

## CONTENTS

HIDE AND SEEK	3
RUN FOREST, RUN	4
ROLE PLAY	6
MISSION IMPOSSIBLE	7
NO MONEY, NO HONEY	8
LORD OF THE RINGS	9
STICK FLYER	10

### Hide and seek.

At the beginning there should be at least 5 players to play the game. The players choose one seeker and then choose the area and the sice. The seeker closes his/her eyes and counts to 50 very loudly. Other players are hiding inside the area. After counting the seeker is ready to search. The first one who is found is the next seeker. The last one who is found is the winner of the game.

Age: 3 - .....

Place: Any un dangerous area, but with places to hide.

Equipment: Optional

#### Rules:

- 1) Don't look while counting
- 2) If you are found don't tell the seeker where other players are hiding.
- If there are problems with finding hiding people, the seeker can ask them to make a little sound.
- 4) If you are hiding in one place you can't move to another place.



## RUN FOREST, RUN!!!!!

There are two teams. Each team has to have at least 4 players or more. There should be the same numbers of players at each team.

- The playing field is separated with lines.
- Numbers of lines are up to players
- At the beginning of the game one team starts out in the field and the other team behind the first line.
- Team one the field chooses one catcher who will stand behind the first line with the other team.

#### Then the game can start by:

- Players inside the first line hitting the ball with a stick as far away as possible, the ball is threouen up by a team player standing outside of the first line.
- When the ball is in the air, players who as already hit the ball can run out in the field to reach the lines until the other team sends the ball back to their catcher at the first line.
- The goal is to run till the last line and back and get one point.
- When everybody has hit the ball, you count the points and switch teams.
- Each player can run and try to get points for the team until the last player hits the ball.

#### FIELD:

Ins	side players → one catcher from the outside team
Th	nrower and outside team.
	Outside team
	Outside team



## Role play

There should be at least two players. The players are pretending to be whatever they want to be.

**Example:** Pretending to be a family, or bad gays and police.

Age: 2-10.

Place: anywhere.

Equipment: Optional.

Rules: up to the players.



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# Mission Impossible (Capture the Flag Edition)

The minimum count of the players 3-4 on each team. Team should choose the size of area and split it. Each team put their flag at the end of their field. Mission is to capture others team flag and bring it back into end of their own field, without getting touted by flag owners. Otherwise you have the flag imeadeatly and return to your starting place try again. Until someone gets the flag on their side of the field.

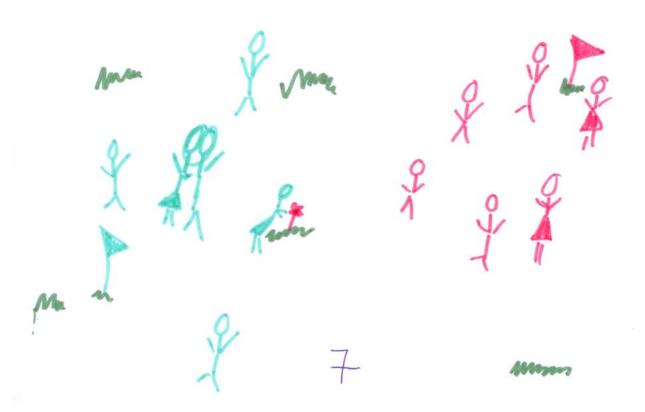
Age: 10 - ...

Place: Optional.

Equipment: Any kind of imitation of flag.

Rules: 1) Drop the flag imidatly when you are touched.

2) You can pass the flag inside the team, but it's not permitted to throw it.



## Lord of the rings

Number of players are one to as many wants to play. Players are using a stick to get ring down from small hill before its falls down.

The game can be played in different ways - for speed, for a distance or for mistakes counting.

Age: 3 - ...

Place: on small hill side.

Equipment: stick and ring.

Rules: 1) You can't use your hands or foot.

