

.New Games Summary

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The Golden Rule with these games is stop before the kids are fed up with them - usually change every 4 or 5 minutes. Speed is the essence, don't mess around with long descriptions - let them pick it up by a demonstration. Don't be put off because some seem foolish or simple e.g. My Magic Drum or the Name Train are magic. A parachute is a wonderful tool. Play safely particularly with games of cooperation. This is a summary so there is nothing about how to play safely: read the books or use lots of commonsense e.g. take off shoes if necessary, be careful with furniture or things projecting from walls with energetic games etc. Above all adults should join in - you have the right to have fun to.

My favourite games are listed here:

Identify Tree (nature), Catch It-Drop It (lively); Touch Blue (lively), Peoples Ball (lively), Octopus (lively, our kids all time favourite), Mushroom (parachute), Sharks (parachute), Shoes, (other), I sit in the wood (name), Action name, (name), Cat and Mouse (parachute), Cat & Mouse in line grid (Tig), Dodge ball, (lively), Rooks and Ravens, (lively), Ball Circle, (lively), Letter, (lively), Huggy Bear, (cooperation), Spirals, (cooperation), Log Roll, (cooperation), Motor-cycle(cooperation).

<http://sgs.lpi.org.uk/seagreensingers/games/>

Arm band supplies to change
CFC's to Ozone (white),
Ozone to UV (purple).

Space Lab

UV's (tig Eco's)

↓↓↓↓

← O Z O N E →

(tig UV's)

Ecologists (tig CFC's)

↑↑↑↑

CFS's (tig ozone)

Eco Lab

Arm band supplies to change
Eco's to CFC (red), UV's to
Eco's (green)

and many given different names are in fact just variations on the same theme. The names used here are those given in the Woodcraft Folk Games book where possible which describes more games than are here or on the site. Other books are The Co-operative games book by Terry Orlick or Sharing Nature with Children by J B Cornell. These books give a paragraph at least to each game - I give a couple of sentences.

11 The Ozone Layer Game

(can be updated to be Atmospheric CO₂ in middle, Carbon containing fuel and Greenpeace activists at each end.

Players are divided into four groups each identifiable by a coloured armband or wool bracelet: ultra violet (purple), ozone (white), ecologists (green), CFC's (red).

Two camps situated far apart are established: i) a space lab from which UV rays emanate; ii) an eco lab from which CFC's emanate. Across the middle of the space between the two camps stretches a line of OZONE.

UV's must try and penetrate the ozone line to attack the ECOLOGISTS. UV's must beware ozone atoms. If they are tiggged by the OZONE atoms they are disabled (lose their armband) and must

continue on to the eco lab where they will be converted to ECOLOGISTS by obtaining a new armband.

CFC's must try and destroy the OZONE layer by tiggging the ozone atoms. Ozone atoms are safe if they are in groups of more than one. CFC's must beware ECOLOGISTS. When tiggged by ecologists they are disabled (lose their armband) and must go on to the spacelab where they are changed to OZONE atoms.

OZONE atoms can only move along an imaginary line dividing the two camps. This can be shorter than the width of the whole area of play to create a funnelling effect as necessary to make it possible but not too easy for the ozone atoms to protect their territory. Ozone atoms are safe if they are in groups of more than one. If ozones are tiggged they are disabled (lose their armband) and must go back to the space lab where they are converted to UV radiation.

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Partner Balances:

Couples: sit back to back, elbows interlinked. Each pushes with feet until they stand. also Sit facing, feet touching, holding hands. Pull to stand. also Stand facing, hold left legs, try to hop & sit. also Lie on back, facing, feet touching. Cycle together.

People to people:

Dance round to music. When it stops form pairs. Caller says body parts the partners have to touch together e.g. nose to elbow, ear to knee.

Shake the snake - Biscuit Machine:

Form 2 lines facing each other with arms bent at elbows, elbows at

waist, hands close to facing partners elbows, shoulders close together. Load people onto conveyer belt carefully so load is distributed and shake them down the line by gently moving arms up and down in time. Chant the name of their favourite biscuit at the same time.

Skin the snake:

Make line with each right hand passed back through legs to take left hand of person behind. Left hand goes forward to person in front. Back person kneels down, last but one goes back over them, kneels in turn and so on until front person is at back of line.

Names of Games by category

- **1 Circle Games A** What?, Follow my leader, Fox & Squirrel, General Post, How Green are You, How's yours, Keeper of the keys, Masks, Murder, Nuts x3, Paper, Pass the keys, Rainstorm, Ring on String, Sausages, Shunting, Singing Syllable, Statues, Washing Line, When I go to camp, Zoom,
- **2 Drama** Chain Story, Chain Mime, Magic Drum, Musical Action, Musical Statues, Pass the

Buck, What are you doing, Waxworks,

- **3 Lively** Animal Farm, Bad eggs, Balance, Ball Circle, Camp Relay, Catch-it, Dodge ball, Dragons Tails, Drop-it, Duck - Goose, Elves, Fish Gobbler, Giants, Hot Rice, How do you do, Letter, Mousetails, Musical Chairs, Numbers, Octopus, Own goal, Peoples Ball, Place Chase, Queenie, Rabbits, Rafts, Rainbow, Rats, Rice, Rooks & Ravens, Spokes, Touch Blue, Wizards, Wizards,
- **4 Nature** Animal Consequences, Camouflage, Fox-Rabbit-Leaf, Identify

10 Cooperation

All Change: Form a circle, seated on the floor. Number off in 1's & 2's or eggs and bacon. When called on a group has to move carefully on hands & knees slowly across the circle to other side without damaging anyone else. If ambitious call both groups at once. Can divide into 3 groups.

Centre needs care.

Amoebas: Circle of 5 facing outward, arms linked try to move as one round obstacles.

Caterpillar Walk:

Form a standing circle. Face your neighbours back. Slowly sit on the lap of person behind you.

Co-op Letters: In groups of 2-3 make shapes of letters from bodies. Then words.

Guided key walk:

One pair is blindfolded and two legs tied together. One person shouts instructions to them to direct them to some keys at the far end of the room. Other people stand around as stationary obstacles to be avoided like a maze. Get the pair through the maze of still people to keys on floor without touching anyone.

Tangles, Yut Circle,

-
- **10 [Tig](#)** Archway Tig, Cat & Mouse 1-2 &3, Chain, Challenge, Clam-Trap, Elbow, Everyone's It, Golden River, Hospital Tig, Jacks, Kings, Poison, Queens, Reverse, Sharks, Squat Tig, Stuck in the mud, Three-step, Triangle,
-
- **11 [Cooperation](#)** All Change, Amoebas, Caterpillar Walk, Co-op Letters, Guided key walk, Huggy Bear, Knots, Log Roll, Motor-cycle, Musical Islands, Partner Balances, People to people, Robot, Shake the snake - Biscuit Machine (cooperation), Skin the snake, Spirals - Catherine Wheel,

Golden River:

Tigger in centre of room. All others at one end of room chant "May we cross your golden river in your golden boat" - Tigger replies "Only if you're wearing velcro/blue, glasses etc" The latter cross safely, others must dash for it. If tiggered they become tiggers.

Hospital Tig: When tiggered hold on to part being tiggered while running. When tiggered 3 times become tigger.

Kings, Queens, Jacks: Tigger in centre of room, all others at one end. All move across room when Tigger shouts - If tigger shouts "Kings" all run, if "Queens" all

hop, if "Jacks" all freeze. Anybody who moves when Jacks is called, and the tagged, join tigger.

Poison: All hold lightly one of the fingers of the outstretched hand of the storyteller "a" who tells a story with many words beginning with "P". On saying "poison" in the story everyone runs and "a" tigs the new storyteller.

Reverse: Everybody is a tigger except "a". First to tig "A" is new quarry.

- E
 - Elbow - [tig](#), Electric Current - [\(mind\)](#), Elephant-Palm Tree-Monkey - [\(other\)](#), Elves - [\(lively\)](#), Everyone's It - [tig](#),
- F
 - Fish Gobbler - [\(lively\)](#), Fizz - Buzz - [\(mind\)](#), Follow my leader - [\(circle\)](#), Fox & Squirrel - [\(circle\)](#), Fox-Rabbit-Leaf - [\(nature\)](#),
- G
 - General Post - [\(circle\)](#), Getting to Know You - [\(name\)](#), Giants - [\(lively\)](#), Golden River - [tig-tag](#), Grannies footsteps - [\(other\)](#), Guided key walk - [\(cooperation\)](#),
- H
 - Happy Families - [\(other\)](#), Hospital Tig - [tig](#), Hot Rice - [\(lively\)](#),

- Hot dog - [\(parachute\)](#), How Green are You - [\(circle\)](#), How do you do - [\(lively\)](#), How's yours - [\(circle\)](#), Huggy Bear - [\(cooperation\)](#),
- I
 - I sit in the Wood - [\(name\)](#), Identify Tree - [\(nature\)](#), Interview room - [\(mind\)](#),
- J
 - Jacks - [tig](#),
- K
 - Keeper of the keys - [\(circle\)](#), Kings - [tig](#), Knots - [\(cooperation\)](#),
- L
 - Lap Ball - [\(other\)](#), Left-Right Name - [\(name\)](#), Lies - [\(name\)](#), Letter - [\(lively\)](#), Log Roll - [\(cooperation\)](#),
- M

Cat & Mouse 1:

Form a standing circle with holding hands. Stop cat who is outside circle

from tiggging mouse inside. Cat can only dive under hands to get in circle, not break links by force;

2: Form a line grid e.g. 4 lines of 4 each line holding hands. A cat starts at one corner running after a mouse at the other. During play the grid can be changed by calling "change" when each person in the grid turns 90 degrees holding hands with their new partners to form a similar grid at right angles to the first and blocking avenues for the cat.;

3: 2 concentric circles facing in to

centre. Cat chases mouse around circle. The cat can rest at any time by standing in front of or behind a couple in the circle & shouting "Cat". The person in the back circle (if the cat stands in front) or from the front circle (if the cat stands at the back) becomes the new cat. The mouse can rest in the same way. When caught the mouse becomes the cat.

Challenge: Form lines "A" & "B" along opposite walls standing with arms outstretched. One of "A" team goes up to "B" end. "a" touches 3 hands in "B" line in turn. The third "b" when touched chases "a" back to base. If "a" is tiggged

Sausages - ([circle](#)),
Sea Storm -
([parachute](#)), Shake the snake - Biscuit Machine -
([cooperation](#)),
Sharks - ([parachute](#)),
Sharks - [tig](#), Shoes 1 & 2 - ([other](#)),
Shunting - ([circle](#)),
Singing Syllable - ([circle](#)), Skin the snake -
([cooperation](#)), Snack Track - ([nature](#))
Snowman - ([other](#)),
Speed Naming - ([name](#)), Spirals -
Catherine Wheel - ([cooperation](#)),
Spokes - ([lively](#)),
Squat Tig - [tig](#),
Stalking - ([mind](#)),
Statues - ([circle](#)),
Stuck in the mud - [tig](#), Swap-Knot - ([other](#)),

• **T**

Tangles - ([cooperation](#)), Tent - ([parachute](#)), Three-

step - [tig](#), Touch Blue - ([lively](#)), Treasure - ([parachute](#)), Triangle - [tig](#), True or False - ([name](#)),

• **V**

Vampires - ([other](#)),

• **W**

Washing Line - ([circle](#)), Waxworks - ([drama](#)), What are you doing - ([drama](#)), When I go to camp - ([circle](#)), Who stole the cookies, Wizards - ([lively](#)), Wizards - ([lively](#)), Wood Relay - ([other](#)), Word Clap - ([mind](#)),

• **Y,Z**

Yut Circle - ([cooperation](#)), Zoom - ([circle](#)),

Who stole the cookies

Start rhythm together of clap-slap thigh - clap-slap thigh. When everyone is in sync one chants to rhythm "Who stole the cookie from the cookie jar, [name of someone] stole the cookies from the cookie jar. Named person replies without losing the rhythm "Who me" reply "Yes you" "Couldn't be" "Then who". Named person then takes up the chant naming someone else.

Word Clap: Form a circle, seated on the floor. Each in circle thinks of what they had for breakfast e.g. "toast & marmalade". First in circle claps out the rhythm of the words.

Neighbour joins in until everyone is clapping with their own rhythm. Then stop one by one.

How Green are You:

One person leaves the room, Form a standing circle. Hide item on "A". All help one person who left the room to locate item hidden on "A" by singing louder or softer "How green are you" sung to "Auld Lang Syne": hi=close, lo=far.

How's yours: One person leaves the room. Decide body part. To find it the person left the room asks people "how's yours". Reply is "Short", "Hairy" etc.

Keeper of the keys: One person leaves the room, Form a circle, seated on the floor, keys in centre. Choose 2 key Keepers who stay seated in circle. The

person who left the room can enter the circle to take keys but must leave circle at entry point. Once the person who left the room has keys he can be tugged by Keepers. (Pretend to pick up keys to find keepers).

Masks: Form a circle, seated on the floor. Copy funny face of partner then pass new face on.

Nuts x3: Form a circle, seated on the floor. Give different names of fruit/animals etc to everyone. Centre tells story. When name is mentioned 3 times person so-named must interrupt before 3rd name or they become Centre - "A": "I bought some nuts, nuts" "B" must shout "NUTS".

8 Mind Games

Alibi: 3 to 5 people leave room and decide on a common alibi i.e. something they did together to cover up being somewhere else e.g. all at the cinema, shopping, doing homework. Each one of group comes back individually and is questioned to expose differences in their stories.

Clapping: Form a circle, seated on the floor. Clap passes round circle. Double clap changes direction.

Electric Current: One person leaves the room. Form a circle, seated on the floor, all holding hands behind backs so not visible from centre. Choose an Electricity Generator

& some people to be Appliances (phone, washer, vacuum, fridge, fan, clock, TV). which function i.e. make noises and mime actions when current passes. OneLR goes in centre of circle. Current is started by generator in one direction by squeezing one neighbour's hand who passes it on in same way. As current reaches appliance they function for a moment. When current gets back to Generator its direction is reversed.. One person leaves the room in centre has to guess who is Generator.

Singing Syllable:

One person leaves the room. Pick word with 3+ syllables e.g. po-lu-tion. Circle members together sing a different syllable to their neighbour to a tune they know. The person who left the room finds word.

Statues: Form a standing circle. Centre instructs "hop", "pull face" etc. After "freeze" tries to get people to laugh & unfreeze who go in centre.

Washing Line: Form a circle, seated on chairs. Caller in centre of circle calls "The wind blows all wearing-trainers", "wearing blue" "liking custard" etc. All wearing, liking or being it cross circle. Caller tries to find

seat. Next caller has not found a seat.

When I go to camp: Form a circle, seated on the floor. "A" says "When I go to camp I will take (tent)". Neighbour "B" repeats & add an item. Then "C"... Can also pass round movements (nod, clap).

Zoom: Form a circle, seated on the floor. "A" swizzles head to neighbour saying "zooooom". Neighbour receives it and passes it on so zoom wizzes round circle. "Eek" reverses "zoom".1 "eek"/person/game.

7 Parachute

Mushroom means:

all in circle holding edge of parachute move forward a pace then back while pulling tight then forward again to make parachute billow up in the air. Best to take off shoes for some games.

Birthday Present:

Wrap players in para. Everyone sings Happy Birthday while they try to escape before the song is finished.

Cat and Mouse :

Choose several cats who are on top of para and several mice underneath. Those around edge shake para to make it billow up above mice so they are not visible to cats. Cats

try to catch mice. When caught they come out.

Climb Mountain:

Mushroom, pull edges to ground, choose two to climb bubble on top of the air bubble.

Hot dog: Give everyone one of 3 names (e.g. hot dog, relish, mustard). Call out one name. They run round para. Call Mushroom and an action e.g. shake hands, hop to place and they must run under para performing action back to their places.

Pass the Buck:

Form a circle, seated on the floor. 1st states & mimes what imaginary object they are holding e.g. jelly, elephant, mouse. Pass it to neighbour who also mimes. Object can be changed as it is passed to the neighbour.

Quality: One person leaves the room. Group decide on a quality e.g. lazy, OneLR returns and tells group members an action to perform e.g. washing. They mime the action using the quality e.g. lazily washing. OneLR tries to guess the quality e.g. walk the dog - happily.
Waxworks: Groups of 4. "A" moulds "B" into a statue-like shape or some

action etc. "C" (blindfolded) feels "B" to find shape and attempts to recreate it on "D".

What are you

doing: Form a circle, seated on the floor. Centre mimes something e.g. playing piano. Someone from circle goes up and asks mimer "What are you doing". Mimer invents something else e.g. painting a giraffe which is then mimed by newcomer.

I sit in the wood :

Form a circle, seated on chairs. All but one chair is occupied. Both people either side of empty chair try to sit on it. The successful one says "I sit", the next person along moves into the newly empty chair saying "In the wood", next one moves and says "and I like" and says the name of someone sitting opposite who comes over to sit in the vacant chair creating a new space for a repeat.

Left-Right Name:

Form a standing circle. Centre-person runs round circle, stops and asks for the name of neighbour on L or R.

Lies: Form a circle, seated on the floor or standing. People go round circle in order or anyone who offers stand and says three things about themselves, one of which is not true. Group decides which one is wrong.

Name Train: Form a standing circle. Train "a" in centre of circle chugs up to "b" in circle & says "Hello I'm a train, Whats your name?", reply: "I'm b". "a" says "This is b, Hello b". "b" becomes new engine in front of "a" & chugs off to someone else: "Hello I'm a train, Whats your name?", reply: "I'm c". "b" says "This is c". Everyone now in the train shouts "Hello c".

Camp Relay: Chose storyteller. 2 teams sit in facing lines with legs straight out touching feet of person opposite. Storyteller gives each couple a shared name. The story teller tells a story including the given names; when a couples name is mentioned they run down the line over the legs, round the circle, over the legs and back to place trying to be first. (storyteller can include more than one name at once - or all names!)

Catch it-Drop it : Form a standing circle. Centre person tosses ball to someone in circle while calling a command "Catch-it/Drop-it" Person must do opposite of command i.e. drop if

told catch. If wrong goes in centre.

Dodge ball : Half form a standing circle, remainder inside circle. Circle folk tig people in centre below knees with ball. Tagged join circle.

Dragons Tails: End players of 2 "conga" (hands on hips of person in front) lines have scarf tails behind round waist. 1st person in line tries to get tail off other team.

Duck - Goose: All in a circle, seated on the floor except Duck who circles the circle saying "Duck, duck...." until she/he says "Goose"and touches someone who gets up and both race for the place round the circle in opposite directions.

Swap-knot: 6 players hold ends of 3 strips of cloth 1m long crossing in the centre to make a star. They then circle neighbours going in opposite directions like a maypole dance knotting the strips. Each group tries to untangle another groups knot.

Vampires: All eyes shut including vampires. All wander round. The vampire turns people bumped into to vampires by tapping them on the shoulder and squealing except 2 vampires bumping cancel out.

How do you do:

Everyone forms a circle, seated on the floor except one who walks round circle and taps two neighbours on the back. They stand, shake hands, say "How d'you do" 3 times, run round the circle in opposite directions. They stop as they pass, shake hands and say "Good morning, good afternoon, good evening", continue round trying to get the 1 free place. Last one chooses next pair.

Letter : Form a circle, seated on the floor except "a" walking round outside of circle with handkerchief (or other). All chant repeatedly "I sent a letter to my friend &

on the way 1 dropped it. One of you has picked it up & put it in your pocket" "a" walks round circle chanting "It wasn't you, it wasn't you" until dropping handkerchief behind chosen "b". The chant stops, "b" chases "a" round the circle back to their place and if not first there becomes "a" and so on.

Mousetails: Tuck strings in back of shoes. Everyone tries to tread on string tails in others shoes. When tails are lost rest a moment before putting strings back and continuing.

Musical Chairs: As normal but people sit on laps as chairs are removed.

Murder: One person leaves the room, Form a circle, seated on the floor. All close eyes so nobody knows who murderer is, M, chosen by leader. One person leaves the room tries to discover who M is. All wander around. M winks to kill. Victims die immediately and noisily. Also: All close eyes, murderer, M, chosen. All wander about trying to find M, who winks to kill. Victims count to 5 after being winked at then die noisily and fall to floor. When 2 people suspecting M's identity have raised their hands they point together to the suspect: if wrong they die.

Noisiest game: 3 callers on chairs at one end of room

choose a saying, proverb and try to communicate (shout, mime) it to 3 listeners/receivers at the other end. Others in between try to stop communication by distractions, creating a din.

Prueey: All wander around with eyes closed except the Prueey who has eyes open but cannot move. When people bump into each other they must say "Prueey". Only the Prueey is silent. On meeting the Prueey they join hands or work along to the end of the Prueey and take a free hand and open eyes. (the area to wander should not be too great).

Rope: "A" swings a long rope with ball on end, everyone else hops over it.

Own goal: Form a standing circle legs apart all feet touching their neighbours. Knock ball with hands through goals opposite. Ball must roll not be thrown.

Peoples Ball : Hall divided along width into 4 areas with prisons for prisoners **at** each end. A centre line divides "A" team from "B" team. "a"s tig "b"s by throwing a ball into the "B" area to hit "b"s below the knees. They cant move while they have the ball but can pass it amongst themselves. They cannot enter their prison to get the ball unless their are no prisoners. Tigger "b"s go to prison at the "A" end. They

escape by catching a ball thrown at them by their own team over the heads of "A" or by retrieving a ball which rolls into prison and tiggering an "a" from prison. Same for "B" end.

Place Chase: All except tigger get into 2 concentric circles all facing centre so each "a" in outer circle "A" has a partner "b" in front of them. Tigger walks round outside circle and stops behind a couple. "a" runs CW, "b" runs ACW round circle back to tigger. First back crawls through legs of tigger making a new couple. Last one is new tigger.

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Snack Track: Each has badge of something eaten by one of the other badges. Try to tig your dinner without being dined on. When tiggered freeze. Unfreeze by any of usual methods.

Wood Relay: Make three similar sets of blocks of different woods including mahogany. Stick identification labels on one set. Put this set between two teams at each end of room each team with its own unmarked set. At sign both teams run to centre with a block and by comparing it to those in the centre, identify their block then run back to base to check with a leader if identification is right. If not re-match. Then

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next person matches till team have finished. First team made Protector of Rain Forest. Can do this with leaves, tree pictures, birds, matching leaves to trees etc.

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Spokes: Sit in 4-spoked circle facing middle of circle. Tigger runs round outside of circle and sometimes touches the end of a spoke saying "Follow" or "Go" then sits down in that spoke. Spoke-members run round circle back to place. Last one is new tigger.

Touch Blue : All dance around. On call of "touch red (blue, hair, shoelaces)" touch red(etc) on someone else.

Wizards: All close eyes while a wizard is chosen in secret. Open eyes and all move around or dance. Wizard tries to tig without being discovered by running hand down backs. Tiggered freeze but can be untiggered

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by a hug from the untiggered..