

"This new book coaxes  
readers away from TV and  
computer screens."

*—Good Morning America*

This book is packed with 100 simple and hilarious games that range from quiet indoor diversions to rowdy outdoor activities. This is a great place to start if you're organizing games for a classroom, party, or camp. Dozens of hours of fun await players of all ages—so get ready for laughter and leave those joysticks behind!

"Written with a devastating sense of humor."

*—Hartford Courant*

"Perfect for whenever a lazy afternoon  
and a kid's attention span collide."

*—Las Vegas Review Journal*

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# THE POCKET GUIDE TO GAMES

*Bart King*



*The Pocket  
Guide to*



# GAMES

*Bart King*

# Contents



Introduction .....	9
Miscellaneous	
Active Games .....	19
Quiet Games .....	114
Contests, Feats, and Tussles .....	128
Beanbag and	
Ball Games .....	142
Index .....	206



## MISCELLANEOUS ACTIVE GAMES

If you're in charge of teaching and/or leading a game, your role is crucial: you are the leader, coach, and referee. In addition, you are the host/hostess, group psychologist, and possibly a competitor. Now make us proud, and go have fun!

Tip: Many of the games in this chapter (and the book in general) involve teams competing to finish a contest or relay race. Try having everyone on a given team sit down once the team is done. That makes it easier to see what team finished first.

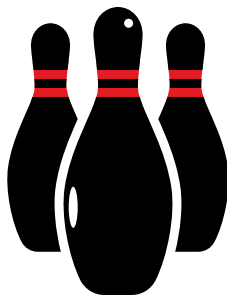
## ALL UP RELAY

★ 6-plus players

★ Playground, gymnasium, schoolroom

The players are divided into two or more groups. The groups line up in single file behind a starting line. Directly in front of each team, at the opposite end of the running space (which should be from 20 to 50 feet long), two circles are marked, each about 3 feet in diameter, and placed side by side, with rims touching. In one of the circles of each pair are three objects. Plastic pins or cones are good, but things such as unabridged dictionaries or narcoleptic rodents can also be used.

On a signal, Player 1 of each file runs forward and quickly moves the items from one circle to the other.



If pins or cones are being used, they must be made to stand. No items can touch the outline of the circle.

As Player 1 finishes, she runs back to her line, touches the next player on the hand, and then goes to the back of the line. The second player should be waiting for this “touch off” with toe on the starting line and hand outstretched.

On receiving the touch off, Player 2 runs forward to the circles and changes the objects from the second ring back to the first, observing the same rules. Each player, in turn, does this. The group whose last player is first to dash over the starting line on his return wins the game.

If needed, or to make the game more challenging, referees can assess one foul against a team for 1) a runner starting over the line without the touch off; 2) vertical items that are left horizontal; 3) items left standing outside the correct circle.

The teams win in the order of finishing plus the lowest score on fouls. Thus, if Team A finishes first with six fouls, Team B finishes second with four fouls, and Team C finishes third with no fouls, Team C wins, being given first place, Team B second place, and Team A third place. Got it?

## CHINESE WALL

★ 8-plus players

★ Playground, large backyard, gymnasium

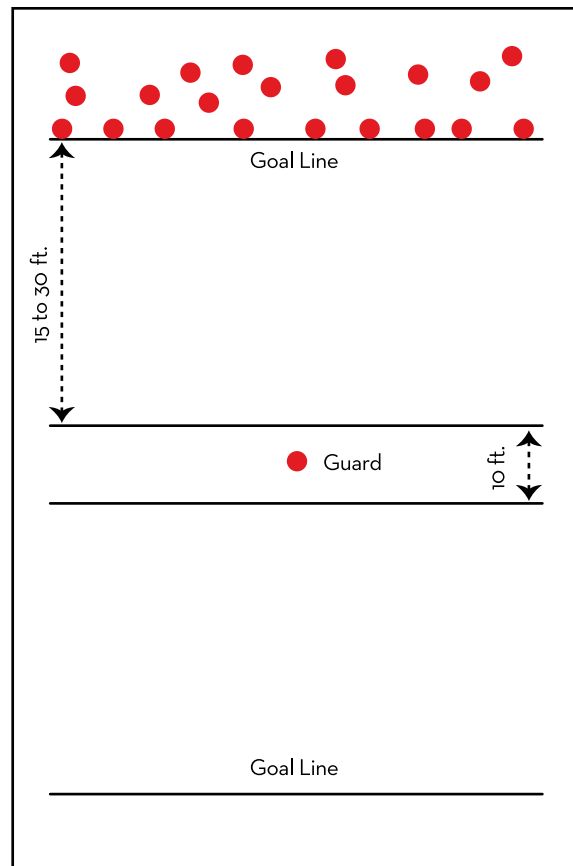
This is a fun game for both children and older players, as it involves some brisk running and dodging, especially if the play area is wide.

The Chinese Wall is marked off by two parallel lines 10 feet apart that run straight across the center of the play area. The space between the lines represents the Chinese Wall. On each side of the wall, at a distance of from 15 to 30 feet, a safety point or home goal is marked for the besiegers.

One player is chosen to defend the Chinese Wall, and takes her place upon it. All of the other players stand in one of the home goals. The defender calls “Attack if you dare!”

At this point, all of the players must try to cross the wall to the home goal beyond. As the group crosses the wall, the defender tries to tag as many as she can, but she may not overstep the boundaries of the wall herself.

Anyone who is tagged joins the defender in trying to catch the rest of the players during future attacks.



CHINESE WALL