SUN, PLANET

Last person remaining wins and moves on. The process repeats again for the other 2 players. The winner of that battle moves on to the final challenge aswell.

### *Challenge 3 (endurance/balance)*



Players must balance the marble in the slot. If they drop their marble then they are eliminated. Last one standing wins.

Players get a few minutes to play around and get a feel for the challenge.

Players get 30 second to get in position before each round officially starts.

Round 1: Just the base piece and the handles - lasts 2 minutes

Round 2: Same set up as round 1 + 3" piece of wood on each side - lasts 2 minutes

Round 3: Same set up as round 2 + 2" piece of wood on each side - goes until last man standing