

Elves, Giants, Wizards

Type Very active activity that should be done in a large room or outside.

Group Size Any group size.

Equipment None.

Objective To take over as many people on the other team as possible.

- Rules**
1. This game is similar to Rock, Paper and Scissors in a team format.
 2. The group is divided up into two teams.
 3. There are three characters in this game.
 4. Elves: crouch part way down with their hands beside their head making rabbit ears and they say "ELVES" in a high pitched voice.
 5. Giants: stand as tall as possible with their hands way up in the air and they say "GIANTS" in a deep voice.
 6. Wizards: stand with their hands out in front of them casting a spell and they say "WIZARDS" in a spooky voice.
 7. Elves beat wizards.
 8. Wizards beat giants.
 9. Giants beat Elves.
 10. At the start of each round, each group gets 30 seconds at the most to decide which character they are going to be.
 11. Both groups line up facing each other and count down 1, 2, 3 and on 3 both teams assume the pose of their chosen character.
 12. Whichever team has chosen the losing character according to the above rules has to run as fast as they can back to their safety line with the winning characters chasing them.
 13. Any members of the losing characters that are touched by the winning characters before they touch are now part of that team.
 14. Both teams get together again and choose their character again.
 15. If both teams choose the same character nothing happens.
 16. Either play the game until one team has caught everyone on the other team or people are getting bored.

- Variations**
1. Crows and Cranes. Played the same way relatively except when the teams line up facing each other, the facilitator calls out Crows or Cranes and whichever team is called out has to chase the other one back to their line. You can have a lot of fun with this one by saying other words that start with a "C" instead. This is a good version for younger children.
 2. Another variation is to break the group up into three teams and assign each team one of the listed characters: Elves, Wizards or Giants. Following the same who beats who rules listed above, the three teams run around trying to change as many of the other team as they can without getting changed by the team that has the character that can beat them. In other words, the Elves chase anyone who is a Wizard and tries to change them to an Elf, the Wizards chase anyone who is a Giant and tries to change them to a Wizard and so on. Use some type of ribbon or something to represent each group.

Either different colors or positions. When touched by a character that can beat you, you either change your ribbon colour to that character or it's position. Makes for a real crazy and tiring game.

Notes

- This is another good gym blast game. You could create a fourth character to represent the fourth team and then everyone runs around trying to change the other teams or just do the face off method between 2 teams.