

Red Rover

Category	Game
Type	Steam release
Time to allocate (mins)	15
Instructions	<p>game play</p> <p>Two teams line up opposite each other, no more than 30 feet apart. The first team agrees to call one player from the opposite team, and chants, "Red Rover, Red Rover, send (player's name) on over!" The person called runs to the other line and attempts to break the chain (formed by the linking of hands). If the person called fails to break the chain, this player joins the team that called Red Rover. But, if the player successfully breaks the chain, he may capture either of the two players whose link was broken by the dash, and bring them back to his original team. Teams take turns calling out Red Rover and challenging a player on the opposing team.</p> <p>objective</p> <p>The objective of the game is to end with the most players on your team by maintaining the integrity of your chain. The game ends when all the players end up on one side.</p>

Entry written by Andrew Davies of 1st Randburg