Stealing the Flag

Stealing the Flag is a tactical game of two teams. The goal of the game is to steal the flag/flags of the opposing team and bring it/them to your own area.

**Rules of the game**

- 6 to 9 players per team

- a large field divided in two as a playing area (draw a border in the center of the field)

- home base at each end of the field, where teams keep their flag/flags (draw a large circle to represent the home base)

- jail at each end of the field, where teams keep prisoners i.e. players of the opposing team that are caught during the game (draw a semi circle at the corner of each end of the field)

P

P

P

P

HOME BASE

HOME BASE

P

P

P

G

G

P

P

P

P

P

JAIL

JAIL

 JAIL

**1. Start of the game**

Both teams start from their side of the game area. One player can be chosen as a guardian (G) of the flag/flags. The guardian is not allowed to stand inside the home base. Teams can also decide that there are no guardians, just regular players. This usually speeds up the game.

**2. Running and chasing**

Players start crossing the central border between the teams and try to run towards the opposing home base in order to steal the flag. At the same time, players chase the opposing team's players.

-> When the player is caught, he/she goes to jail.

-> When the player steals the flag from the opposing team's home base, he/she needs to bring it over the central border to his/her own area.

**3. Freeing from jail**

There can be just two players in the jail at the same time. As soon as a third person is caught and sent to jail, the first one there is released. The released person has to run to his/her own side of the field first, before he/she is allowed to start stealing the flag again.

**4. Winning the game**

The first team to steal the opposing team's flag and bring it over the central border wins the game. If there are more than one flag in the game, all flags need to be stolen and brought over the border.

Please, watch also a video of 3A students playing the game.