



Rules for Games - March 25th

Ninja Attack

In this game, ninjas-in-training test their skills by quietly sneaking up on a ninja master. Intrigued? Start by setting up a ninja course (think: paintball course) using oversized moving boxes, play tunnels, and other objects kids can quickly duck behind (or into). This is where the little ninjas will try to hide as the ninja master scans the yard for tiny foes. Then, have the master stand at one end of the yard, opposite her ninja attackers. When you say go, the ninja master turns her back on her opponents, while they stealthily make their way toward her. When you say stop, little ninjas duck behind whatever's closest in the hopes the master ninja won't spy them. If she does, they're out. But if you've got the skill, and can reach her first, you become the master!

Encore

This game is for all the creatives out there. Prior to playing, make some index cards up that have common words from songs in them. Make up two teams and flip a card. Each time takes turns singing a song with the word from the card in the lyrics. The team who can't think of one in the end loses, giving the other team a point. Keep playing until you have ten, fifteen, or even twenty points.

Limbo

Rules of the Game

The rules of limbo are deceptively simple, yet it takes an individual with remarkable flexibility to perform well. A pole is held parallel to the ground by two people (or propped up on a stand). The contestants form a line and, in turn, they attempt to pass under the bar. After everyone in the line has made an attempt, the bar is lowered an inch or two and the process repeats.

Disqualifications

When passing under the bar, players must bend backwards. No part of their bodies may touch the bar and no part other than their feet may touch the ground.

Victory Conditions

The rules of limbo quite literally make it a last-man standing process. A contestant is eliminated from the game where he falls over, touches the bar, or is otherwise unable to completely clear the bar without touching the ground. As contestants are eliminated, the duration between an individual's turns decreases. In this, the later stages of limbo become an endurance contest in addition to a progressive flexibility exhibition.