

DEVIL'S DEN

(FOR 8 OR MORE PLAYERS, AGE 8+)

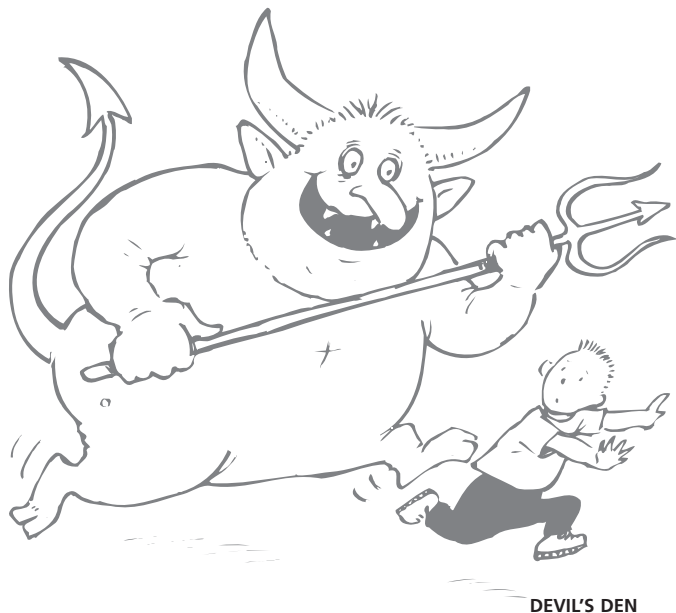
Nick is on. He is the Devil. The other players must be touching him in some way (for example, touching his arm or back) while everyone chants this rhyme:

**Devil's Den,
Devil's Den,
Run when you reach ten,
One – two – three – four – five – six – seven –
eight – nine – ten!**

When they reach ten, all the players run away with Nick in pursuit. He tigs Dominic, and Dominic becomes a chaser too. Ben is tiggled next; he too becomes a chaser.

Eventually, only Zach is still running free. Once he is tiggled, Zach becomes the new Devil and the game begins again with the rhyme.

This is an extremely energetic game, positively *adored* by strong, fast runners.



DEVIL'S DEN

HOSPITAL TIG

(FOR 6 TO 8 PLAYERS, AGE 8+)

In this chasing game, players have to be caught five times before they are out of the game. The same chaser remains on throughout.



HOSPITAL TIG

Grant is on. He tigs Della; she continues to run but holds her arm to show that she has been tiggled once. Grant chases after the others.

When Della is tiggled a second time, she has to hold *both* her arms. After a third tig she must 'hold' her leg – that is, run with one of her elbows touching her thigh. After a fourth tig she runs bent double, with both elbows on her thighs. After a fifth tig she must lie down on the ground 'in hospital' and await the end of the game. The last person to be hospitalised becomes the new chaser.

- Players must be tiggled on five separate occasions. A chaser cannot take all five lives at once.
- Best played in summer, on a field, in small groups and away from other children, simply because prone children are at risk in a busy playground. Small groups are advised because with lots of players, it can be boring for anyone hospitalised early in the game.

TROLL TRICKER

(FOR 10 OR MORE PLAYERS, AGE 8+)

Mohammed is on. He is the Troll, and he guards an imaginary bridge. He asks the other players a question with two possible answers, for example 'What do I like on my chips: salt or vinegar?' Mohammed covers his ears while the group decides. *The whole group must agree upon the same answer.*

The group cries, 'Ready!' and Mohammed gives the answer: 'Vinegar!'

This isn't what the group chose! They have to run across the 'bridge' to the Troll's side. Mohammed catches Cheryl; she is the new Troll.

If the group guesses *correctly*, everyone can walk unmolested across the bridge. The Troll walks in the opposite direction, and once both sides are facing each other again, the Troll asks a second question.