



Foam Sword Games and
Live Action Role Play Games.

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Introduction:

The following games have been used with a varying degree of success in my Knight Club program for children from 5-14 years old.

Some of the games are suitable to a large hall, though I play most of mine outdoors. We also have a forest area which is ideal for hiding and developing the imagination of children.

Many of the games I adapt for use at kid's birthday parties or school activities. You can adapt most of the games to suit from 4 to 100 kids, though supplying equipment for more than 30 gets expensive.

I use a variety of swords from latex LARP rubber swords (a bit costly but the kids go crazy over them), to the home made variety that I make from foam pool noodles with PVC electrical conduit cores. Whatever you use make sure it is soft and safe. I always give strict instructions and guidelines for safety such as no head shots, always pull your blows, no one is to hit hard, only touches. For added safety I get a lot of my kids to wear protective headgear such as cricket or baseball helmets or martial arts headgear. Action Flex chokens are an ideal soft flexible sword to use if you can get hold of them. I give sword training instruction with these then we sometimes switch to latex weapons for the games.

All of the games can be adapted to suit the kids and the play area and all work with a minimum of equipment.

(Hint: Always be ready with more games than you will need as you will find that some of the games won't work for you on the day

for whatever reason, and you need to be ready to drop one that is not working and go straight on to the next game. Kids get bored easily and have a short attention span, so keep it fast and changeable and it will work well.)

Enjoy

Colin Phillips

Please feel free to contact me if I can assist with any of your organizing. Colin Phillips cphil@bigpond.com

Foam Sword Games

1. **The Relay:** *(To be honest this game didn't work too well for me as the kids couldn't get the hang of the rules, so mass confusion broke out. Make sure you give detailed instruction.)*

Red team spread out in a large circle and given 1 sword. They must run a time trial relay passing the sword. The Blue team are spread out along the route to stop them by fighting them (3 touches). If killed the runner must return to his last position and try again. If he can't get through he can run back to any of his team mates and swap places with them. If the runner wins a battle he is free to continue on. The distance is timed...fastest team wins.

2. **The 2 Kings:** *(A simple variation on Ambassadors but it was longer and a lot more fun).*

Both teams have a cup and a king that they have to guard. They have to steal the cup from the other team and assassinate the king. Can they concentrate on both attack, stealth and defence all at once? (5 hits as in Ambassadors- everyone else 3 hits = 10 second freeze)

3. **Prisoner Release:** *(They love this game; it is quick to organize and keeps them going for ages.)*

Blue team are escaped prisoners except for 2 who are still held captive. Red team leave 2 guards whilst the rest go in search of the escaped blue team. Blue team must run in and release their captive team mates by

touching them once. If blue team are touched 3 times they become a prisoner- if red team guards are touched 3 times they have a 10 second freeze.

4. **Escaped Prisoner:** *(A variation on prisoner release but with a difficult twist)*

Red team capture a blue prisoner who escapes and hides. Other blue team members are already in the field. Red team must recapture the correct blue team member with 3 touches and return him to the prison.

5. **Fantasy adventure:** *(kids of all ages love this game as it stimulates the imagination as they take on their personas)*

Blue team consists of a dwarf with an axe, an elf with a spear, a wizard with a staff and sword, a knight and a human hero. Vs Giants, orcs, ogres and trolls and evil wizard. Blue team must journey to 3 locations with all of the company before moving on in 5 minutes time slot. If touched 5 times can be healed by wizard, wizard can be killed after 10 hits.

6. **Ninja Stealth:** *(I used to play this game as a child when it was known as what's the time Mr Wolf?- I just tweaked it a little to give it a greater appeal to older kids with a sword in hand and they love it...one of the favourites.)*

1 as ninja master stands in front of dagger facing away from the others. The rest sneak up behind him to assassinate him. If he turns when they are moving he may to those he saw move and they must go back to the beginning. Students are invisible unless they move.

Object is to get close enough, pick up the dagger and assassinate the master before being caught.

7. Recovering the Goblet: *(a very simple game but it works)*

Red team must get past the blue team, retrieve the goblet and make it back home. If touched 3 times they have a 10 second freeze. Blue team line up across the field of play and get ready to block the red team. Red team need strategy and team play to succeed.

8. Relay of Hadrian's Wall:

Teams of 4 must find and return with a large stone from the forest of the trolls (use at least 3 kids as trolls) to use in the building of a stone circle to keep the trolls out. The teams send out 1 at a time, when they return the next person goes until a stone from every member is gathered and placed in a circle. The trolls can attack at any time (3 hits – if monster loses he must chase someone else – if searcher loses must go back to the start. Trolls can also attack the unfinished fortress and if he touches one defender 3 times he can steal 1 stone. Game ends when first team builds the circle which keeps the trolls away.

9. Save the goblet: *(Remind you of touch football?)*

1 team tries to get the goblet to the other side of the oval by passing it to each other. If touched once must pass the goblet. If 3 players are touched in a row they

lose possession to the other team. Players may block with their weapon.

10. **The Searchers:** *(This game was originally written by a 9 year old student and adapted for use as a role play game. It proved to be very popular).*

The Grendal has escaped his mystic dungeon and returned to the forest. (Grendal can kill with 1 hit.) Wraiths are out looking for him to return him to the dungeon. Wraiths can kill with 5 hits but cannot be killed.

Knights are also searching the forest for their lost prince whom they must locate and return to the castle. They are accompanied by a wizard who stays at a distance and who can respawn them. They must try to avoid the Grendal and wraiths but can fight only to defend themselves. Game is over if the prince is killed or either Grendal or prince are returned safely to their homes.

11. **Goblin Forest:** *(Another simple twist on Ambassadors that I find handy to use if one of the other games doesn't work and you need a fast change) –1 army escorts their king through goblin forest in which half of the students are hiding with their Goblin king. 5 hit kills except for the Goblin king (1 hit by him and 10 hits to kill him) Game is won when either king is killed.*

12. **Story of Robin Hood** *son of a baron. Went to fight in the 3rd crusade in Jerusalem, captured and imprisoned, managed to escape with the help of a Saracen (muslim).*

Returned to England only to find his father murdered by Prince John's henchmen and the people oppressed with high taxes. Robin becomes an outlaw hiding in Sherwood forest when he rescues a starving peasant from the sheriff of Nottingham's men who had killed a king's deer and was about to be executed for it.

What are some of the chivalric traits or codes that Robin Hood lived by? He was a crusader knight and a proven warrior...lived by prowess, honour, defender of the weak, standing up for what is right, courage.

What are the traits of Sherrif of Nottingham?

Cowardice, cruelty, bullying or oppressing the weak, selfishness and greed.

How can we portray these traits today in our club and then at home or school?

Robin Hood Game: A peasant is hunting deer in the forest when he is set upon by the sheriff and his men and about to be killed. Saved by Robin (must be close by but unseen) who rescues the peasant and escapes deeper into the forest where his men are hiding unseen but see him coming being chased by the sheriffs men. Robin is captured and taken to the castle. He is then escorted along a set path on route to Prince John to be hanged, along the way Robin's men wait in ambush to rescue him. Will Robin be rescued or hanged? It is up to you. (3 hits= 10 second freeze)

13. **The Goblin Crystal:** *(Another game written by a ten year old and adapted for use. It proved to be very popular. I used the broken off end of a red foam pool noodle as the*

crystal, large enough to be seen and disposable if it was not found.- oh yeah...you need to appoint a wizard, dressed appropriately, who waits at a distance to heal the knights.)

-Something frightening has happened in the local village – someone has stolen a crystal from the King's throne room. This crystal, once released from its box, can allow goblins to walk in the sunlight, and they are coming, killing everyone in their path. (5 hits to kill a goblin who can be respawned after 10 seconds).

The king wants the crystal back and the knights have to go and find the red crystal and return it to the king before the goblins kill them all. Once the crystal has been returned to the king the goblins can be killed with 1 hit and not respawned. Knights can be killed with 3 hits and respawned only by finding a wizard.

14. **Find the Traitors:** 10 students, the traitors, are given red bibs. They go and hide. The rest of the students must go in search of them and escort all 10 back to prison wounded or alive. Traitor can choose to fight if caught, run or surrender. Must be touched 3 times to be captured. Guards can be killed with 3 touches but may be respawned by a wizard- traitors cannot be respawned. Game ends by time limit or when all 10 traitors are imprisoned.

15. **Escape from the Grendal:** *(A popular party game for younger children- Grendal is a creature from Norse mythology, the name means grinder of bones, a troll from the mountains.)*

1 child to be the Grendal in costume (goes and hides or stands apart). Only the Grendal has a sword. When the whistle blows the students run to avoid the Grendal's touch. If touched twice by the Grendal they turn to stone (or have to find the wizard with the staff hiding in a different area to get respawned.)

(Time limited game to see how many the Grendal can turn to stone in 3 minutes)

16. **The Escort:** Templar Knights escort travelers to a temple. Along the way they are attacked by armed bandits. The Knights must stay together and fight as a team to defeat the bandits and protect the pilgrims. Pilgrims are unarmed and may either escape or be led to safety by some of the knights while the rest battle it out. Game is won when either the pilgrims are killed or they reach a safe point.
17. **Find the hidden pirates:** Send 3 kids off to hide- the rest search for them. If found the searchers must count to 5, giving the pirate time to escape before being chased. If the pirate makes it back to the ship they are safe and a new game begins when all 3 are safe or caught.
18. **The Vikings:** Vikings and marauders against company of knights. Immortal wizard in each group. Start with 2 imprisoned Vikings and 2 guards. The rest of the guards go in search of the other Vikings who hide from the guards whilst trying to run in and release the prisoners by touching

them once. 3 hits to capture a Viking. If guards get hit 3 times they have a 10 second respawn.

19. **Knights Quest :**

a. **Ambush** – half must reach the Northern bridge through the forest...the other half are sent ahead to lay an ambush. 3 (non repetitive) touches and you must freeze for 10 seconds. (repeat by swapping roles).

b. **Archery comp.**

c. **Sword bouts** – best of 3 touches

20. **Silent Stalker:** *(a very popular game if you have a forest to play in)*

One group escorts the king through the forest – the Picts live and hide in the forest where they must stalk the king's escort party through the forest without being seen...if spotted must run away or try to draw individual knights away from the troupe (Can only attack isolated knights). On the way back they can attack and try to kidnap the king (3 touches). Once they have the King they must take him and hide him. Now the knights reform and go searching for the kidnapped king. Picts hide but keep watch ready to attack if knights get too close. Game over when king is rescued or killed. (5 touches and you freeze for count of 10 before respawning)

21. **Captain Jack the Pirate:** *(I was never quite sure why, but this is my second most requested game; perhaps*

because it stimulates the imagination and the kids can get right into the role, thanks to Johnny Depp.)

Captain Jack, the pirate captain, and his cabin boy escape from guards and go and hide. Guards go in search of Captain Jack and when they find him they recapture him. Cabin boy escapes and goes back to pirates to tell them. Pirates then come searching for the captain to rescue him. 5 hits with 10 second respawn applies.

22. **Ulysses vs Cyclops:** The Cyclops guards a magic sword and a golden goblet - Ulysses and his team attack the Cyclops who is immortal except if touched by the magic sword. 1 touch by the Cyclops sends an attacker back to the start. The only way to win is for Ulysses (and only Ulysses) to steal the magic sword which can then kill the Cyclops after 3 hits, thus getting the cup.

23. **The Defenders of the Flag:** The first 2 knights must find a hidden red flag and then defend it from all following knights, sent in 2 at a time – 5 hit kills. If first troupe get touched 5 times the winning troupe become the defenders...if defenders win then attackers join in as defenders

24. **The Battle of Coffs Creek:** *(This is an all time favourite game, one which they ask for every week. To allocate the roles I usually print out cards for every role and get them to draw one out of the hat. If you have costumes, all the*

better. Feel free to change the name of the battle to wherever you live)

Story: The villagers of Coffs Creek have been tormented by a marauding band of trolls and orcs come down from the highlands because of freezing winter. They raid the village carrying off children and food and killing the villagers if they get in the way. The villagers have had enough and have sent for help. Many have heeded their cry for help and have travelled far to fight this battle, for it seems that the trolls have more in mind than one village. They have been sent by the evil sorcerer to gain control of all the land.

The following have come to help the villagers:

The White Wizard: has power to heal – and to fight – one touch of his wand freezes the enemy for 10 seconds.

Immortal.

Knights – Carry swords.

Prince - carries a shield as well and leads the knights and villagers.

Villagers- 5 hits to be killed- carry simple weapons and fight together to overpower the enemy. Their mission is to find and protect a lost child.

(All of above 5 hits to kill or be killed. Can only be respawned by the white wizard.)

Ranger- works on his own – carries a powerful sword that kills with one hit. Hides on his own in the forest and comes to the rescue when needed. Takes 10 hits to kill.

Lost child – lost in the forest – unarmed and easy prey for wandering enemy raiders. Only takes one hit to kill. Can be

revived by the wizard, but if killed sends the villagers into a frenzied attack.

The Enemy

Trolls: Carry large axes or maces.

King of the trolls leads all the dark army.

Orcs: Carry small axes or swords.

All above 5 hits to kill or 5 hits to be killed –respawned only by Evil sorcerer.

Evil Sorcerer: Carries a staff and a sword- has the power to revive. Immortal. 2 touches to kill an enemy.

The Grendal: Most feared of creatures from hell. - carries 2 swords. Roams freely through the forest. Immortal except from the touch of the white wizard's staff. Can be revived by the Evil Sorcerer. Kills with 1 touch. If he attacks most run away.

The leaders of each army march in formation to the battle ground. Once there they work out a battle plan. The ranger, the lost child and the Kraken disappear into the forest to either survive on their own or attack at will. When trumpet sounds the battle begins.

Object: Villagers to rescue the lost child before they join the battle. Game over when 1 side is wiped out or time limit is up.

1 lost child; 1 Ranger; 2 wizards; 1 prince; 1 troll king; 1 Grendal, knights and trolls.

25. **The Blind King** – blue knights hide in the forest. Red knights escort the blind king through the forest...if he reaches the clearing where the wizard waits the king is healed and explodes with massive power. One touch from

the king kills with 10 hits to kill him. Every one else is 5 hits...can be respawned by making a journey to the wizard.

26. **Defend the Bridge** (plank) 2 armies at a distance must race through the forest to reach the bridge- must get all their army across the bridge – if other team arrives first they must stay and guard the bridge. Each team has to steal the unguarded water bottle of the other team and get it back across the bridge to their own fort. 5 hit kills – each team has a wizard.

27. **The Parley** – 2 separate armies – red team sends an envoy to blue team – blue team asks a riddle of red envoy- if answered correctly red team all escort envoy back to blue castle where they are asked a riddle. If answered correctly teams move on to next game – if wrong or cannot be answered they must run back home chased by offended army.

28. **Obstacle course**

- a. Walk the plank
- b. Under the sheet
- c. Across the islands (chalk)
- d. Walk the plank avoiding the bean bag bombs
- e. Fight the ogre

Repeat the course tied to another person

29. **Rescue the Fair Maiden** (*or captured prince if only boys*) – captured by trolls. Find princess and free her by

touching then escort her safely home. 5 hit kills – each team has a wizard for respawning.

30. **In search of the Holy Grail:** 1 army of trolls vs an army of knights. Trolls go and hide separately or together, only one has the grail. Trumpeter announces to villagers that he wants all able bodied warriors to take up arms against the trolls who have stolen the grail. First they report to the king and declare their qualifications and purchase weapons or positions. They must then set out to find the troll camp... form up and attack. 5 hits kills – 10 second respawn. Once you have the grail must make it back to the fort with remaining trolls in pursuit.
31. **Ulysses and the Battle of Troy** – Trojans defend Troy- Ulysses and small band attack first – Greek army follows. Trojans defend Troy.
32. **Jason and the Minatore** – minatore hides– Jason and his band must search for him and defeat him. If touched once by the minatore you die with no respawning – 10 hits to kill the minatore.
33. **Heroes Tournament:** *(Simple sword bouts but the kids love to match their skills against each other.)* All students are given a number– when your number is called you may choose your weapons and fight- first to 3 hits.
34. **Team exercise:** 2 teams must traverse a course
 - a. River crossing: 1 member to piggy back others across the river
 - b. Bridge over the chasm- all must get across the (log) safely

- c. Attacked by natives – all must survive attack by savages (3 touches)
 - d. Find the hidden cup
 - e. Carry 1 wounded member comfortably back to the start.
35. **Poison Pond:** *(This is an old traditional game but comes in handy as a warm up.)*
Hold hands in a circle around chalk circle-must try to manouvre others to step into the pond.
36. **Fangoria :** The story thus far: Roland, king of Fangoria, has been attacked and betrayed. His son, prince William has been taken prisoner by the outlanders, a strange mythical people who are intent on taking back their land from the humans. William is being hidden by roaming bands of outlanders who attack randomly.
King Roland gathers together his finest knights who go off in search of his son. If the son is found ...a trumpet blast is sounded and the 2 armys gather to do battle.
37. **Mad Doctor:** *(This is a very popular game with younger children and great for birthday parties, I have listed some of the remedies I have used but feel free to make up your own.)*
Students have a free for all sword fight. If touched 3 times they must go to the mad doctor and draw a card from his box of remedies. They then return to the fight following the instructions on the card.
Cards can be made using such instruction as
- Introduce yourself before you fight
 - Lose an arm

- Pretend to ride a horse
- Chase someone running
- Use 2 swords
- Lose a leg

(The options are as endless as your imagination.)

38. **Four Corners:** Find a room with four corners, and number them one to four (make sure everyone playing knows what corner is what number). Pick one child to be 'it' and blindfold them, then have everyone run to a corner (any corner, but make sure people split up). The kid known as 'it' calls out a number from one to four. The people in that corner are all out, then everyone scatters to another corner, or stays in the same one (it's okay to go to the corner that was just called, but it might get called again, so watch out!). Play like this until one person remains, or everyone is out.

39. **Assassin:** all stand in a circle facing in with hands held out at the back. Instructor walks around and discreetly touches 1 or 2 hands. These are the secret assassins. During the game assassins must acquire a dagger which they use to stab victims in the back- but they must not be seen. If seen they can be challenged, identified to the guards whose role it is to find the assassins and capture them. Other characters roam around skull city, trading, offering themselves as bodyguards, or going to the trading centre and hiring weapons etc. All start off with club sword only. Watch out for the assassin who may stab you and steal your weapons.

40. **Poker:** 2 teams. Team A always plays first and sends in a warrior for a 3 hit sword bout. Team B must decide who to play against that warrior. (Helmets- 3 hits) First round use club swords- second round lay out equal weapons for each side – warriors choose weapons. Keep playing with team A being first to send. A good team strategy game.
41. **Endless Siege of Gondor:** 2 teams- Team A defends a fort...5 hits kills. Team A has a wizard who can restore life but if wizard gets killed (10 hits) then they cannot respawn. Team B have a rock troll with a club (1 hit to kill, 5 to be killed). If team B get killed 1 hit they must return to respawn area and wait until there are 5 then yell charge and rejoin the game.
42. **King's Quest:** King must rescue a wounded prince and drag him on his hands and knees to the healing waters. Guards must protect the king and prince from attacking goblins who can also throw bean bag bombs. (5 hits kills or 1 from a bomb) If the king reaches the water the prince can be revived and they both take up arms. King draws the flame sword from the rock (1 hit kills) and leads his army into battle against the goblins who are too afraid to come into the magic zone around the healing waters.
43. **Ninja Stealth:** 3 Guards protect the king's storehouse, guarding the treasure. Everyone else hides and must sneak up to the end and steal the treasure. Guards take 5 hits to kill as they wear armour. 1 hit sends you back to be respawned. The guards can only be attacked by one person at a time.

44. **Take the Fort:** 2 teams – some of team A defends the outpost from attack. May be healed by resident wizard. If overcome may fall back to a second position where reserves are already waiting...3 hits for a kill with 10 second respawn.

45. **Scavenger Hunt:** 20 pieces of coloured paper are pre hidden in the field. Also must find: (by memory)

A brown leaf

A green leaf

A twig shaped like a sword

A smooth stone

A feather

46. **The ambush:** Group of knights escort prince (princess) on a set route. Will be ambushed along the way by bandit raiders. Bandits have a wizard who heals after 3 hits. Knights must gather together if killed (3 hits) and only respawned after 5 are gathered. May then rush in as reinforcements.

47. **In line champion:** 2 straight rows facing the front. The 2 at the front of the line turn around to face the next in their line and have a 2 hit sword bout. The winner stays on as champion to challenge the next in line. The loser goes to the end of the opposite line waiting in line for their next fight.

48. **Treasure Island** 4 ports of 2-3 players. 2 Pirates guarding treasure island. Island contains 30 pieces of treasure. Each team hold length of rope (their ship) to keep together. May take 1 item each trip from treasure island or by raiding another port. Avoid pirates (3 touches from a pirate, sends your team back home—10 hits kills a pirate). If killed by a pirate you lose any treasure you are carrying which is returned to treasure island. Winner is first to collect 10 pieces of treasure.
49. **Step of Faith:** *teamwork and trust:-*
- student stands on step blindfolded. Must fall stiff bodied backwards and trust his team to catch him.
 - Teams must pass one player along row without them touching the ground
 - Teams must call out instructions to a blindfolded student to guide them over a certain route, find a sword and do battle by instructions. Both combatants blind.
50. **The Duel:** number off half the students – when number called they must approach someone and challenge them to a duel stating the weapons to be used and or an archery comp. The challenged can accept or they may hire someone to fight on their behalf. Winners get 2 points.
51. **Assassin's Creed:** Divide into 2 teams of warriors...Kneel with weapons at their side facing the wall away from opposing team. Daggers placed in front of teams. At any point a warrior may become an assassin by picking up a dagger and sneaking up behind a warrior and slicing them. If anyone gets stabbed they are out of the game. If warrior hears assassin approach and turns in time the 2 must fight. If warrior turns and finds no assassin approaching they have insulted the integrity of opposing team and must

fight all of the opposition. If assassins encounter one another they must fight.

52. **Attack of the Zombies:** Villagers defend an area against attacking zombies who move in slow motion. If a villager is killed by 5 hits they become a zombie. Zombies take 8 hits to be awakened and turned back into a villager.

53. **Relay-** teams of 4

- i. Run first leg
- ii. Piggy back (ride horse)
- iii. Link arms back to back
- iv. Get past guard (pick up sword and fight until 1 touch – or run past) and race to finish line
- v. *Next in line goes until all have completed everything.*

54. **Siege of the Living Dead:** Choose a first attacker. Everyone else starts in the fort as a defender. A respawn spot (mat or marked place on floor). If an attacker gets hit by a sword they must go back to the respawn spot (which is on the far side of the room, opposite the fort) as soon as the attacker tags the respawn spot they attack again.

If a defender gets hit they must go to the respawn spot to tag it and they then become an attacker. The defenders try to defend the fort as long as they can.

55. **Battle Mellee:** 2 armies march onto battle field under banners- 1 army spreads wide and attacks as a bull horn. 2nd army groups together as an arrow head. 5 hit kills and no respawning.

56. **Wizard:** Divide the players into two teams. One player on each team is the Wizard, that player can heal by touching another player that is out and saying I heal you. The goal is to kill all of the enemy team off. (Secret: You must get the wizard out to do this). 3 hits to kill. Both wizards also have swords. Use costumes for wizards if available.
57. **High Five:** 2 armies. Everyone has to try to find a hidden bean bag (5) and hold it over their head to win. If you get hit you must drop the bag and go to the coach to get respawned. They must get 3 bags and hold them over their head to win. Someone must gather all of the bags and hold them over their head to win. Armies work together and an army that works together and wins gets 2 points for each member. However if an individual gathers all 3 bags they will get 20 points.
58. **Quest for the Grail** – position 5 obstacles along the path – marked on a map. (2 teams)
- a. *Wizard guarding the bridge – must answer a riddle to pass –*
 - b. *Free the captured king by defeating the guards.*
 - c. *Get around the trolls*
 - d. *Defeat the ogres and find the grail*
 - e. *Return to castle past the black knight*
59. **Pictionary or charades**
- a. Slaying a dragon
 - b. Grendall attacking village

- c. Rescuing a fair maiden
- d. Knight scared of a mouse
- e. Barbarian fighting a demon
- f. Viking and knight making friends
- g. Knight riding a cow into battle
- h. Girl being attacked by crows, knight riding to her rescue.

60. **The Wounded Warrior** – sword battles usually resulted in wounding. If not fatal, wounds could lead to death if you were rendered unable to continue the fight effectively. Learning to fight whilst disabled is an essential aspect of a warrior's survival. As an introduction to this we will conduct the following exercise: (*one person at a time in team*)
- a. Fight with left arm disabled
 - b. Right arm disabled
 - c. Side wound – fight with left hand on left knee
 - d. Stomach wound – fight whilst bent over
 - e. Loss of leg- fight whilst on the ground unable to stand.
61. **The Envoy:** Red team are bandits and spread out in the field. Blue team are envoys (messengers) and move to various out posts in the country. They must protect the outpost from marauding bandits whilst waiting for the message. The first blue team runner takes the verbal message to the first outpost avoiding bandits along the way. (5 hits before being immobilized with wounds) – If immobilized you can blast the horn and either the ranger and or the next in line messenger can come searching for you,

restore you and get you to the next outpost where you pass on the message to the next runner.

- a. The runners must then respond to the message.
- b. Nb: 5 touches to immobilize a messenger; 3 touches on a bandit and he must withdraw for 20 seconds.
- c. The verbal message is “All messengers must meet at the “
- d. One red team is wearing a black pirate hat...the written message the runners receive at the chosen spot is to find and capture this pirate and bring him back to the place. Once captured the remaining bandits must try to release him.

62. **Find the Hidden Pirates:** Send 3 kids off to hide- the rest search for them. If found the searchers must count to 5, giving the pirate time to escape before being chased. If the pirate makes it back to the ship they are safe and a new game begins when all 3 are safe or caught.

63. **The Clansmaen vs Redcoats:** *(based on the true history of the Scottish highlanders known as clansmaen...feared as formidable warriors and known for the at times suicidal highland charge where they all charge at their enemy with claymores in a high guard position.)*

Redcoats (English soldiers) are disciplined and fight together in a line...they scour the forest in search of the clansmaen who are busily training. This is their country and when they hear of the invading redcoats they head to the forest and watch from hiding spots. If the redcoats get too close to the village the clansmaen

attack with a highland charge. The redcoats must kill all clansmaen and take the village or clansmaen rid the area of redcoats. 5 hit kills and no respawning.

Once an army has been wiped out the triumphant army must make the long journey home, stopping for rests along the way (3 compulsory stops), however the murdered warriors follow as a ghost army (invincible) but unable to fight en-masse, they must try to isolate individuals and pick them off one at a time before the army returns home. If a soldier is killed by a wraith he becomes a wraith (5 touches)...if the soldier wins a fight (5 hits) the wraith must withdraw.

64. **Battle Against the Clock:** 2 warriors battle for a 5 hit kill while one army advances on them one step at a time. The reserve army cannot help until either warrior is killed. If the advancing army arrives before the duel is over the individual warrior must fight them all alone. The reserve army can only come in if either of the original warriors is killed.
65. **The Rescue:** The Prince is captured by trolls and taken to their camp – knights must track down the trolls, head them off, catch up etc. fight and kill them then get prince back home. 5 hit kills with 10 second respawn. Timed game.
66. **Islands:** 4 islands are safe harbours. Red team have to visit all 4 islands but are prey for blue pirates who roam the

seas in between. If touched 3 times you must return to the island you last left. Timed game to get as many to all 4 islands as possible.

67. **Red Rover Cross Over:** *(A traditional game with the addition of swords)*. One student starts in the middle armed with a sword. All students must cross to the other side whenever the whistle blows. If touched on the body they help capture. Students may use their swords to block.
68. **The Bridge:** A variation of the standard red rover cross over except that it is in 2 parts. In the centre of the hall place 2 rows of 3 chairs about a metre apart to form a bridge (or chicane). Students must run from one side of the hall and across the bridge to the far side of the hall. 2 catchers stand either side of the bridge. Students are safe whilst on the bridge and catchers cannot enter the bridge. Swords may be used to block.
69. **Capture the Flag:** 2 teams each with a flag. Object is to both protect your teams flag as well as capture the other teams flag. 3 touches and a 10 second respawn. If you manage to capture a flag you must get it safely back to your camp. If touched once whilst holding the flag you must stop and pass it on to another of your team. If a team is touched 3 times transporting the flag it reverts back to the other team. *(As in touch football)*. *An easier variation is to only have 1 flag*. Game is won when a flag is successfully captured and returned to a teams camp.

70. **Training Exercise:** 2 lines: 1 student out the front of each line. Other students run in 1 at a time trying to strike the student. He must effectively block every strike without striking back. All students take a turn at defending. No head shots.