



a guide to.

Seriously BIG Games

...and other fun

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GUIDE

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INTRODUCTION

These games and activities, particularly the big ones, have evolved over a number of years and have brought pleasure to thousands of children and leaders.

Some of the games – particularly the night games - take a lot of preparation and time setting up; but the rewards make it all worth it. When I run into people who have been involved in my games in the past, they almost always bring up the great memories they have.

All the special moments from these games would take too long to recount but there are a few I cannot resist sharing.

EXTINCTION has a few hundred memories actually! One of the times I was a Guardian in Extinction at night. A team of children were sneaking single file through the forest knowing that if they saw a guardian they had to stop and not make a sound. I slipped out from behind a tree into the middle of them. The ones behind froze but could not warn the ones in front that I was there. I quietly moved through their ranks until I was up with the leaders who now had stopped to look for the giant spider. I pretended to look as well. It was worth the hours it took to set up the game just to see their faces when they realised a Guardian had fooled them!

Another night I hid in long grass and as they walked past I grabbed the ankle of the last girl. I'm not sure if she wet herself or not!

And my favourite Extinction moment was... when I walked down the track towards a team who then froze. I walked quietly through them and to their relief I did not see them (Guardians are men and women whose eyesight and hearing are not very good). They

then walked around the next corner and there I was again walking towards them! They had no idea I had scurried through a shortcut to come out in front of them again. I could just see their minds racing as they were desperate to break the silence with 'What on earth! Wasn't that the same Guardian that walked though us 30 seconds ago!!!

The most ridiculous failure I ever had was a Treasure Hunt that I had spent months planning. The children 'accidentally' discovered a mysterious chest half buried in the ground. When we opened the chest it had all sorts of mysterious things in it. Coincidentally there was enough of everything to give each camp team one of each item. They then followed the instructions and set off to solve the mystery. Unfortunately, one clever leader decided to rip down all the clues as they went so the other teams couldn't find them. A passing boat saw the rope dangling from a tree and pulled up our underwater clue! (We hardly ever saw a boat in this area). People got lost and on it went until the final moment when a team discovered that if they returned to the place where the original chest was found they would find the treasure buried even deeper in the same spot.

I was excited because when we knew which team was going to win, we quickly inscribed their names on special medallions we had prepared. We then gave them to a driver whose job it was to drive around the back way, rush in and quickly bury the treasure. Then when the winning team dug it up and opened it they would be amazed to find their names already on the medallions.

Unfortunately the car, which had 4 minutes to travel the 2 kilometres and do the deed broke down half way there! Such is life.

One more...

I had asked a man who was going to be the 'bad guy' at camp to be out in the forest for when I took them on a discovery walk at the beginning of the camp. His role was to jump out down the track and act like a madman. It was all going to be fun and he did his part really well. I Unfortunately, I forgot I had sent him and I panicked- thinking it really was a madman!!!

**To receive your free download of things to print from
this manual please go to the website:
davidsykes.com.au**

The download gives you the ability to isolate pages so you can vary the number you want to print on different paper or cardboard.

The time allowed for each game includes the time it takes to explain the game until the game is finished. It does not include setting up time or cleanup afterwards.

I created most of the bigger games but many of the smaller ones are well known. A few are variations of games I have come across down through the years. Now it's time for **you** to create some memories!

SUPPORTERS THOUGHTS

James Grimwood – Primary School Teacher

'For the last 20 years of working with children, one of the true highlights in working with David has been participating in the amazing games he designs. They have been a constant highlight, (and draw card), to the point where parents have even contacted us to offer to help – just to be involved in the fun!

The success of Dave's games is a combination of the time he puts into the design, the boundless creativity that empowers each game, the versatility of their use in small or large groups, and the testimony of thousands of children who talk about them for years after.

I have researched countless books and websites on kid's games and nothing comes close to these. I am always eager to hear Dave say, 'Can I tell you about my new game.'"

Andrew Kable - Children and Youth Pastor at C3Victory, Charlestown

David Sykes is by far the best game creator I have ever known! His games are fun, challenging, exciting, and sometimes just a little bit scary! I've been lucky enough to be involved in these games over many years, and have seen just how effective and powerful they can be at engaging kids at camps and other events.

These games are tried and tested, and I have just as much fun running them as our kids do playing. My favourite is the incredibly tense Extinction – you will find it an instant classic. I have young people still talking about this game more than ten years after they played it!

Janet Sykes - Teacher and my wonderful wife

I have been a leader at camps where the game of Extinction was played and I had an incredible amount of fun. I became so caught up in the adventure and excitement I decided I wanted to play it with some adult friends so we organised a special 'adults only' night. We had the BEST time ever!

Tone &Krysia Mailo – Children's Leaders from Port Macquarie

Over the years, from the time we initially saw David and his team in action, our family have anticipated their annual kid's camps and events as the highlight of our year (this is no exaggeration). Our younger children could hardly wait to get involved.

One of the best components of these events were the games; always mind blowingly exciting, ingenious and creative. They were highly organised and seamlessly executed; stretching the brain with mental challenges and the body with physical feats. With everybody from youth leaders, adult helpers and kids, having an equally thrilling time.

It's obvious that amazing imaginations put these games together and their compilation into a book is a huge gift... to the world! They will bring fun, exercise, humour and team spirit to any group. In fact it would be unfair to keep them just for kids.

Lizzy Sykes – Daughter and Primary School Teacher

My dad has the most amazing, creative brain. He creates games that are challenging, incredibly clever and most of all, fun. Fun for children and leaders alike. The crazy nights I have spent hiding behind trees or submerged in water as a guardian in games like Extinction and Mission Impossible are some of my most precious memories.

All of dad's games - the big ones and the little ones, are easily adapted to a child care or school setting. I have done this numerous times myself. The games are extremely versatile. They work well for any setting that has children and will create memories the children will cherish for a lifetime.

ICE BREAKERS

PG 9 WHOSE VOICE WAS THAT?
PG 9 MISINFORMATION
PG 10 I THINK YOUR WOULD CHOOSE
PG 12 THE GREAT JEWEL ROBBERY
PG 13 WHO ME?
PG13 WHO ARE YOU MOST LIKE?

WHOSE VOICE WAS THAT?

Record people speaking or singing using a fake voice and then have the audience guess who each one is.

If the people do not know one another very well then have the people who have been recorded speak briefly in their normal voice before you play the fake voices and perhaps keep them standing out the front.

An alternative would be to do the false voices live! Simply choose a set number of people (perhaps 5) and have them all go behind a screen where they take turns at random using a fake voice.

You may want to give them scenarios as well. Some ideas are:

- You are arguing with your mother-in-law on the phone
- You are trying to psych yourself up to win a boxing bout
- You are reading a distressing article in the newspaper about a cow that fell out of the sky a little unexpectedly
- You are preparing to ask for a promotion at work
- You are trying to tempt a large fish that you can see in the water into taking your bait
- You have been squashed by a bunch of enthusiastic children and you are trying to tell them to get off you so you can breathe

I THINK YOU WOULD CHOOSE

Print off and hand out the following page to everyone. Have them write their name and make their selections without anyone else seeing. Collect them.

There are a number of ways you could go ahead. You could just read them out while people call out who they think each person is or you could make it a competition where people or teams lose 1 point for each wrong answer and gain 3 points for every correct guess.

I THINK YOU WOULD CHOOSE

Name: _____

Please circle the letters representing your choices.

If I was caught in an elevator for four hours with half a kilo of prawns and a bottle of coke I would:

- A: eat the prawns and leave the coke
- B: drink the coke and leave the prawns
- C: eat the prawns and drink the coke
- D: not eat or drink
- E: panic

If I had to choose between an overseas holiday, a garden makeover, good health or a year of free McDonalds I would choose:

- A: an overseas holiday
- B: a garden makeover
- C: good health
- D: a year of free McDonalds

If a building was on fire the first thing I would do would be:

- A: pray
- B: ring 000
- C: run towards the building to see if anyone needed rescuing
- D: panic

What would you rather fall into:

- A: a bathtub full of liquid chocolate
- B: a magnificent waterfall
- C: the arms of your choice of movie star
- D: the middle of the greatest camp ever!

THE GREAT JEWEL ROBBERY

There are 8 suspects, 8 ways they could have gotten in and 8 reasons why they committed the crime.

Print off a worksheet for each player.

Print off the 'clues' sheets from the download and cut them out. Shuffle each category independently and take 1 of each and put them aside. These 3 cards are the answers.

Getting started.

Tell the players that there has been a jewel robbery and they are to discover who did it, how the person got inside and why they stole the jewels. Tell them that they discover the answers by elimination just like in the game Cluedo. The main difference is that they will be eliminating suspects etc. by sharing information with other players.

Shuffle all cards and deal them out to the contestants. Make sure they do not show anyone else what card/s they have until the game starts. It does not matter if they end up with 1 more or 1 less card than others. Make sure they each have a worksheet and a pen.

Say 'GO' and watch the fun!

First correct set of answers wins.

You may want to play it twice.

WHO ME?

Each person tells everyone about three things that have happened to them. One of those things is to be a lie. Everyone else has to guess which memory is the lie.

Each person starts by saying: "I remember"

You can play this as teams, or individual scoring or just fun.

WHO ARE YOU MOST LIKE?

Print off the following page and give one to each person along with a pen. Ask them to write 'A' or 'B' on the little lines on the left according to their preferences.

When they are finished give them a few minutes to walk around and compare their results with others. See who has the most things in common with another person.

WHO ARE YOU MOST LIKE?

WOULD YOU RATHER:

- | | | |
|-------|--------------------------|----------------------|
| _____ | A: savoury food | B: sweet food |
| _____ | A: be outdoors | B: be indoors |
| _____ | A: go to bed early | B: go to bed late |
| _____ | A: holiday in Australia | B: holiday overseas |
| _____ | A: read a good book | B: have an adventure |
| _____ | A: look your best always | B: only when needed |
| _____ | A: eat breakfast | B: skip breakfast |

WHICH DO YOU LIKE BEST?

- | | | |
|-------|---------------------------|-----------------------|
| _____ | A: hot days | B: cold days |
| _____ | A: being by yourself | B: being with others |
| _____ | A: being careful | B: taking risks |
| _____ | A: chocolate flavour | B: strawberry flavour |
| _____ | A: the city | B: the country |
| _____ | A: to help get a job done | B: to be in charge |
| _____ | A: hard physical work | B: hard thinking work |

ARE YOU

- | | | |
|-------|------------------|--------------------|
| _____ | A: a thinker | B: a doer |
| _____ | A: often late | B: usually on time |
| _____ | A: down to earth | B: a dreamer |

SMALL SIZE



Some of these ideas are well known.

SOUND ASLEEP

Children lie down and pretend to be asleep. Children are out when they are caught moving. You may decide to add things such as tickling and laughing to catch the extra good players.

BANK RIVER

Find a line of some sort and have all players standing sideways on one side of it. That will be the “bank”. The other side of the line is the “river”.

You then call out “on the bank” or “in the river”. They have to jump (not step) from one to the other according to what you call. They can be “out” if they jump when they are not supposed to or are too slow.

Once they are good at the game add “on the bridge” where they have one foot either side of the line.

TRICK SHOTS

- Bounce a tennis ball into a bucket
- Bounce a tennis ball off a wall and into a bucket
- Throw a ball back over their head into a garbage bin
- Throw a ball under their legs and into a bucket
- Bounce a table tennis ball into a cup on a table
- Use a superball to bounce off walls a few times and then into a goal area

WINK

Have an odd number of people playing and set up a circle of chairs where there are chairs for one more than half of the players. Have everyone either sitting in a chair or standing behind a chair with their hands behind their back (preferably boys behind and girls sitting).

Leave one chair empty. The person behind the empty chair looks around the seated players and suddenly winks at one. That person must try and leave their chair without being tipped by the person standing behind them.

BALLOON FUN

BALLOON BELT

Form two rows of chairs facing one another about two meters apart. Drop 2 or 3 balloons into the middle. The children have to hit balloons over the back of the opponent's chairs. They are not allowed to move their backsides from the back of the chair.

BALLOON SHOT PUTT

Blow up and then release balloons to see which one goes the greatest distance.

BALLOON CHAIR

Divide into two teams and seat each team in a line on opposite sides of the hall. Number each player so they have an opposing number on the opposite team. Place a balloon on a chair at each end of the hall in between the teams. Call out a number and the corresponding players race to their balloon and using one hand only, and by hitting only, guide it to the chair at the other end. To win the balloon must come to rest on the seat. They m

BALLOON RELAY MARATHON

Teams have to get balloons around the designated course. Some options for the relay are:

- Hit balloons with hands
- Carry between knees

BALLOON SQUASH

Tie balloons onto ankles with wool.

Children try and stomp on one another's balloons.

BALLOON BURST

First to blow up a balloon, tie it and bust it by sitting on it is the winner (carpet floor is best).

BALLOON AIRBORNE

Try and keep your balloon afloat while trying to force opponents down. (hitting only)

OR

Try and keep 2 or 3 balloons aloft the longest (No interference allowed).

CROSSED & UNCROSSED

Seat everyone in a circle and tell them you are going to get them to pass a pair of scissors around the circle. When the scissors get to them they have to say “crossed” or “uncrossed”. You then tell them whether they are correct or not. They have to try and figure out how to get it right. The secret is that it is crossed if either their legs or arms or both are crossed when they guess.

EASTER EGG HUNT

Instead of hiding Easter eggs which can be lost forever, stolen or attacked by insects, just hide the “big egg” in a protective container and use coloured cardboard squares that can be traded for eggs for the others. You can also use this concept for a simple treasure hunt.

GIANT PICK UP STICKS

Make a pile of pool noodles and have children attempt to move them just like pick up sticks.

INSIDE CHALLENGES

(Great team fun in wet weather)

MINTIE UNWRAP

Tear a mintie wrapper into as long a piece as you can.
Add the three longest together for an overall length.

MUMMIFIED

Using one roll of toilet paper make the best 'mummy' you can.

BRIDGE

Using straws and scissors, make the best free standing bridge.

SINKING FEELING

Make one boat per person and then gain points for the number of marbles the best three hold before they all sink.

ALPHABET SCAVENGER

Find 1 item for each of the following letters
A C E G I J K O Q U V Y Z

MARBLE TUBE

Using 10 A4 sheets of paper, sticky tape and scissors make a long tube. Points awarded for distance a marble travels successfully through the tube. The marble will be placed at the top of the tube – not pushed.

RAINCOAT

Use supplied plastic bags and sticky tape to make a raincoat for someone. Pour water over them to gauge success.

ROB THE NEST

Set up four corners with a person standing in each corner. Place seven bean bags or similar in the middle. When the game starts they must grab one bag and rush it back to their corner. They then either grab another bag from the centre or start raiding other corners or “nests”. They may only take one at a time. The first person to secure four bags wins. Throw an extra bag into the middle every now and then to help them achieve their objective.

NOUGHTS & CROSSES

Set up three rows of three chairs. Using two teams have them take turns placing a person in a chair until one team wins or it is a stalemate.

CHASE THEM DOWN

Designate a large circular area and place contestants at even intervals. On the word “Go” they run in a clockwise direction. When someone is passed they must drop out until only one person is left.

CATCH

Using a tennis racquet and a tennis ball hit high balls to each player. They score a point for their team for each successful catch. A tennis racquet is great because you can hit the ball incredibly high.

EGGOOPS!

Pair contestants up and give each pair an egg. Move them apart a small distance and have one throw the egg to the other and then back again. Increase the distance each time. Pairs are eliminated when their egg breaks.

CHOCOLATE DICE

Set up a table and chair with a plate, a knife and plenty of forks. Seat the players in a circle and have them take turns throwing a dice (a giant one is best).

MEDIUM SIZE



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PG 28 LIAR, LIAR

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TWISTED TALES

(This is the funniest thing I have ever seen!)

Organise the participants into teams of 3-6

Tell them that they have to make up a play using the items listed on a piece of paper that you are going to give them. Also mention that the items they require can be imagined. Also inform them that they will be required to repeat the play with some fresh instructions later.

Make up your own ideas for the plays or use some of the ones suggested below:

A Mystery involving a jigsaw puzzle, a newspaper, a block of ice and a rubber band

A Thriller involving a pillow, a CD player, a toaster and a tennis ball

A Musical about a tree, a storm, a deaf old lady and a small pig

An Action involving a tablecloth, a giant, a cup of tea and a truck

A Mime which explains how to use a windmill to produce electricity – no props allowed

A Commercial which promotes the sale of donated eye balls by
Show casing their many uses

A Drama involving a rope, a basketball, a shopping trolley and some tooth paste

A Romance using a wallet, a pizza, a snappy dog and a dead flower

A Horror using a hairdryer, a marshmallow, a watch and a gorilla

A Comedy using a deserted island, a tooth brush, a flying fish and an angry parrot

A play using a volcano, a mad scientist, an apple and a wheelchair

A Mystery using an island princess, a snake, a coconut and a ladder

A Horror using a leaky boat, a shark, a large rat and a cranky old woman

A Comedy using a sausage, a thief, a car that will not start and a policeman

A Musical using a love song, a prince, a girl with hiccups and a palm leaf

A play using a note in a bottle, a pirate, a treasure and smelly socks

As these plays are happening, using the list below, choose the best match for each to be repeated and write your choices against a play master list.

Once all the plays have been completed, give each team your new instructions and 2 minutes to prepare for their repeat performances. I would suggest that you choose a good team to start and another good team to finish. Encourage them to act the parts with great skill!

POSSIBLE OPTIONS FOR THE REPEATS ARE:

- robotic
- emotional
- no emotion
- fast
- deliriously happy
- sad
- slow
- distracted
- loud
- gentle
- romantic
- tentative
- bold
- kindergarten children

CHOCOLATE DELIGHT

This is just a simple chocolate tasting competition. Buy enough chocolate so a person from each team can sample a piece of each flavour.

The contestants need to pop each piece into their mouth without looking at it and then guess what flavour it is.

The Cadbury Snack blocks are an obvious choice but it is also good to find a less known brand to mix in as well so it is not as easy. I highly recommend tasting the less known chocolate to make sure it is suitable before purchasing multiple numbers of blocks.

JELLYBELLY CHALLENGE

Purchase a Jellybelly box which has around 50 flavours of jelly beans and about 10 of each.

Either remove one flavour from the box and distribute 1 to each team as you play **or** well before hand place all flavours in individually labelled bags ready to play. The second way takes more time but then it is easier to know what you are distributing without getting mixed up.

Print off enough Team sheets ready for up to 8 teams of between 3 and 10 players (tasters).

Distribute 1 flavour to each team and they then vote on the flavour they believe it to be. Repeat until they are all gone. They award themselves a point for each correct guess.

Alternatively, you could get them to secretly mark what they think each one is by numbering them in the order they are handed out. Then score everyone at the end.

I recommend the first option as that brings a lot of interaction and fun.

JELLYBELLY CHALLENGE

Team name: _____

	Berry blue		Lemon lime
	Blueberry		Liquorice
	Bubble-gum		Mango
	Buttered popcorn		Margarita
	Cafe late		Orange
	Candy floss		Orange sherbet
	Cantaloupe		Peach
	Cappuccino		Pina colada
	Caramel apple		Pink grapefruit
	Caramel corn		Plum
	Cherry cola		Pomegranate
	Chilli mango		Raspberry
	Chocolate pudding		Red apple
	Coconut		Sizzling cinnamon
	Cream soda		Strawberry cheesecake
	Crushed pineapple		Strawberry daiquiri
	Dark chocolate		Strawberry jam
	Grape		Tangerine
	Green apple		Toasted marshmallow
	Green tea		Top banana
	Island punch		Tuti fruiti
	Juicy pear		Vanilla
	Kiwi		Very cherry
	Lemon		Watermelon
	Lemon drop		Wild blackberry

LIAR, LIAR

This can be a lot of fun and once again you can follow the instructions or vary them according to your situation and imagination (and what you have seen on the television).

Approach a number of people and ask them to come up with a circumstance in their life that is hard to believe and that hopefully is not known by anyone other than their close family.

Choose the best ones ready for the big occasion. Line up some more people who will be prepared to lie about whatever it is that you say about them.

When the time arrives mix up the truths and lies ready for action.

Choose a 'panel' that then has the responsibility to ask questions. Call the first contestant forward and read out their experience. The panel now asks some questions followed by a **truth** or **lie** hand count as everyone votes. You may want to change panel members from time to time.

This can be lots of fun. I suggest you have your most entertaining people at the beginning and end so you have a good start and finish. On saying that, you may be surprised at how good some people are at lying!

Some lies you could use are:

- When you were young you fell out of a tree trying to rescue a possum
- You once foiled an attempted robbery by yelling loudly
- You fell out of a boat when you were trying to see what the dark shadow was that was swimming underneath
- You were shopping one day when a man/woman came up to you and starting singing to you in front of everyone
- You were late for a train so you ran and jumped on board just as the train was about to leave. You did not realise that it was the wrong train until an hour or so later when you saw....
- You once fainted at a wedding which was very embarrassing because...
- The first time you saw blood you fainted and fell into a river
- You were doing the right thing one day by returning a shopping trolley you found only to have the police pull you over and accuse you of stealing it
- When you get a bit depressed you stand under a cold shower eating jelly
- You once told your best friend that you had a terminal illness so you could get out of going on holidays with them

BIBLE CHALLENGE

For families
or from age 7 up
Anywhere, anytime
Around 50 minutes
1 leader

AIM

To be the first team to work out all the clues, find the numbers and write them all down correctly.

PLAYING THE GAME

- ✚ Put them into teams.
- ✚ Make sure each team has an NIV Bible.
- ✚ Give each team a worksheet.
- ✚ Tell them they are looking for a word in the verses that lets them know what to look for such as a rock.
- ✚ Get them to practice by looking up Matthew 15:39 and ask them what the word could be. The answer is 'boat'.
- ✚ Tell them that once they find a word they are to go and look for the number that is hidden on it somewhere.
- ✚ They must not touch the number.
- ✚ They write the number down and keep working through all the clues until they are finished.
- ✚ They report back to you and if they are the first team finished and their answers are all correct they are the winners.

PREPARATION

Use the CD or USB and do not save anything while you are making the following changes in the computer.

- ✚ Go to the Bible References
- ✚ Decide which clues you are going to use. 10 -15 is plenty.
- ✚ Delete the rest from the page.
- ✚ Print a copy so you have the answers.

- ✚ Now delete the answers including the numbers.
- ✚ Print a couple more copies than there will be teams.

- ✚ Exit the page without saving so the original setup returns.

- ✚ Write the relevant numbers on a piece of paper and cut them out.
- ✚ Stick them on the objects ready to be found.

BIBLE RERERENCE	BIBLE REFERENCE	WORD	NUMBER
Isaiah 28:20	Luke 8:16	Bed	8
Daniel 5:7	Acts 28:20	Chain	3
Ezra 5:7		Cordial	2
Mark 10:38	1 Corinthians 11:26	Cup	5
Matthew 7:7	Luke 11:7	Door	9
Acts 5:2	1 Peter 5:2	Money	6
Proverbs 1:17	Job 19:6	Net	4
Matthew 7:3	Luke 6:42	Plank	5
Judges 6:30	2 Chronicles 15:16	Pole	1
Esther 3:1	James 2:3	Seat	1
Exodus 20:26	Jeremiah 10:23	Steps	3
Mark 7:28	Luke 14:15	Table	6
Ephesians 2:14	Acts 9:25	Wall	5
Joshua 2:18	2 Corinthians 11:33	Window	7
Exodus 28:36	Numbers 7:55	Plate	9
Philippians 4:3	Revelation 21:27	Book	3
Isaiah 33:6	Revelation 3:7	Key	4
Ephesians 5:8	1 Timothy 6:16	Light	6
Genesis 18:8	Job 24:20	Tree	7
Exodus 33:21	1 Peter 2:8	Rock	2
Luke 8:5	Luke 1:79	Path	7

SERIOUSLY BIG GAMES





PAINT WARS

Ages 7+

Approx. 40 minutes duration

10 -100 players

Minimum 5 leaders

Played outdoors in the
warmer months



AIM: To get the most points by spraying as much paint on opposing teams as possible.

This game is good for taking photos. It is very simple to set up and play and children love it.

THE GAME

- ✓ Have players put on white t-shirts (over swimmers is best).
- ✓ Choose 4 evenly matched teams.
- ✓ Give each player a 20ml syringe (no needle attached obviously).
- ✓ Send them with their leader to their bucket.
- ✓ Stir the paint.
- ✓ Have them load their syringes.
- ✓ Blow a whistle to begin.
- ✓ Blow a whistle to end when paint starts to get low.
- ✓ Line each team up and judge how much paint is on them.
- ✓ Declare the winning team.

EXPLAINING THE GAME

This game is a lot of fun. There will be four teams and each team will be given a colour.

Your aim is to spray paint on other teams while avoiding being sprayed. The team sprayed the least wins.

You will go with your leader to your Base where you will be given a syringe. There will be a bucket of paint there so you can fill your syringe.

We will give your leader a few minutes to talk tactics with you. Then we will blow the whistle for the game to start.

You only score points for spraying the white shirt everyone is wearing. Do not aim at people's faces. If you are sprayed in the eye, and it is bothering you, come to me (the Game Referee). I have some fresh water you can use to wash your eyes with.

You are not allowed to touch another player. You are not allowed to touch another syringe, even if you see it lying on the ground.

You are not allowed to touch another team's bucket.

You are not allowed to pick up your bucket.

You can swap your syringe with me if your syringe is not working.

When you hear the whistle blow again, it is the end of the game.

The first team to line up will have 5 points taken off their total.

We will score you all and the team with the lowest number of points will be declared the winner.

When we are finished you must not go inside any building while you have wet paint on you.

We have plastic bags available so you can take your colourful shirts home if you want to.

ITEMS REQUIRED:

- 4 buckets
- A stirring stick for each bucket
- Enough 20ml syringes with a few spare. (Chemists sell them)
- Tempera powder paint or similar in four different colours
- A whistle
- White cotton t-shirts for each player
- A hose if you are hosing them off
- Plastic bags if you want to bag the shirts

SETTING UP:

- ❖ Use enough powder paint mixed with about 2/3rds of a bucket of water to be rich in colour.
- ❖ Place each bucket roughly equal distances from the other buckets and between 50 and 100 metres away.
- ❖ Remember to stir the paint from time to time throughout the game

SAFETY:

- ✚ Make sure children are not spraying one another in the face from close range
- ✚ Check the area for hazards well before game time
- ✚ Have a first aid kit handy
- ✚ Make sure the paint you choose is not toxic
- ✚ Sometimes a child will get sprayed in the eyes. This is usually uncomfortable for them but not usually harmful. Gentle washing with clean water helps.

VARIATIONS:

There are plenty of ways to vary this game but the game played in its simple form is a lot of fun.

You could add in 50ml syringes for a few players from each team.

KINGDOM CHALLENGE

A PAINT WAR GAME

Ages 10+

Approx. 60min duration

30-80 players

Best played outdoors

in the warmer months

Min. 6 leaders



"I have played variations of this game over the years and it is worth all the mess! Watching the expressions on children's faces as they run away from the Flamethrower is quite a sight."

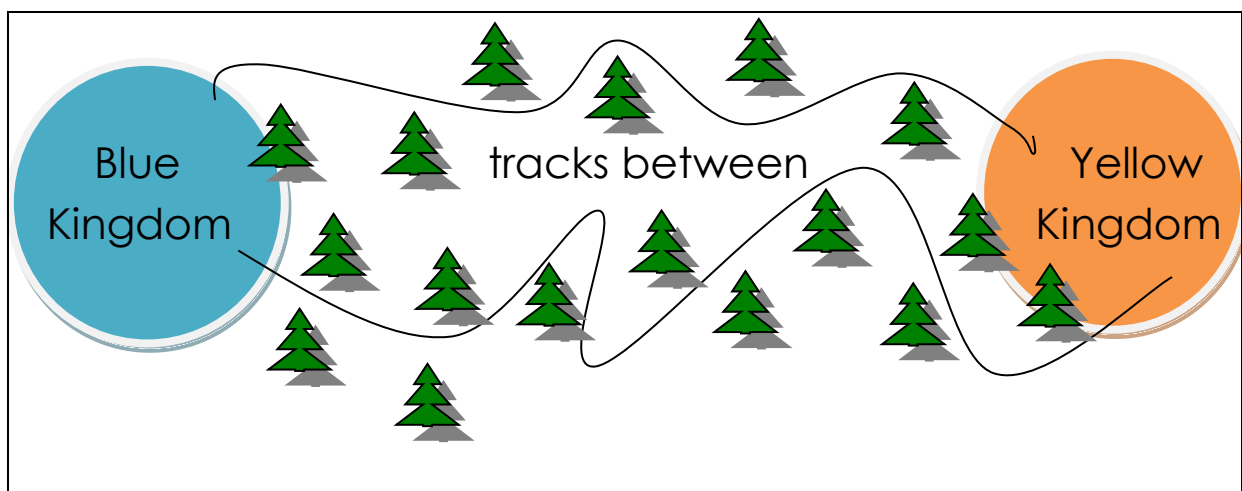


AIM: To score the most points by capturing the opposing team's King and by spraying your team's colour on the opposing team's troops.

This is a game with two teams. A fair number of the players are troops and their job is to attack the other team's troops.

While this is going on there are other players – Kidnappers – whose role is to kidnap the opposing team's King. The role of the Stingers is to stop them.

Then there is the dreaded Flamethrower who everybody (except the King) runs from.



EXPLAIN THE GAME

to the team leaders and referees & Flamethrower

Get them together well before the game and go through the following:

- ✚ Let them know what their roles will be
- ✚ Ask them to read through the game
- ✚ Go over the rules and safety instructions
- ✚ Field any questions
- ✚ Ask the Team Leaders to decide how many Troops, Kidnappers and Stingers they are going to have
- ✚ Let them know that the actual game usually goes for around 20 minutes
- ✚ Ask them to think through their tactics before the game

EXPLAINING THE GAME

(to the children/teens)

Kingdom wars is a game where you try to score as many points as you can by capturing the other Team's King and by spraying as much colour as you can on the other team.

Most of you will be **Troops**. Your job is to attack the enemy troops. You must not touch opposing troops or try and knock the syringe out of their hands. You are never allowed more than 1 syringe per player.

Some of you will be **Kidnappers**. You will wear an orange armband and your role is to kidnap the other team's **King**. To do this you need to sneak up to their Kingdom and get inside. Once inside, you can command the King to leave with you at any time. You are not allowed to touch the King. You do not have a syringe.

When you leave with the King he will walk at a normal speed with you towards your Kingdom. If you move more than 5 metres away from the King, he will immediately turn around and start walking back towards his Kingdom. The King never stops when he is between the Kingdoms. If you are able to get back close to him he will walk with you again.

The Kidnappers have one problem - the **Stingers**. One or two of you will be chosen to be Stingers. You will wear a

green armband and your job is to spray green paint on the Kidnappers.

To fill your syringe you have to get your paint from the Halfway Point of the game. You will only have a small syringe. Stingers are not allowed in any Kingdom – even their own.

Once a Kidnapper has been sprayed they can no longer try and capture the king. They must return to their kingdom where they will become a trooper and will be given a bigger syringe.

If the Stingers spray all the Kidnappers they also return to their Kingdom and become Troopers. Stingers cannot shoot at the Kidnappers while they are in a Kingdom.

If a kidnapped King is successfully taken to the other Kingdom he cannot be 'recaptured'. The successful Kidnappers and opposing Stingers become Troops.

All Troops, Kidnappers and Stingers need to be aware of the **Flamethrower**. The Flamethrower does not belong to any Kingdom and will spray you with red paint that will cost you plenty of points at the end of the game. Run from the flamethrower!!!

You must not shoot at people's faces. Points are only awarded for paint on shirts. If you are shot in the eye it

can feel gritty. There will be fresh water at your Kingdom or the Half way point that you can wash your eyes with.

If you need any other medical attention the First Aid kit will be at the Half Way Point with a Referee.

You can only spray outside the Kingdoms and you must not spray a King or a Referee. Referees are the ones wearing red armbands.

The game starts with a whistle and ends when the whistle is blown again. The first team back to the middle gets bonus points.

ROLES &

DESCRIPTIONS

**KINGDOM
KINGS
KIDNAPPERS
STINGERS
TROOPS
FLAMETHROWERS
HALF WAY
GAME REFEREES
SAFETY
POINTS**

EVERYTHING YOU NEED

- Tempera powder paint – blue (300g), yellow(300g), green (40g), red (600g)
- Yellow bucket & blue bucket
- 2 mixing sticks for the blue & yellow paint
- Small container to mix the green paint
- Spoon to stir the green paint
- Enough 10ml syringes for each **Stinger** plus a couple of spare ones
- Green armbands for the number of **Stingers** playing
- 6 X 2 litre plastic milk cartons with lids for mixing the red paint – 100g in each, fill with water & shake
- A water blaster for the **Flamethrower** to use the red paint
- Enough 20ml syringes for each player plus some spare ones
- Orange armbands equal to the no. of **kidnappers** playing
- 2 X 30 metre ropes
- 2 chairs (thrones) for Kings (or Queens if preferred)
- Robes and crowns for the 2 Kings
- White cotton throw away shirts for each child
- A bucket of fresh water
- A face washer
- First Aid kit
- Red armbands for referees if required
- Instructions printed off for various roles
- whistle

KINGDOM

Designated circular roped off area about 10 metres across where the King resides on his throne.

It is a neutral zone and it is forbidden to fire into or out of this area. If kidnappers from the opposing team get into this area they are safe until they leave.

THINGS NEEDED

- 2 X 30 metres of rope or a cheaper option is to mark off the area with flags or flour
- A chair for the throne
- Bucket of coloured powder paint (blue for one Kingdom and yellow for the other)
- Paint stirrer for each Kingdom
- Spare 20ml syringes
- A bucket of fresh water
- A washer for any eye problems

KINGS

The Kings need to be adults or teenage leaders. They sit on their throne until one or more kidnappers tell them to leave with them.

Once the King has left their Kingdom they walk with the kidnappers at a steady pace towards the other Kingdom. If they reach the other Kingdom they are 'captured' and cannot be rescued. The King does not stop walking when he is between Kingdoms.

If, at any time, there are no kidnappers within 5 metres of the King he immediately turns around and starts to walk back towards his Kingdom until a kidnapper returns. The King has the right to check there are no kidnappers with green paint on them.

It is forbidden to spray paint on or touch a King.

THINGS NEEDED

- Robe & crown

KIDNAPPERS

These players try to capture the opposing King without getting stung (Sprayed with green paint by a Stinger).

They try and sneak into the enemy Kingdom where they command the King to follow them back to their own Kingdom.

Kidnappers can only continue to try and kidnap the opposing king while they have no green sprayed on their tops. If another colour is sprayed on them they can still kidnap the King. Once stung they become troops and can no longer help kidnap the king.

Kidnappers are identified with an orange armband around their arms. If they are stung they must take the armband off and take it to the Referee in their Kingdom. The referee will give them a 20ml syringe as they are now a Trooper. They also become a Trooper if they have successfully captured the King.

THINGS NEEDED

- Orange armbands
- White cotton shirt

STINGERS

(Use green paint)

These players try to stop their King from being captured. They have one small syringe (i.e. 10ml) each and a green armband.

Their reload station is half way between each Kingdom. They cannot enter any Kingdom – even their own.

It is meant to be difficult for them to protect their King.

If they eliminate all Kidnappers they revert to being troopers by handing in their armband and syringe to the referee in their Kingdom. The Referee then gives them a 20ml syringe.

THINGS NEEDED

- Small container of green paint
- 10ml syringes
- Green armbands

TROOPS

(One team uses Yellow paint & the other team uses Blue paint)

The role of the Troops is to attack the opposing troops by shooting them as much as possible. At the end of the game points are awarded to the other team according to the amount of colour on them.

Reloading is done back in your Kingdom where no shooting is allowed.

Troops are not allowed to enter the opposing Kingdom.

THINGS NEEDED

- 20ml syringes
- White cotton shirts
- A standard bucket two-thirds full with blue paint
- A standard bucket two-thirds full with yellow paint

FLAME THROWERS

(Red paint)

One or two leaders walk around with super soakers or other large water pistols shooting at anyone except Kings or Game Referees. They do not shoot into Kingdoms either. They have a huge supply of red paint at the midpoint.

Flamethrowers need to avoid interrupting Kidnappers trying to kidnap Kings because the Kidnappers will be finding it hard enough without more trouble. However, if the Kidnappers are being successful early in the game you may want to 'hinder' their progress a little.

THINGS NEEDED

- Large water soakers or similar
- A large amount of red paint – filling a number of 2 litre plastic milk bottles works well because it is easy to shake them and then pour the paint into the water soakers.

HALF WAY

The half way point is where a Referee is situated to watch over the paint and any game happening near them.

The Referee should stir or shake the paint from time to time.

THINGS NEEDED

- An area just off the trail
- The green paint for the **Stingers** in a small container
- A stick for stirring
- Red paint supplies for the Flamethrower
- A bucket of fresh water
- A face washer
- First Aid kit

GAME REFEREES

A referee is needed in each Kingdom.

A roaming referee (or 2) is needed.

A referee is required at the Half Way Point. They watch over the green paint for the Stingers and the red paint for the flamethrowers. They also have the First Aid kit with them so a qualified person is best for this role.

The Referees are identified by red armbands

Players are not to spray Referees

THINGS NEEDED

- Red armbands

SAFETY

Check the area for things such as sharp objects, holes and ant nests and take necessary steps to protect the players.

Check the area well beforehand for enforcing appropriate footwear.

Make sure you choose paint that is not going to be harmful in any way.

If someone is shot in the eye it can be uncomfortable but is not usually a problem. Flushing the eye with fresh water helps.

POINTS

Troops Score the Troops from 0 to 3 according to how much yellow or blue paint is on the shirts of the **other team**.

Score points from 0 to 10 to the other team for red.

Get them to line up so you can walk along, scoring them as you go.

King A captured King is worth 30 points.
A king in transit at game's end is worth 10 points.

Line up Award 10 bonus points to the team that returns to the Half Way Point quickest once the game has finished.

	POINTS FOR COLOUR	POINTS FOR RED	FIRST BACK AFTER GAME	POINTS FOR KING	TOTAL
BLUE TEAM					
YELLOW TEAM					

**BELOW IS A SUGGESTION ON HOW TO DIVIDE UP THE
PLAYERS ACCORDING TO THE SIZE OF EACH TEAM**

Players per team	kidnappers	stingers	troops
15	4	1	10
20	5	1	14
25	6	1	18
30	7	1	22
35	9	1	24
40	10	1	28

NOTES

Find a good location to play. One with trails and trees to hide behind is good.

You may want to make signs for each kingdom.

You may want to give the kingdoms a name.

You may want to dress up the characters.

You may decide to add other creative touches.

You may alter the game to suit your circumstances or imagination.

The flamethrowers need to be menacing but not terribly accurate. It is best not to have lots of children saturated with red paint as that unbalances the competition.

If you are having a camp or similar with a theme you may want to change the characters while keeping the game plan.

WORTHY



Outdoor fun!

WORTHY

AIM: To be the first team to prove themselves Worthy by collecting all 10 Cylinders.

ITEMS REQUIRED:

- ✓ A 20 - 30 metre length of rope
- ✓ Enough pool noodles (cut into 3 pieces each) for 9 of each colour and one colour per team
- ✓ If you have more teams than colours have 15 of one or more colours to allow enough for two teams to collect the same colour
- ✓ 3 noodle joiners
- ✓ An Immunity object (whatever you decide)
- ✓ A chair
- ✓ A Headquarters which can be a small table
- ✓ A whistle
- ✓ A bucket for each team of Raiders
- ✓ An effective blindfold - tested to make sure they CANNOT see through or under it! (Two balaclavas work well)

PEOPLE

- ✓ 10 – 50 older children or teenagers to be Raiders
- ✓ 1 teenage or adult per 5 players to be Interceptors
- ✓ 1 game referee and at least 1 roaming referee
- ✓ 1 Destroyer

THE SETTING: you need an area at least as large as a football field and preferably with plenty of trees and possibly buildings they can hide behind.

Set up a Headquarters which can be a small table.

Next to it set up the rope as a circle and put a chair in the middle.

Put the 3 joiners in the circle ready for later. This is Death Hollow.

Select a starting point nearby where a representative (Raider) from each team will race 20 metres to try and get their team's first cylinder. Make sure you place enough cylinders so they get one each except for one person.

Hide all remaining cylinders. Make some easier to find than others and hide most of them near the outer boundaries of the game. Make sure the Raiders do not see you doing this.

Have your Interceptors a further 10 metres away and formed in a circle with the Immunity object in the middle. The Raiders have to try and physically break through the circle to get it. Make sure the Interceptors block them so it takes a while for someone to break through.

THE GAME: Teams of 2 to 5 players (**Raiders**), start with one Raider from each team running 20 metres to grab a cylinder (one will miss out). The Raiders then run a further 10 metres to try and get the Immunity object by forcing their way through the Interceptors.

Each team then has 1 minute to run away before the Interceptors start to hunt them. They must decide on a **Home Base** and mark it's location with a bucket. One Raider must always stay to guard their

Home Base while the rest of the team go looking for cylinders. Raiders are not allowed to steal from another team's base unless there is no one guarding it.

Raiders must never be in possession of more than one cylinder at a time and their team needs to decide which colour they are going to collect. They may decide to change colour during the game. Cylinders can be found anywhere within the designated game boundaries. Teams may swap cylinders with other teams.

If an Interceptor touches a Raider in possession of a Cylinder they must either hand over the Cylinder they are carrying or the **Immunity object** if they have it.

When the Immunity object is collected by an Interceptor it will be returned to Headquarters where any Raider can grab it.

Once you have collected 7 of the colour you may carry them back to the Headquarters without being attacked. Then you must nominate a Raider from your team to be blindfolded. They will enter a roped off area known as Death Hollow. There will be 3 **Joiners** that they must collect with the help of the rest of the team calling out directions. 2 of the cylinders will be very close to the Destroyer who will be sitting on a chair. If the Raider accidentally touches the Destroyer or the chair the team is immediately eliminated.

INTERCEPTORS: Dressed in black if possible. Their purpose at the start is to physically block Raiders from stealing the Immunity object. Once the Immunity object has been stolen they wait 1 minute and then start to hunt down any Raiders in possession of a Cylinder. Whenever they touch a Raider the Raider must hand over the

Cylinder or the Immunity object if they have it. The Interceptors throw away cylinders they have taken so Raiders can collect them again.

The Interceptor must return the Immunity object to the Headquarters immediately.

DESTROYER: The person who sits in Death Hollow on a chair near the end of the game while a blindfolded Raider is attempting to 'steal' the 3 Joiners. If touched by a Raider the team is immediately eliminated from the game.

REFEREES: At least 1 that roams throughout the land making sure the Raiders are obeying the rules plus 1 that remains at the Headquarters ready to supervise the Final Challenge.

DEATH HOLLOW: A roped off circular area 10 metres across occupied by the Destroyer and where the Joiners (noodle joiners) are kept.

HEADQUARTERS: Small area near Death Hollow where the Immunity object is returned by Interceptors during the game.

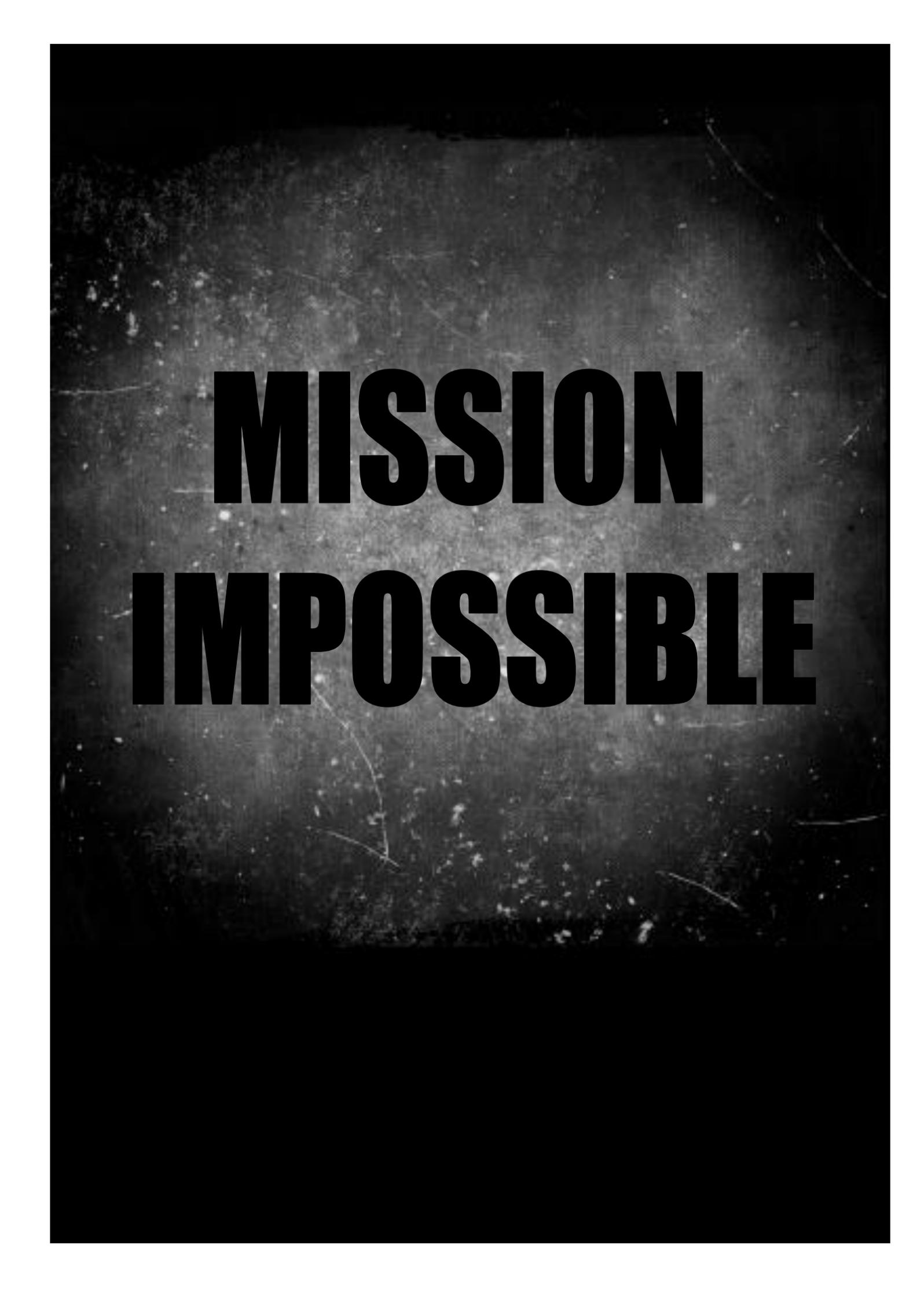
FINAL CHALLENGE: When a team has successfully returned with 7 Cylinders of the same colour to the referee they may attempt to raid the 3 Joiners that are in Death Hollow. One Joiner will be randomly placed in the circle and one placed next to the Destroyer about 20cm to the side. The final Joiner will be under the chair and between the Destroyers feet.

One Raider will be blindfolded, then spun around a few times and then tries to find the Joiners. The other player (or players), call out to guide them to each Joiner. The Destroyer stays still. If the Raider touches the Destroyer or the chair their team is immediately

eliminated from the game. If they are successful they are Worthy and therefore the winners.

Elimination: when a team is no longer in the game.

This happens if the Final Challenge is unsuccessful or if they cheat in any way.



**MISSION
IMPOSSIBLE**

MISSION IMPOSSIBLE

(Where anything is impossible)

Ages 10+

20 - 50 players

Best at night

Minimum of 12 leaders

100 minutes

As one of the all time favourites we have played this game in many different formats over the years. There are many, many people out there who will never forget their experience in the bush in the dark of the night!

AIM: To bring back as many unbroken eggs as possible in the fastest time.

THE GAME

Mission Impossible is best played at night.

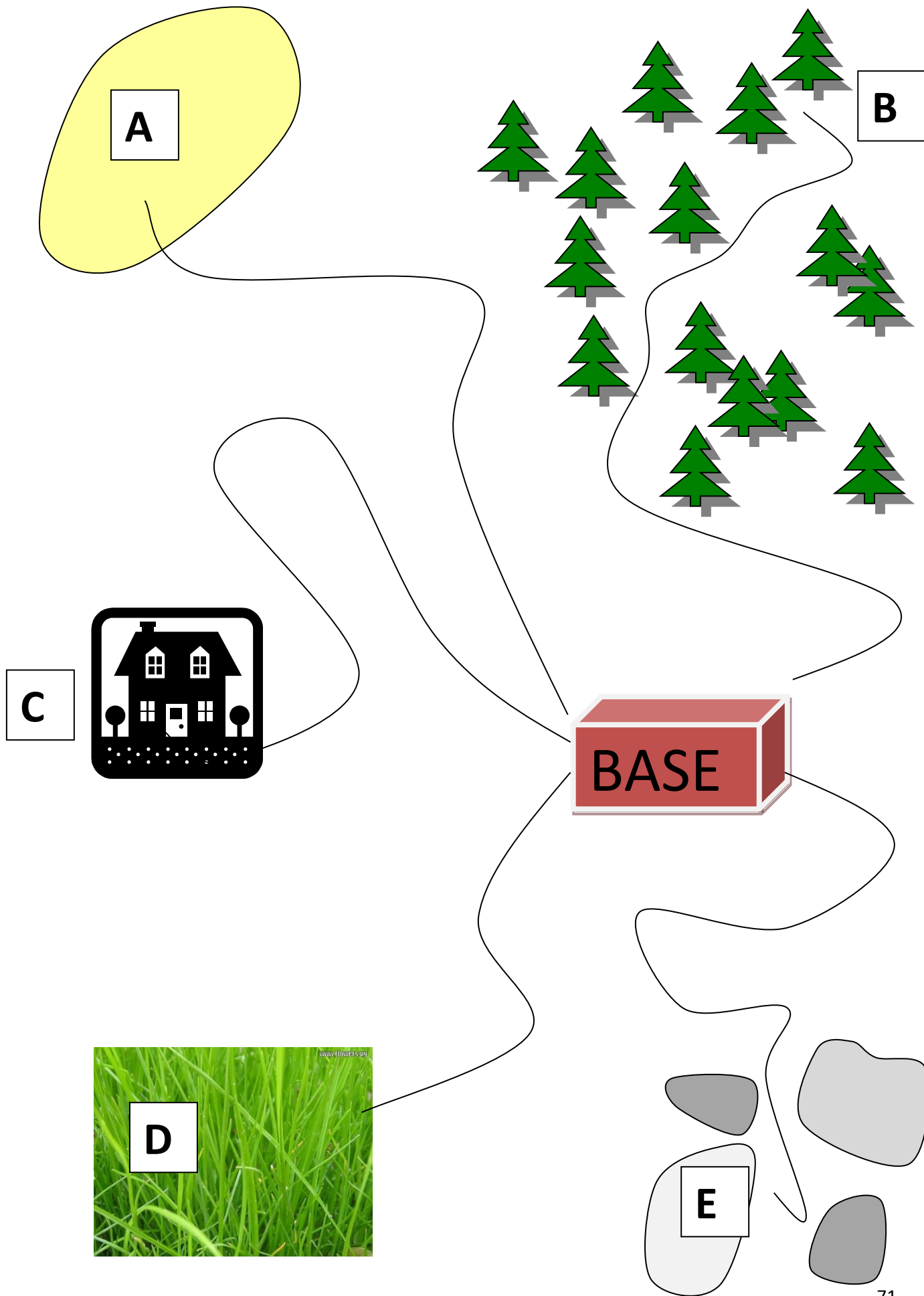
Up to 5 teams complete up to 5 missions by rotating through the game. For example: Team 1 does Mission A while Team 2 does Mission B and so on. When they have finished that Mission they return to base. When all the Teams have returned they are given their next Mission and off they go. This process is repeated until all Teams have completed all the Missions.

They have to solve the challenges on each mission to get the golden egg.

When they have secured an egg, or are running out of time, they must return to base. They get bonus points for being one of the first teams back.

When all 5 Missions are complete the points are tallied and the winning team announced.

Mission Impossible medallions inscribed with where and when make good prizes. If you can get their names inscribed on the medallions, that's even better. Otherwise, whatever prizes you choose.



MISSION IMPOSSIBLE

(Teams to read together and plan)

You have been selected to help us retrieve some extremely valuable golden eggs which have been stolen and hidden by bandits.

All the teams will be sent out tonight to find as many as they can. Some local citizens, at great personal risk, have placed lights near the eggs to help you find them. Only one egg is to be taken from each location.

The Bandits who stole the eggs in the first place protect the eggs by making them difficult to get. They also try and discourage people from coming into the forest by making a nuisance of themselves.

You have nothing to fear but if you want to be successful you will need to concentrate very hard. Bandits will not touch you and you must not touch the bandits.

We want to recognise the best team so we will award you 10 points for each unbroken golden egg.

We will also give 6, 4 & 2 points to the first 3 teams back from each Mission. The team back last on each Mission loses 4 points.

Please remember that you must stay together and you must never leave the trail.

Also never touch any of the things such as the white flags, lights and other equipment.

One of the best things you can do to win is to be as quiet as possible. If the Bandits don't know where you are it's a big advantage for you.

If this is not your sort of game you do not need to play. If you are worried but would like to try you could see how you go on the first Mission.

ROLES

REFEREE

REFEREES ASSISTANT

TEAM LEADER

BANDITS

REFEREE

- ✓ Gets the teams ready
- ✓ Reads out the instructions
- ✓ Answers any questions
- ✓ Gives each team their first Mission
- ✓ Releases them to play
- ✓ Takes any mobile calls
- ✓ Records their times
- ✓ Scores them for eggs and time
- ✓ Gives the teams their next mission and so on.
- ✓ Finalises the scores
- ✓ Declares the winning team

THINGS NEEDED

- ✓ Score sheet & pens
- ✓ Envelopes with all the Missions inside
- ✓ Watch or stop watch
- ✓ First Aid kit
- ✓ Rubbish bin
- ✓ Mobile phone
- ✓ Team Leader's phone numbers
- ✓ Assistant's phone number

REFEREE'S ASSISTANT

- ✓ Helps however the Referee needs help
- ✓ Makes sure teams head off in the right direction

THINGS NEEDED

- ✓ Long pants and enclosed footwear
- ✓ Mobile phone
- ✓ Referee's phone number
- ✓ A small torch

TEAM LEADER

- ✓ Remember that you are playing as well as leading.
- ✓ Make sure the last person in your group can see and is okay.
- ✓ Try to allow a child to lead but you stay near the front for safety reasons
- ✓ The whole team must stay together
- ✓ Never leave the trail except to go to a glowstick
- ✓ Never interfere with anything that is set up for the game
- ✓ All players to wear shoes and long pants
- ✓ There must be at least 2 small torches per team
- ✓ Team Leaders must be obeyed at all times
- ✓ Help the children to silently enjoy themselves – it is an adventure
- ✓ Remember that the children feed off your attitude and leadership

THINGS NEEDED

- ✓ Enclosed shoes and long pants
- ✓ A small torch
- ✓ Mobile phone with Referee's phone number

BANDITS

The role of the Bandits is to look after the Mission setup areas, particularly by placing new golden eggs for each new team coming through.

The other role is to 'attack' teams coming through. This is done with water bombs, water blasters, flour bombs and other inventions you may think of.

Caution must be taken when throwing water bombs as they can cause bruising if thrown too hard.

Bandits should not make any vocal noises and should stay out of sight where possible. By remaining mysteriously quiet you grow in their imaginations.

Water blasters should be used sparingly because if lots of children/teens are saturated they may stop caring about keeping dry and clean.

THINGS NEEDED

- Water bombs
- Flour
- Tissues
- Small rubber bands or cotton for tying
- Water blasters
- Enclosed footwear and long pants
- Small torch

MISSION IDEAS

Use some of the following ideas for your Missions or make up some of your own.

If you are running a program that has a theme you can usually come up with ideas that work with your theme.

You can even change the name of the game if you want to.

CHAINED EGG

SETTING UP

Look for something that is good for padlocking a chain to such as a tree.

Get a strong small cup such as a Tupperware one and cut holes in the side walls near the top.

Put an egg in it and then feed the chain through the 2 holes. Use a few padlocks to lock the chain.

Supply a set of keys for the teams to undo the padlocks and get the egg out.

A twist we use sometimes with this one is to have a water dumper set up in the branches above them. This dumps water on them while they are trying to undo the padlocks.

THINGS NEEDED

- Chain
- 2 or 3 sets of keys
- Padlocks
- Prepared cup or similar
- Golden eggs

ALARM

SETTING UP

Buy a sensor alarm – one that rings briefly and resets quickly or that can be stopped and reset by remote control.

Make a corridor where someone from the team coming through has to sneak up and take the egg from in front of you. If the alarm goes off the next person has to try. If everyone tries and no one is successful they must leave without the egg.

If they try and cheat break the egg so they cannot grab it and use a water soaker on them.

When you are setting up make sure that the way to beat the alarm is to crawl slowly up to you so there is actually a way to win. You will need to work out the best angle for the alarm.

A cheaper option is to have them try and sneak up without waking up the Egg Keeper.

Your role is just to stay sitting quietly.

THINGS NEEDED

- alarm
- things needed to create corridor
- golden eggs
- chair for bandit
- 1 glowstick or more if using them for corridor

EGG IN PIPE

SETTING UP

Glue a cap on the end of a 40ml pipe about 1 metre long. Firmly attach the pipe to a strong piece of wood. Find a tree or similar and chain the wood and pipe to it so it cannot move.

Instead of an egg, use a gold sprayed ping pong ball. Drop it inside the pipe.

If they think of adding water it will float to the surface for them. Make sure you set this up reasonably close to water. If they cannot work out how to get the egg out then the mission was indeed impossible for them!

If they use force they are cheating. Ring the Referee and let him know if they use force successfully.

THINGS NEEDED

- 1 metre of 40ml PVC pipe
- A 40ml cap and pipe glue
- 1 piece of wood
- Chain
- Padlocks
- Other bits to help secure everything
- 7 gold painted ping pong balls
- 1 glowstick
- A mobile phone with the Referee's number

EGG OVER LIMB

SETTING UP

Have an egg in a paper bag tied up over tree limb and secured elsewhere

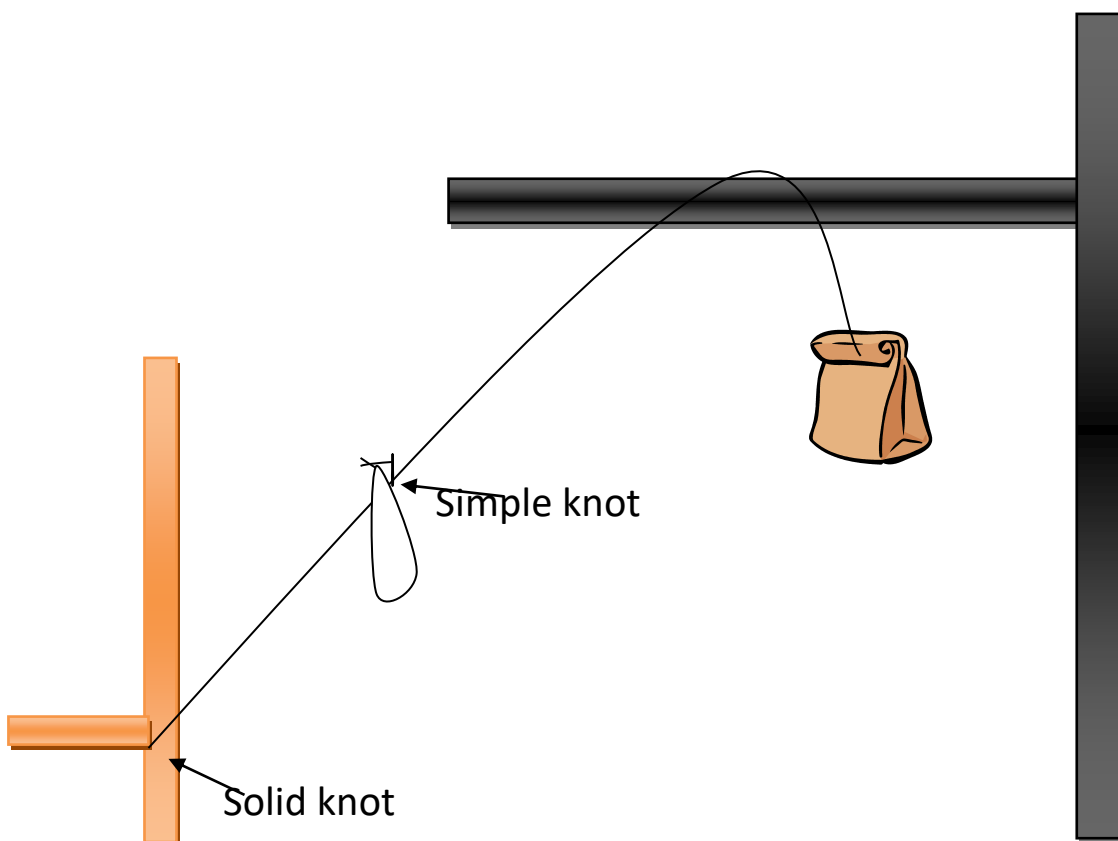
The challenge is for them to get the egg and the best way is for them to trace where it is tied so they can untie it and let it down.

Have a simple knot for them to undo

Have a further, impossible knot that anchors the rope to something.

Then you can replace the egg without having to throw the rope over the branch again.

NEEDED: eggs, bag/s, rope and glowstick



ROPE THROUGH THE BUSH

SETTING UP

You need a very long piece of rope or some 20 kilo or stronger fishing line.

Find a place where you can have teams follow the rope through fairly challenging bush until they reach the end where the egg is.

Use a glowstick to show where the rope starts and one to show where it ends.

THINGS NEEDED

- long rope or fishing line
- golden eggs
- 2 glowsticks

EGG UNDER SAND

SETTING UP

Use four glowsticks to mark the boundaries of an area about 3 metres square for them to search under the sand for an egg.

As each team finishes, bury a new egg just under the surface ready for the next team.

THINGS NEEDED

- Four glowsticks
- Golden eggs

EGG IN ICE BIN

SETTING UP

Take a garbage bin and fill it with ice and water to the point where a child/teens arm can still reach the bottom.

Carefully place an egg in the bottom.

They have to reach through the freezing ice to get it out

If possible, mostly bury the bin so they are not tempted to tip it over at all.

Keep an esky full of ice in reserve and spare water as well if you are worried they might tip it over.

THINGS NEEDED

- A fair sized bin
- Lots of ice
- Water
- Golden eggs
- Spades if possible
- Glowstick
- 2 or 3 eskies

EGG IN ICE

SETTING UP

Another ice version is to freeze ice around eggs in 4 litre icecream containers or similar. This takes a little practice and should be prepared days in advance!

You leave one near the glowstick and they have to figure out how to get the egg out of the ice before time runs out.

They will probably take it away and try and melt or carefully break the ice somehow.

THINGS NEEDED

- icecream containers or similar
- water turned to ice
- golden eggs well in advance
- 1 glowstick
- Eskies to store the ice in the bush

FIRE!

SETTING UP

This is a fun one! You can make fog so thick in a room that you cannot see your hand 30cm in front of your face with the lights on!!! And it is harmless.

The children then have to crawl around trying to find the egg without accidentally breaking it.

Make sure they cannot touch the fog machine which can be very hot. Also make sure there are no sharp objects and that there is no smoke alarm active in the near area. (Smoke escapes into nearby areas very easily).

When you are finished and you open the doors to let the smoke out make sure no neighbours ring the fire brigade!

THINGS NEEDED

- Fog machine
- Fogger fluid
- Golden eggs
- Glowstick
- A suitable room

METAL DETECTOR

SETTING UP

Have an area marked off around 10 metres by 10 metres and bury the egg along with something metal.

They have to carefully use the metal detector to find the metal and then dig down very carefully to get it.

Find an area where it is not obvious that the ground has been disturbed. Sandy ground is ideal.

Make sure you test it out otherwise it could be too hard for them to find. Make sure the metal and the egg are together. A couple of false alarms are ok as long as it does not take them too long.

Also, have plenty of spare metal washers or other metal items

THINGS NEEDED

- Metal detector
- Pieces of metal - possibly metal washers
- Golden eggs
- 8 glowsticks to mark out search area
- A garden trowel for digging if needed

MISSION INSTRUCTIONS TO TEAMS

OPERATION FREE THE EGG

(Chained egg)

YOUR MISSION – WHICH YOU WILL CHOOSE TO ACCEPT IS...

- Get a set of keys from the Referee before you leave
- Follow the trail to the glowstick
- Undo the padlocks
- Release the chain
- Pull the chain through the cup
- Tip the egg out of the cup
- Leave everything except the egg and the keys
- Return to Base
- Hand the keys over or accept a 10 point penalty

OPERATION DON'T BE ALARMED

(Alarm)

YOUR MISSION – WHICH YOU WILL CHOOSE TO ACCEPT IS...

to follow the trail until you get to the corridor, which is marked by glowsticks. Send 1 person up the corridor to try and collect the Golden Egg. This person must move very carefully or they will set off the alarm.

The Bandit sitting with the egg is not a threat unless you try and cheat.

If your player sets off the alarm they must leave the corridor and the next person must try.

If no one is successful you have failed your Mission and must return to Base before time runs out!

OPERATION PIPE NIGHTMARE

(Egg in pipe)

**YOUR MISSION – WHICH YOU WILL CHOOSE TO
ACCEPT IS...**

to try and work out how to get the Golden Egg out of the pipe without moving the pipe or using any strength at all!

Hint: This is not quite your usual Golden Egg.

Do not cheat by trying to force the pipe!

OPERATION

BAG IT

(Egg over limb)

**YOUR MISSION – WHICH YOU WILL CHOOSE TO
ACCEPT IS...**

to get the egg out of the bag.

OPERATION HEAD OF THE SNAKE

(Follow the rope)

**YOUR MISSION – WHICH YOU WILL CHOOSE TO
ACCEPT IS...**

to find where the rope starts near the glowstick and
follow the rope until it ends at the next glowstick.

The egg will be nearby.

OPERATION WALKING ON EGG SHELLS

(Egg under sand)

**YOUR MISSION – WHICH YOU WILL CHOOSE TO
ACCEPT IS...**

to look for the egg which will be just under the sand
between the glowsticks.

WARNING: Be careful not to crush the egg while you
are trying to find it!

OPERATION FROZEN ASSETS

(Egg in ice bin)

**YOUR MISSION – WHICH YOU WILL CHOOSE TO
ACCEPT IS...**

to have someone plunge their arm into the freezing container to get the egg out.

You **MUST NOT** tip the container over or empty it out in any way. You **MUST** put your arm in to secure the egg.

OPERATION BREAKOUT

(Egg in ice)

**YOUR MISSION – WHICH YOU WILL CHOOSE TO
ACCEPT IS...**

to find the egg which will be encased in ice.

You must return the egg to the Referee without any ice left on it.

OPERATION FIRESTORM

(Fire)

**YOUR MISSION – WHICH YOU WILL CHOOSE TO
ACCEPT IS...**

to enter the room which is burning furiously and find the egg before the building burns down.

Be careful not to accidentally break the egg while looking for it.

OPERATION METAL AS ANYTHING

(Metal detector)

YOUR MISSION – WHICH YOU WILL CHOOSE TO ACCEPT IS...

to use the metal detector in the area marked out with glowsticks. Find the metal pieces which are near the egg. Retrieve the egg.

YOU MUST leave the metal detector at the site.

Be careful not to break the egg while trying to get it.

You may come across some metal that does not have an egg with it. The Bandits can be very tricky. Just use the metal detector to find more metal.

SUGGESTED TIME LINE

2-3 MONTHS BEFORE

- ✓ Check out location
- ✓ Decide on Missions
- ✓ Start to prepare all equipment

2-3 WEEKS BEFORE

- ✓ Finalise equipment
- ✓ Practise egg in ice if using that Operation
- ✓ Make sure you have your prizes or medallions
- ✓ Walk over the location again
- ✓ Make sure all participants know what to wear and what to bring

THE DAY OF THE GAME

- ✓ Set up everything you can
- ✓ Take Bandits to their locations and make sure they know how to do any last minute setting up and what's required of them
- ✓ Make sure all Bandits have the things they need ready for the game

THE NIGHT OF THE GAME

- ✓ Release the Bandits just before getting the teams together so they can be ready
- ✓ Organise the Leaders and Teams
- ✓ Give them their instructions
- ✓ Start the game

GAME VARIATIONS

Combine 2 Missions. This can be particularly useful if you have 2 Missions that are fairly quick. It can also help if you are limited in how many trails you can send them on without crossing over one another.

You may want to save the eggs and use them the next day for a 'Catch the Egg' Contest.

MISSION IMPOSSIBLE

SCORE SHEET

TEAM	Miss 1	Miss 2	Miss 3	Miss 4	Miss 5	TOTAL
T1 egg						
points						
T2 egg						
points						
T3 egg						
points						
T4 egg						
points						
T5 egg						
points						
T6 egg						
points						

MISSION IMPOSSIBLE

SCORE SHEET SAMPLE

TEAM	Miss 1	Miss 2	Miss 3	Miss 4	Miss 5	TOTAL
T1 egg	10	10	10	0	10	
points	4	6	6	2	0	58
T2 egg	10	0	10	10	0	
points	2	-4	4	4	0	36
T3 egg	0	10	10	10	0	
points	6	4	2	-4	-4	34
T4 egg	10	0	10	10	0	
points	0	-4	6	0	2	34
T5 egg	10	10	10	10	10	
points	0	2	0	-4	6	54
T6 egg	10	0	0	0	10	
points	0	0	-4	4	0	20

Extinction

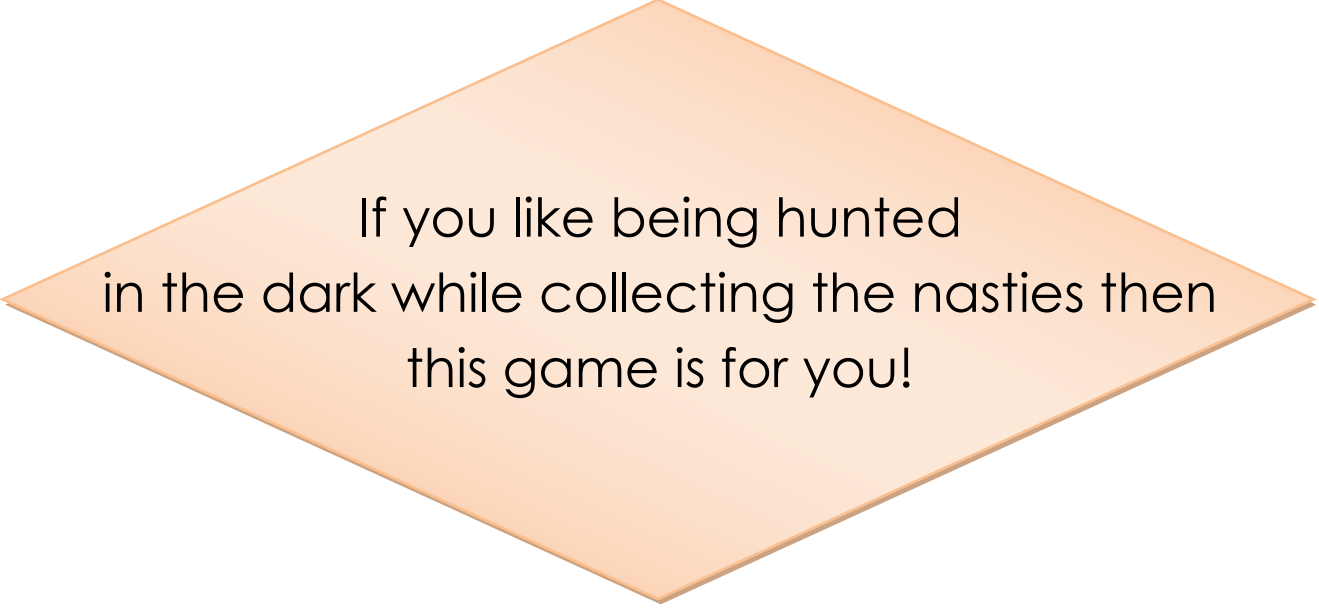
Ages 10+

20-60 players

Approx. 120-180 minutes
duration

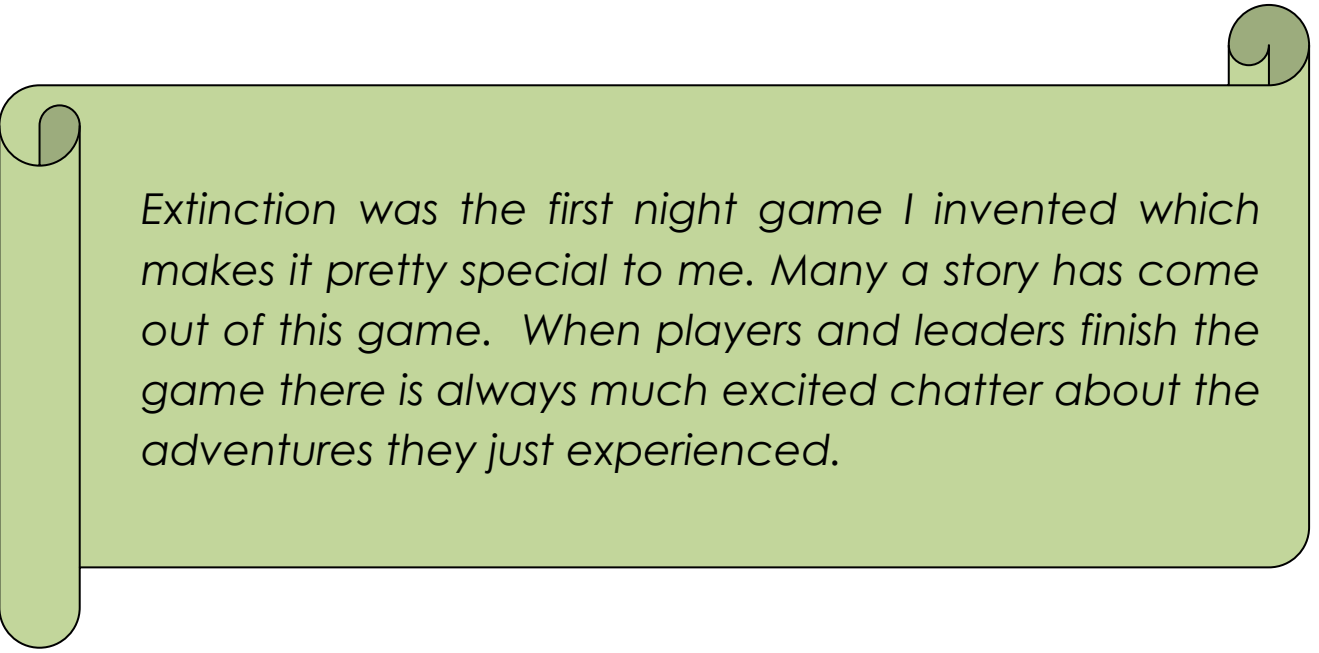
Minimum 14 leaders

Best played at night,
along narrow walking
trails

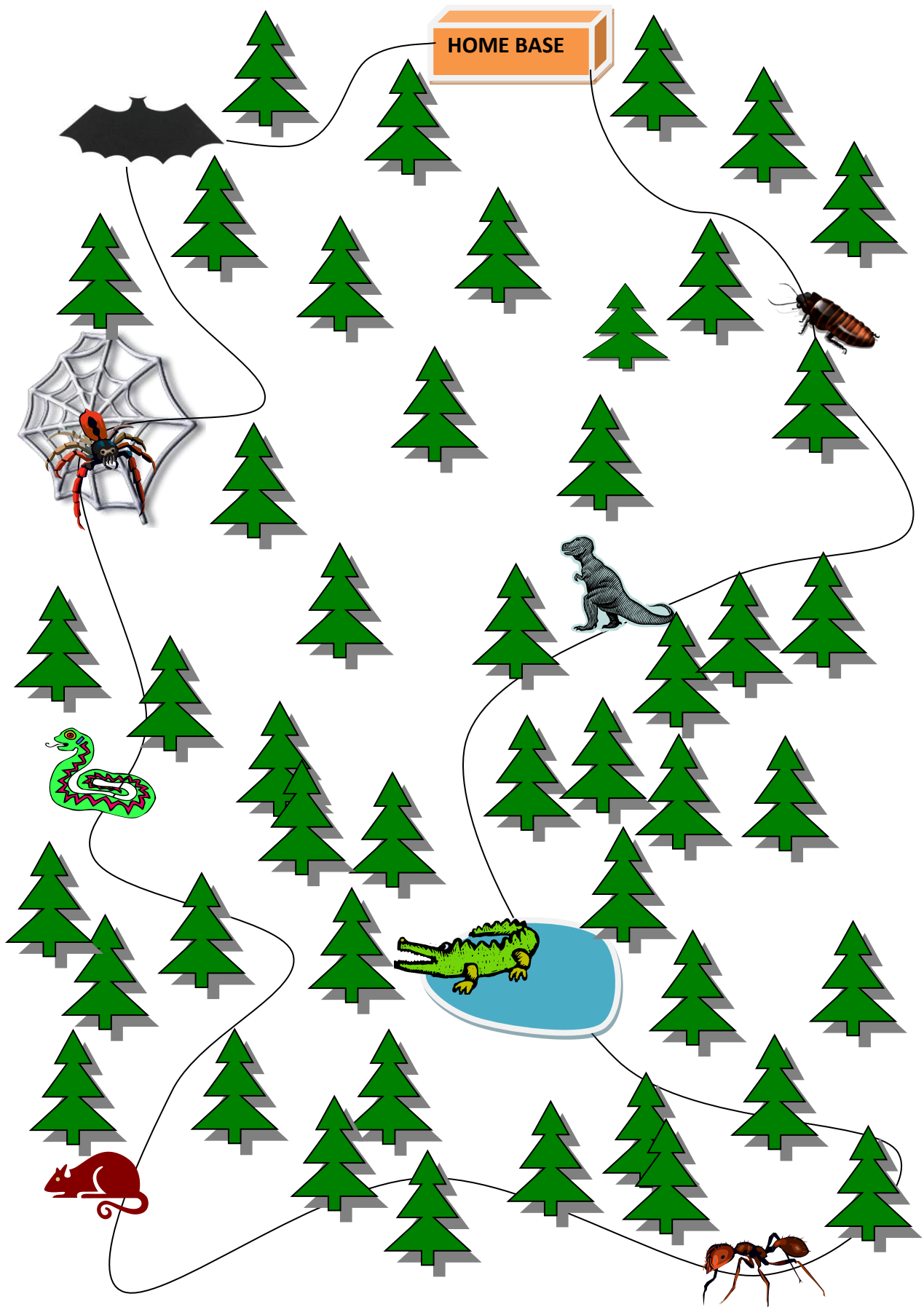
An orange diamond shape with a thin black border, containing text.

If you like being hunted
in the dark while collecting the nasties then
this game is for you!

**AIM: To sneak around the trail, avoiding the
Guardians while collecting samples of the rare
species.**

A green scroll-like shape with a thin black border, containing text.

Extinction was the first night game I invented which makes it pretty special to me. Many a story has come out of this game. When players and leaders finish the game there is always much excited chatter about the adventures they just experienced.



The following instructions help you understand the game and are to be given to the teams just before they start playing.

INSTRUCTIONS for TEAMS

Welcome.

You have been called here for a special operation called Extinction. There are some rare species that are being looked after in the wild by 'Guardians'. This is not working because they are dying. There are only a small number of colonies left and we believe the best way for them to survive is in captivity where we can give them the care they need.

Your mission is to collect 1 of each species from the forest.

You will enter the forest one team at a time. Your main problem will be the Guardians that are out on the trail.

They are dodderly old men and women who believe the best way to save the species is to leave them in their natural surroundings.

The guardians have put up white flags to help them patrol the trail and these flags will help you know where the trail goes.

You must stay on the trail. The guardians are hard of hearing and have poor eyesight so absolute silence is critical to your success. If you see a guardian, keep perfectly still and quiet.

However, if they tap you on the shoulder it means they have found you and are fining you for trespassing. You must hand over a gold coin. Do not speak to the Guardians or they will fine you again.

Guardians have used glowsticks to mark the location of the colonies of rare species so they don't keep forgetting where they are. This makes it easy for you to find them.

Only ever take one sample from each colony and never disturb anything else – especially the glowsticks. The most successful team will be rewarded with the items now being shown to you.

We wish you success in this most important mission.

EARLY PREPARATION

A couple of months out from playing the game you will need to purchase 8 of each species you are going to use and start looking for a circular trail in the bush between 2 and 4 kilometres in length. The best trails are narrow and not used much by the public.

You then need to decide where on the trail to place each of the species and check the trail for any dangerous objects or terrain (remember they will be playing at night and may not see things such as a steep bank).

Make sure the children and team leaders are given advance warning to wear dark clothing and suitable footwear. They will also need a small torch. Recruit a responsible leader for each team and a minimum of 1 leader for every species to be Guardians.

The doddery old Guardians should wear clothing such as overalls and hats.

ON THE NIGHT

Set out the trail markers, glow sticks and species just before the game (preferably while it is still light). Make sure the trail is clearly marked so there is no chance of a team getting lost.

Players are formed into 4 to 8 teams. Each team is given a responsible leader who must lead them around the trail.

Give each team a collection bag and 20 gold coins.

Read the instructions to the teams and show them a box of delicious chocolates the winning team will get to share.

Teams are released at 8 minute intervals. Where possible, 2 teams can be released at the same time going opposite directions.

You may decide to give them a time range to complete the game in so they do not finish too fast or too slow. This would need to be worked out beforehand.

GUARDIANS INSTRUCTIONS

Guardians should dress as old men or women and move accordingly when around teams moving through.

Their role is to hinder, but not stop, teams as they move around the trail. They are hard of hearing and their eyesight is not great so if teams stay still and quiet the guardians do not find them.

If they do catch them moving or making any sound they tap one of them on the shoulder to collect a gold coin fine. If the team is still making any noise or movement they fine a second player.

If a guardian sees that a team is catching another team they should slow them down by staying nearby so the faster team cannot move forward.

The greatest asset the Guardians have is quietness. **By never talking they build a tense and mysterious atmosphere - which is great.** Only speak if you have to. If you are asked a question you may need to answer it. In most cases you should then tap them on the shoulder to collect a fine.

Over the years it has been hard to find ruthless Guardians. A Guardian should collect a minimum of six fines during the game.

The most important things to remember are to STAY IN CHARACTER through the while game and enjoy yourself!

EXTINCTION EQUIPMENT

- ❑ Insects or other large plastic/rubber species – preferably 20cm or bigger
- ❑ Large glowsticks to show where the species are
- ❑ Setup items for each species such as spider webs
- ❑ A species collection bag for each team
- ❑ Gold toy coins (20 for each team)
- ❑ Score sheet
- ❑ Pens
- ❑ Guardian outfits – green overalls and a hat are good
- ❑ White flags or other type of trail markers
- ❑ 2 small torches per team
- ❑ First aid kit
- ❑ Chocolate prizes

IDEAS FOR SPECIES

Here are some set up ideas in case you use any of the following:

BATS

Cotton can be used to tie them to overhead branches. When grabbed, the cotton breaks easily.

ANTS

Dig a giant ant hole that they have to put their arm down to get an ant out. Check the hole before the game starts to make sure something live has not fallen in the hole!!!! Drop a new ant down the hole between teams.

SNAKES

Great for wrapping around branches.

SPIDERS

Buy some spider web, or some white fishing net with small holes. Hang it in the trees and attach the spiders. Very nasty!

CROCODILES or similar

These are great if you can get dry ice and there is water on the trail you will be using. Simply place the crocodiles around the edge and drop some dry ice into the water just before the first team arrives.

The atmosphere it creates is great! Make sure the dry ice is safe from being touched as it can cause nasty burns!

LEADERS INSTRUCTIONS

Games like this take a lot of planning.

Please stay within the guidelines.

- Always stay together as a team and NEVER RUN
- Keep your group as silent as possible.
- Hand a gold coin to each player and keep the rest of the coins ready to replace lost coins.
- Remember that YOU are playing too and can be fined.
- Try and keep up a slow and steady pace.
- Use torches as little as possible.

POINTS: Plus 10 per specimen.

Minus 2 points for each missing gold coin note.

HINTS: Teams have most success when they are so quiet you never know where they are!

SAFETY INSTRUCTIONS

- *Always stay together*
- *If you come to a choice of tracks and there are no white flags you are lost. Backtrack immediately.*
- *If someone is hurt, ring ahead and start to leave by the quickest and safest exit. Do not move the person if there is any concern – wait for help.*
- *White flags bunched together can be warning you of danger such as rusting car bodies or deep holes.*
- *Don't touch the dry ice as it can burn you.*

**NEVER MOVE OR TAKE WHITE FLAGS OR EXTRA SPECIMENS
AS THIS CAN RUIN THE GAME FOR OTHERS OR WORSE –
COULD CAUSE THEIR TEAM TO BECOME LOST**

EXTINCTION SCORE SHEET

TEAM NAME	SPECIES 10 pts each	REMAINING GOLD COINS 2 points each	TOTAL SCORE

Picture

Perfect



For families or from age 7 up
Anywhere, anytime
Around 60 minutes
1 leader

AIM: To be the first team to find where all the pictures were taken and answer the questions correctly

No doubt this game has been thought of and played in various ways. It can be a lot of fun when it is prepared carefully. There are plenty of variations to this game as well if you use your imagination.

GAME EXPLANATION

The idea is to take photos of things like part of a tree trunk, a bit of the path, a nice little bush etc. and then work out a question for each photo that would prove the players had found where the picture was taken.

If you had 20 photos you would then number them and have 20 questions such as, 'what is on the left side of the tree?' or 'what is about 2 metres from the path?'

You will need to print off copies of all the photos so every team has a set.

Also give them the 20 numbered questions and set them loose to try and solve it all.