

## Giant's Footsteps

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<b>Category</b>	Game
<b>Type</b>	Steam release
<b>Time to allocate (mins)</b>	10
<b>Instructions</b>	<ol style="list-style-type: none"><li>1. A person starts out as the Giant and stands at the end of a field. Everyone else playing stands at the far end (distance depends upon playing area selected). The object of the game is for a Cub to tag the Giant thereby becoming the Giant and resetting the game.</li><li>2. The Giant turns their back to the field, and the Cubs attempt to race across and tag the Giant.</li><li>3. Whenever the Giant turns around, the Cubs must freeze in position and hold that for as long as the Giant looks at them. The Giant can even walk around the Cubs, examining them. However, the Giant needs to be careful – whenever his back is turned, Cubs are free to move.</li><li>4. If a Cub is caught moving, they are sent back to the starting line to begin again (or thrown out of that round, whichever way is preferred.).</li></ol>

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