Capture the flag

Capture the flag is a traditional outdoor sport where two or more teams each have a flag and the objective is to capture the other team's flag, located at the team's "base", and bring it safely back to their own base to get the point. Enemy players can be "tagged" by players in their home territory and, depending on the rules, they may be out of the game, become members of the opposite team, sent back to their own territory, or frozen in a place, called jail, until freed by a member of their own team. The team can be made from a minimum of 10 players to a maximum of 34 and the game can last from 10 to a maximum of 30-40 minutes. Wins the team with more points, so that has captured more flags than the others. Different versions of Capture the Flag have different rules, both for handling the flag and for what happens to tagged players. A player who is tagged may be eliminated from the game entirely (out of the game), be forced to join the opposing team, sent back to their own territory, or be placed in "jail" with or without a guard (according to the number of people in a team). The jail is a predesignated area of the group's territory which exists for holding tagged players and is normally towards the back of the group's territory.