

Setup



- Divide participants into two teams.
- Place three to five objects (treasure) behind the end of the line of each team.
- Place a circle/square on each side of the playing area at an equal distance from the middle line to represent the jails.

Instructions

The object of the game is to run to the other side and try to capture one piece of treasure and bring it back to your side without getting tagged.

- There is a safe zone where the treasure is that you cannot get tagged in—about six feet by six feet.
- Participants can get tagged as soon as they cross the middle line.
- If they get tagged, they have to go to jail (circle/square) on other team's side.
- Participants can be freed from jail when a member from their team comes over and gives them a high five. Both participants then have a free walk back to their side.
- The game ends when one team has all the pieces of treasure from the other side onto their team's side and you can then begin a new round.
- Pause the game to review cues and strategies.