

## W10563 Survivor Challenge Game – Rules

**Introduction:** The Survivor Challenge Games combine aspects of traditional Dodgeball with the spirit of the Hunger Games. Players determine if they want to retrieve a weapon (instrument) to eliminate competitors or play without an instrument in the hope that they get one later as others are eliminated.

The Hunger Games© books and movies have been exceptionally popular, inspiring teens and tweens around the world to get back into reading! On the negative side, the Hunger Games is based in a fantasy world where players must kill one another in order to survive. Our goal in offering this pack is to get kids exciting about moving, interacting with others and having fun with an activity that's sure to appeal to them. We are in no way promoting violence. In our rules below, we've used the term "instrument" in place of "weapon" and "eliminate" instead of "kill" to promote kid-friendly competition.



### Equipment Included:

- 6 – Gator Skin Super 90 (coated foam balls about 3.5” in diameter)
- 3 – Junior Javelins
- 3 – Foam Discs
- 3 – Spiral Junior Foam Football
- 3 – Foam Batons
- 3 – Drawstring Storage Bags
- 2 – Plastic & Fabric Rings
- 2 – Kooshie Balls – 1 large and 1 small ball
- 1 – Countdown Timer

**Use of Equipment as Instruments:** Each piece of equipment is assigned different characteristics and functionality during the game as listed below. Instruments are used to eliminate other players; most instruments are thrown at opposing players. For safer play, we recommend that any instruments that hit a player in the head do not count and do not result in the opposing player being eliminated.

**Storage Bags** – Players are only allowed to carry more than one instrument at a time if they have a storage bag. If they have a storage bag, they can store up to 6 instruments in the bag (if they will fit) and can hold an additional instrument in their hand. Players without a storage bag can only hold one instrument at a time. A shield does not count as an instrument, so a player can hold a shield and one instrument at the same time.

**Gator Skin Balls** – Gator Skin balls can only be thrown with a player's non-throwing or weaker hand. If a player is hit by a thrown ball, the player hit is eliminated from the competition. The ball must hit the player directly. If the ball bounces or ricochets off the any surface (other than a shield) the player hit is not eliminated. An alternative could be to allow players to throw with either hand.

**Flying Disc** – Can be thrown with either hand. The disc must hit the player directly. If the disc bounces or ricochets off the any surface (other than a shield) the player hit is not eliminated.

**Junior Javelins** - Can be thrown with either hand. The javelin must hit the player directly. If the javelin bounces or ricochets off the any surface the player hit is not eliminated.

**Foam Footballs** - Can be thrown with either hand. To eliminate a player with a football, the ball must bounce off some type of surface before it hits the opponent. A ball that does not ricochet off some surface prior to hitting an opponent does not eliminate that opponent.

**Foam Batons** – Batons are not thrown. These are imagined to have a powerful electric current. To eliminate a player with a baton, a player must be holding the baton and tag another player with it. For added safety, when using the Foam Batons, players should use a “poking” or thrusting motion to tag other players rather than a slapping or slashing motion. **Plastic & Fabric Rings** – These rings are used as shields and can be used to block any item that is thrown at a player. If any object hits the ring or the portion of the hand holding the above the wrist, that object is “de-activated” or blocked and that person is not eliminated. If an object bounces off the ring and hits the player (in any part of their body other than the hand holding the shield), then the player with the shield is eliminated. If a player with a shield is eliminated, they drop the shield where they have been eliminated and leave the arena. **Caution:** *Be sure to remind players that the shields are only for defense and not to be used to hit or throw at other players. Any playing that hits or throw their shield at another player would be eliminated from that game.*

**Kooshie Balls** – These balls can only be tossed underhand and can be used to overcome a shield defense. If a Kooshie ball contacts a player or a shield that a player is holding, then that player is eliminated. For an explanation, players can imagine the Kooshie balls explode on contact!

## **Game Set-Up & Terms**

**Game Master** – This is the instructor or organizer that determines the rules, sets up the arena and can adjust rules any time before or during a game.

**Game Arena** – Determine the size of the game arena and clearly define the boundaries for the players. Anyone that goes outside of the boundaries is automatically eliminated. Examples – An entire gym, a football playing field, soccer playing field, or any area marked with a series of cones. If playing in a smaller area or even a gym, the Game Master may choose to add some obstacles for players to hide behind. If available, folding mats stood on end in an accordion or “W” style make good obstacles. If obstacles are used, then players are not allowed to touch them or intentionally knock them over during play. Any player contacting an obstacle is eliminated.

**Equipment Set-Up** – Randomly arrange all the equipment in a generally circular area of about 15’ to 20’ in diameter. You can add or subtract the number of instruments placed in the center to better match the number of participants.

**Player Set-up** – Mark off spots (with floor tape, poly spots, bases, etc) as player starting points. There should be one starting spot for each player and they should be equidistant from the center of the Equipment pile. Try to put the players as far away as possible from the equipment. The actual distance will depend on how much space is available to play the game.

## **Game Rules**

**Start** – At a designated starting signal from the Game Master, player can leave their starting spots and either go for an instrument and or storage bag or take their chances without one. Anyone that leaves their starting spot early is immediately eliminated. For a little variety, try playing a trick on participants by clearing telling them the starting signal and then giving them a different signal to see how many leave on the wrong signal and are eliminated. This adds a “Simon Says” like twist and can teach players a valuable lesson about listening to all instructions before doing anything. An example would be to indicate that the start signal is a whistle and then after everyone is in position to yell out “Go!”. Anyone that moves off their starting spot on the “Go!” signal would be eliminated. Players that obtain instruments can use them to eliminate any of the other players at any time during the game. Once a player is eliminated they must immediately drop any equipment (instruments and or storage bags) they have in their possession and leave the arena.

**End of Game** – Play continues until all but one player is eliminated.

### **Options for End of Game**

1. **Timed Play** – Play for a specific period of time (5 or 10 minutes) and any player not eliminated at the end is a winner for that round. Play 3 to 5 rounds and the player with the highest total of wins in the individual rounds is the champion.
2. **Speed Up** – If players are playing too conservatively and not trying to eliminate their opponents quickly enough, the Game Master may elect to make the playing field smaller by making an announcement to all players. For instance, the Game Master may instruct all remaining players that the left or “away” side of the gym will be “flooded” in 30 seconds and anyone still on the “away” side after that time is eliminated.
3. **Reincarnation** – Another option to get players to play more aggressively toward the end of the game is to inform remaining players that players previously eliminated will be reincarnated starting in one minute and will be allowed to rejoin the game. The Game Master can decide on how many players to reincarnate at a time. A good recommendation might be to reincarnate 4 players every 3 minutes, starting with the players that were eliminated from the game first.

**Cooperation between Players:** One of the key elements in the Hunger Games books was cooperation between players in the early part of the games. The Game Master should determine if cooperation between players is allowed. The Game Master may determine that cooperation results in the game becoming a popularity contest and therefore is not allowed. An alternative would be to allow cooperation, but to not allow any talking before or during the game so that all communication must be done non-verbally. In this case, those caught talking during the game would be eliminated.

**Tournament Style Play:** It can be difficult to watch larger groups play the game and make sure everyone is following the rules and playing fairly. To make it easier to watch and supervise the action, try splitting your group into 2 to 4 smaller groups. The members from within each group would compete in smaller preliminary competitions against themselves with the last one or two survivors moving on to a final championship round. Along with making it easier to supervise the action, the groups could be sorted by ability to allow everyone a good chance to win at least a preliminary round.

**Team Play Variation:** Divide the players into 2 to 4 groups (or “districts” in the terminology of the books) of equal size and ability. Assign each team a color and have them wear matching pinnies or wrist bands in that color. Designate a home base area (a corner of the arena) for each team. The set-up and play is the same as in the individual game with the exceptions listed below.

1. **Time Limit** – A time limit for the game is defined prior to the start of the game and the Game Master calls out the time remaining every minute or so. The team that eliminates all their opponents or with the most surviving players at the end of the period wins.
2. Players that are eliminated go their home and must stay there unless reincarnated.
3. Players that have been eliminated can be reincarnated by one of their surviving teammates if that teammate tags them with a foam baton. The player performing the reincarnation must immediately drop the foam baton after reincarnating their teammate. The reincarnated player must pick up the baton and immediately return it to the center of the arena. They cannot be eliminated again while on their way to the center, but once inside the center area they must drop the baton and leave. While not being carried back to the center area by the reincarnated player, the baton can be used as an instrument during the rest of game play.

**Rule Breaker Detainment Center Rule Option:** Designate a detainment center area that consist of an inner area and a buffer area (a hula hoop could be used for the inner area and cones to mark the boundaries of the buffer area). If at any point a player breaks a rule, they must drop any instruments, shields or bags they have and report to the detainment center for approximately 1 minute. The 1 minute is counted out loud by the player in detainment. If the player counts way too fast, the Game Master may add an additional minute to their time. During that 1 minute any other player not in the detainment center may try to eliminate the player(s) in detainment using an instrument that is thrown (anything but the Foam Batons). The instrument must be thrown from outside the buffer area around the detainment center. Players in detainment can dodge the instruments as long as they don't cross the boundary of the inner detainment center.

### **Optional Equipment List:**

#### **Add Instruments for Additional Players**

W9476 Gator Skin Super 90 Set of 6

W6149 Gator Skin Super 90 Singles

W10562 Junior Javelins

W10473 Spectrum Foam Disc Set of 6

W9429 Spiral Foam Footballs Set of 6

W7860 Foam Batons Set of 6

W7410 Draw String Storage Bags

W9219 Kooshie Bounce Ring Set (includes 2 shields, 1 large kooshie ball and 1 small kooshie ball)

#### **Other Equipment:**

W8869 Poly spots Set of 6 – Use these are starting spots for players for either indoor or outdoor arenas

W4539 or W4540 Floor Tape – Use tape to mark starting spots for indoor arenas

W8783 Half Cones – Use to designate the arena boundaries and or Team Home Areas

W10322 Spectrum Large Candy Striped Hoops Set of 12 or W9648 Spectrum Flat Hoops Set of 6 – Use to designate Team Home Areas.

W2987 Whistle – Used to start the game

W5933 Nylon Pinnies – These are sold in packs of 12 all of one color and are available in 6 color options. Pinnies could be used to identify teams.

W7483 Wristbands – These are sold in packs of 12, with 2 wristbands each in 6 different colors. Wristbands could be used to identify teams.

W10305 Wristbands – These are sold in packs of 12 that are all the same color. They are available in 4 different colors. They could be used to identify teams.

#### **Additional Team Equipment Item and Rule:**

**W9847 Wrist Links** – Wrist links are used to connect 2 players together via a breakaway lanyard type of connections. They are sold in sets of 6, to allow up to 6 teams of 2 to be connected together. Wrist Links could be used to allow two players from the same district (any two players) to be connected together. When using Wrist Links all the basic rules would still be in play and two new rules would be added. First players would be eliminated as a team, that is if either player is eliminated both players are out. The second rule is that players must be connected in order to use an instrument and eliminate another team. If players break their connection, they cannot use an instrument, though another team can eliminate them while they try to reconnect their links.