

# "NEW GAMES"

**PLAY HARD      PLAY FAIR      NOBODY HURT**

New games is an attitude that encourages people to  
play together

Finite games are played with inflexible rules and to  
win

Infinite games are played with changing rules and to  
keep playing

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## **BUG TUG**

- Pair up, stand back to back
- Bend forward, reach between your legs, grab wrists of your partner
- Try to tug them over an imaginary line

## **GIANT BUG TUG**

- Form a back to back line
- **ONE** line take a step sideways
- Bend forward, **CROSS** your arms and grab the wrists of the person behind you
- Try to tug them over an imaginary line

## **FOXES AND SQUIRREL**

- Circle up, have three balls, two alike, one odd
- The two alike balls are the foxes, the odd is the squirrel
- Foxes try to catch the squirrel by tagging the person with the squirrel
- Foxes must run (be passed) while the squirrel can also fly (be tossed)
- Try calling out "fox" and "squirrel" as you pass the balls

## **ELEPHANT/PALM TREE/MONKEY**

- Illustrate and practice forming the three characters
- Circle up, have one person in middle as spinner
- Spinner spins, points to any one person and calls out one of the three characters
- That person becomes the middle of that three person "character"
- Those three try to form the character before the rest can say "elephant, palm tree, monkey"
- Person most fouled up becomes the next spinner

## **YURT CIRCLE**

- Circle up somewhat close together and hold hands - there must be an even number (leader can join or drop to make even number)
- Go around and count off alternate "in" and "out"
- With feet stationary, at signal, "outs" lean out and "ins" lean in
- Try switching direction of lean on signal

## **CAR - CAR**

- Get into pairs, one behind the other
- The front person is the bumper with eyes closed and arms out front
- The second one steers with hands on bumpers shoulders
- DRIVE ON
- Switch roles

## **TRIANGLE TAG**

- Get into groups of four
- One person is chaser, the rest form a triangle
- One of the triangle is "target"
- The chaser attempts to tag body (not arms) of "target"
- The triangle attempts to protect target

## **INFINITY VOLLEYBALL**

- Set up like ordinary volleyball
- Adjust rules in any (and more) of the following ways so as to include everyone in hard play
  - Allow as many hits as necessary on a side - even double hits
  - Attempt to get as many volleys as possible - count them as they go over the net
  - Everyone on each side has to hit the ball before it goes over the net
  - Combine any of the above - create your own version

## **AURA**

- Get into pairs facing each other
- Extend one arm and touch palms
- **FEEL THE AURA**
- Close eyes, drop hands and turn around twice in place
- With eyes still closed, try to touch palms again

## **STAND OFF**

- Get into pairs facing each other, feet smack together
- Offer palms to partner
- Try to get other person to move feet touching only hands

## **VORTEX**

- Circle up and hold hands
- Leader drops one hand and leads line spiraling into center until almost tight
- At that point leader reverses direction and leads out again

## GO-TAG

- Line up squatting or kneeling, facing alternate directions
- One end is chaser, other end is runner
- Chaser can only run in one direction, tries to tag runner
- Chaser can tap **BACK** of anyone else, yell "GO" and that person becomes new chaser, original chaser taking that persons place
- Practice "go tag" maneuver a few times
- Caught runner goes to one end of line, successful chaser becomes runner, other end of line becomes chaser

## TOE FENCING

- Pair up facing each other and hold hands
- Try to **TAP** the tops of your partners toes
- Three hits and move on to a new partner

## STAND UP

- Pair up, sit down back to back
- Hook arms
- Stand up
- Move on to threes, fours, fives. . . . .

## KNOTS

- Form a close circle with hands in the middle
- Get a hold of two other hands -**NOT** of person next to you and **NOT** two hands of same person
- Untie the "knot" with out breaking hand to hand contact

## GIANT KNOT

- Circle up and join hands
- Weave yourself **INTO** a knot without breaking hand to hand contact until no one can move
- Undo your knot until a big circle again

## **LAP GAME**

- Form a close circle
- Everyone turn so left leg is towards middle
- Take side steps, if necessary, to make smaller circle
- Place hands on shoulder of person in front of you, be **RIGHT** behind that person
- Without moving legs, SIT DOWN onto lap forming behind you

## **SKIN THE SNAKE**

- Form single file line
- Reach behind through legs with left hand and forward with right
- Connect up
- Last person in line lays down as line slowly shuffles backward straddling prone parts of snake
- Lay down when it is your turn
- Pull skin back on after everyone is laying down

## **QUACK**

- Every one spread out
- Bend over, hands on knees and walk backward
- When you bump into some one, get "bum to bum", look between legs and say "quack"

## **RAIN**

- Form a circle sitting with eyes closed
- Leader begins by rubbing palms together, person to left picking it up until everyone around the circle is doing it
- Leader then moves onto finger snapping, clapping, slapping thighs, stomping feet
- Reverse the rain in same manner, leader finally quitting and holding hand of person on left

## BIBLIOGRAPHY

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Dan Denov --- [diverd49@yahoo.com](mailto:diverd49@yahoo.com) --- Camp Merrie Woode  
Girl Scouts of Glowing Embers Kalamazoo, Michigan