

# Flying Dutchman

The name of this game conjures up visions of the legendary lost ship that endlessly roams the high seas in futile search of a port. Our human windjammers ultimately have better luck, but by the time they reach port, they are equally deserving of rest.

In our version, everyone but two players joins hands in a circle. The two who have been left out are the lost ship. Holding hands, they walk around the outside of the circle, seeking a port. When they decide upon a likely spot, they break the handhold of two people in the circle. Now the action begins.

At full tilt the lost ship has to navigate the circle one more time. Meanwhile, the two

players whose hands were unjoined have to join hands again, start running around the outside of the circle in the opposite direction, and return to their port before the Flying Dutchman does. The first pair to make port closes the circle. The partners on the outside are left to roam in search of new harbors.

For variety, you might specify the mode of navigation to be hopping, jumping, running backwards, or piggyback. Or try making your way through a simulated fog—that is, close your eyes and grope your way into port. Take care midway 'round the circle, however. A crash encounter on the high seas could take the wind out of your sails. ■



# Human Pinball

---

Here's your chance to be a flipper in a giant pinball machine. (Your dream come true.) The lights and bells may be missing on our organic model, but there's plenty of action.

51

All players except one stand in a circle, facing outwards. Spread your legs as wide as comfortable until your feet are touching your neighbors' on either side. Everyone bend down and swing your arms between your legs. This is what it feels like to be a flipper.

The one non-flipper enters the circle as the movable target. The flippers try to hit him by knocking a volleyball or rubber playground ball back and forth across the circle. Whoever hits the target gets one point and also gets to be the new target. Every time the ball goes out of the circle, the target scores a point. (However, the target's only job is to avoid the ball. Only flippers can flip it.)

Exactly what these points are good for is questionable, since everyone is entitled to as many "Free Games" as they want. And considering the circumstances, it's far more likely that the rushing blood would swell your head long before any phenomenal score could. Maybe that's why no one yet claims to be the World's Human Pinball Wizard. ■

# Go-Tag

53

This is a version of a game that's played with intense seriousness in India and Pakistan. You can enjoy it at whatever skill and strategy level you decide to play.

Everyone squats in a line, alternate players facing opposite directions. (Check the photo below to make sure you're set up correctly.) If you think of the line as the central axis, you can imagine an oval track running around the line. (There's no need to mark boundaries; the track is defined by the axis.)

The person at one end of the line will be the first runner. He may run around the track in either direction. The person at the other end will be the first chaser. She may start running either clockwise or counter-clockwise, but she may not switch directions once she starts. The object of the game is for the chaser to tag the runner.

What keeps this from becoming just a steeplechase game of tag is that the chaser works with the other people squatting in the line. As she is chasing around the track,

she can tap the back of any squatting player and shout, "Go!" The tapped player steps forward to begin the chase, while the old chaser replaces him, squatting in the line. This maneuver is called the "Go-Tag," and makes the chaser a group entity, able to cross over the center of the line and change the direction of the chase.

When you first play the game, practice the Go-Tag maneuver a few times so that everyone understands how it works. Then start playing more seriously, exploring the strategies that the chasers can use. The key to this game is to change chasers frequently and rapidly enough to catch the runner off guard. Running speed is not as important as reflexes and quick thinking.

When the runner is finally tagged, he squats at one end of the line, the person who tagged him becomes the new runner, and the person at the other end of the line becomes the starting chaser for the next round. ■



# Red Handed

71

Here's a legitimate chance to see how sneaky you can be. And the only consequence if you get caught is having to catch someone who might be even sneakier.

Everyone forms a circle, and one person, chosen as IT, stands in the center. While IT closes her eyes, the other players pass a small object (like a marble or a stone) from person to person.

The sneakiest method of passing is to hold the marble in one fist, palm down, and

drop it into the palm-up hand of the next person. Then he passes it from one fist to the other and on. With a little practice, you'll be able to accomplish a quick and sneaky pass without even looking.

IT signals and opens her eyes. Who among all these innocent-looking people has the marble? If she detects a suspicious look on someone's face, she walks up and taps one of his fists. If he's empty-handed, she moves on. Meanwhile everyone has been passing the marble around, virtually under IT's nose. (Fake passes, as decoys, by people who don't have the marble are an integral part of the game.)

If you have the marble and IT catches your eye, she may soon catch more than that unless you can pull a good angel face. If she sees through that to the sneaky devil beneath, you've been caught "Red-Handed." Congratulations! You're the new IT. ■

