

Pac Man

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| Category | Game |
| Type | Relay game |
| Time to allocate (mins) | 15 |

Create a maze using ropes or staves in the Hall or outside. Place game counters or slices of pool noodles around the maze for Pacman to get. There should be two exits for the maze where the pacman can deposit their counters. One or two Cubs are the ghosts who move through the maze - they can only move forward unless they hit a dead end and then need to move at a steady pace. Pacman (the Cub that is on), needs to go through the maze collecting the counters without being touched by the ghost.

Instructions



Entry written by Sharon Venn of 1st Randburg