

## NIGHT GAMES

### Guarding the Lighthouse

Divide players into two teams. Each team has a lighthouse to protect (torch) while trying to extinguish that of the other team. Defenders must not be able to come closer than 20 metres to their lighthouse - unless in direct chase of an attacker.

Each team wears a piece of wool tied to her left arm. A player is out if his wool is pulled off. He may recover his life by going to a neutral (predetermined) area where she answers a skill testing question. The winner is the team that captures the other team's lighthouse and extinguishes the light. Use a whistle or other signal to indicate completion of the game.



### Hare and Hounds

One player, the Hare is given the whistle. She is sent off to an easily found destination - 1/2 to 1km away. She is to pick up an object at that point and bring it back to the starting point.

She is to blow the whistle every minute while she is moving. She can follow round about rounds, double back and can remain still without whistling if she knows that the Hounds are near her and she is in hiding.

The rest of the players, the Hounds, start after the Hare when she has a five minute head start. The Hare is tracked by the sound of the whistle. If more than a minute goes by with no whistle, they know that someone is near the Hare.

A Hound catches the Hare with a two-handed touch. If the Hare is caught or successfully returns to the starting point, have a recall signal (whistle or horn) so that Hounds will know that the game is over.



### Infiltration

Two sentries (leaders?) patrol back and forth across a field with some cover. Players start creeping up on the sentry line from a point 30 to 40 metres away. If the group is large, half could start from one side - half from the other. When they near the sentry line, players should crawl, walk or run across the line without being detected and illuminated by the sentries flashlights. An illuminated player must return to the starting line and try again. A player who successfully crosses the field earns a point for his team. Have a referee on either side of the field.



### Kidnap

Make sure that the room is clear of obstacles before turning off the lights. Players run around in the dark. A leader throws a blanket over a player and yells 'Kidnap!'. The player huddles under the blanket so that no one can see her. An assistant turns on the light again. First player to identify who has been kidnapped earns a point for her team.

### Sardines

Choose one player from the group to be the 'hider'. The hider is given three minutes to hide somewhere within the defined area. She is not to use buildings or tents - just natural cover. The group starts searching for her. A player who finds her slips quietly into her hiding place - she should do so without letting others see her.

Continue until all players have squeezed into the hiding place - like sardines - or until a specified signal stops the game. First player to find the hider is the hider for the next game.



## Fugitives

Form players into two or more teams of about 6 players. One member of each team is to be a fugitive and is given about five minutes to hide herself in the defined area. Once hidden, she stays where she is until captured or until the game is signaled finished. After five minutes, the teams are told that they must find a fugitive, other than their own and the whole team must escort her back to a designated spot. This means that each team must make an organised search of the area. A team member who spots a fugitive - not their own - must summon the rest of her team using some kind of visual signal (no shouting or whistling). A team that sees its own fugitive should avoid drawing attention to her. First team to escort a fugitive in is the winner. You may establish a whistle signal to end the game after a given period.

