

Lob-A-Lobster™ Game Instructions

Get the Lob-A-Lobsters back in the Pot – Teams of 2

Create and mark off two circular areas that are at a comfortable throwing distance apart. Make the areas large enough so that players can easily throw the Lob-A-Lobster from one area to land in the other. One player stands in each area and they toss the Lob-A-Lobster back and forth (into the pot). Points are scored for each time a "Lobster" lands completely in the circle and points are taken away for each time it lands outside the circle. Adjust the size of the areas according to the ability of the players. All throws must be underhand. Allow 2-3 minutes of play and the team with the most points wins.

A fun variation would be to speed up play by adding music and timing so that the more "lobsters" tossed, the more possible points a team can earn.

Musical Lob-A-Lobster – The more players the merrier

All players create a circle. Start the game by having the leader play music ("Under the Sea", or a similar sea-worthy song works great here). Have players start passing the Lob-A-Lobster around the circle until the leader stops the music. The player holding the Lob-A-Lobster when the music stops has been "pinched" and is out of the game. Continue until one player is left as the winner.

A fun variation would be to have players pass the Lob-A-Lobster under one leg before passing, toss it up in the air and then pass or even have them spin around before passing.

Lob the Lobster – Group play

In this game, nobody wants to hold the Lob-A-Lobster (the game's only prop)! To begin the game, all players sit in a circle. Select one person to be "It." That person holds the Lob-A-Lobster. The leader or a "caller" says to the person holding the lobster, "Name five things you might need to catch a lobster. Lob the lobster!" As soon as the caller says, "Lob the lobster," the person holding the Lob-A-Lobster passes it to the right. Players quickly lob (pass) it around the circle. If it returns to the original holder before he or she can name five things you might need to catch a lobster, the holder is still "It." Otherwise, the person holding the Lob-A-Lobster when they finish their list is the new "It." Topics can relate to lobsters, sea life, fishing, any curriculum or just be general topics.

Some Suggested Topics

- fast-food restaurants
- countries in Europe
- sports teams
- things that grow in the tropics
- fruits or vegetables
- cartoon characters
- musical groups
- cereal brands
- lakes in the United States
- candy bars
- large bodies of water
- cities in [your state]

Lob-A-Lobster Follies – Short term group play

This is a great getting to know you game. Sit all your players in a circle, on chairs if possible, and have all players introduce themselves, by name, just once. One player begins by standing in the middle of the circle (the Head Lobster), brandishing the Lob-A-Lobster. This player can toss it to anyone in the circle and ask "Who's in the lobster pot?" The player has to successfully name the people sitting on either side of them. If they are successful, they toss the Lob-A-Lobster to any other player and ask the same question. If not, they become the new Head Lobster.

Hide and Go Lob-A-Lobster – 2 teams

You will need two Lob-A-Lobsters to play. Split the group into two teams and designate a leader for each. Create a central "safe" area. All the players gather in one spot and close their eyes. While most of the players count to 50, the leader of each team goes and hides their Lob-A-Lobster somewhere in the playing area. When the count is completed, the players spread out and try to find the other team's Lob-A-Lobster. The first team to find the other team's lobster and get all their players back to the safe area wins.

Who Has the Lob-A-Lobster?

All you need to play this game is a Lob-A-Lobster. Have all the players stand in a tight circle, facing inwards, and close enough so that their shoulders are touching. Choose one player be the Detective. The Detective stands in the center of the circle with their eyes closed or blindfolded. Everyone sings the "Under the Sea" song (or something similar) while the Lobster is passed around behind the backs of the players in the circle. Eventually the Detective yells "STOP!", and everyone stops singing and freezes in place. The Detective then has three chances to guess who has the lobster. If they guess correctly, then the person caught with the Lob-A-Lobster moves into the circle to take the Detective's place and the game starts again.

To make the game more challenging, you can continue to pass the Lob-A-Lobster around the circle behind the players' backs while the Detective is trying to decide where it is.

Seafood Dinner – The more players the better

Have Players form a circle and select a "chef" to go into the middle.

The chef calls out one of three dinner phrases, appetizer, main meal, side dish or "Fish Bait." The chef then throws the Lob-A-Lobster to someone in the circle. The person catching the Lob-A-Lobster must name something that has the word lobster in it, or uses lobster, shrimp or crab, that would qualify as one of those specific meal items and then toss it back to the chef. Play continues like this with the chef calling out different phrases until "Fish Bait" is called. When "Fish Bait" is called the person catching must immediately pass the Lob-A-Lobster to their right and it continues to get passed around the circle as quickly as possible. Once the Lob-A-Lobster starts to get passed around, and starting with the initial player that caught the Lob-A-Lobster, players simultaneously start to call out 3 answers (to the question, "Why did the lobster jump in the pot?") each in succession around the circle.

Eventually the Lob-A-Lobster catches up with the player calling out answers. The player that gets caught must then go to the middle as the chef and play starts again. Make it more challenging by giving players no more than 5 seconds to give an answer, and no repeats! If a player can't answer, they become the chef.