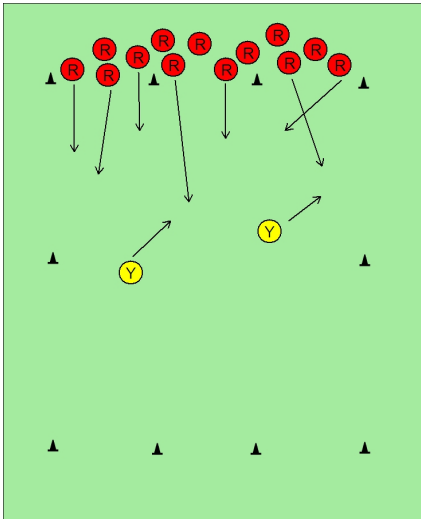


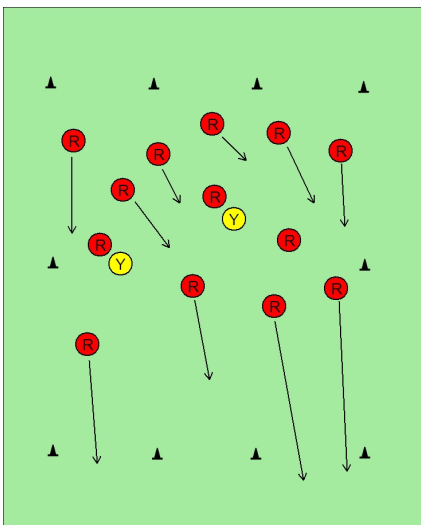


Electric eel



How it works

The yellow players (electric eels) have to try and tag the red players (fish) as they run across the open area (sea).

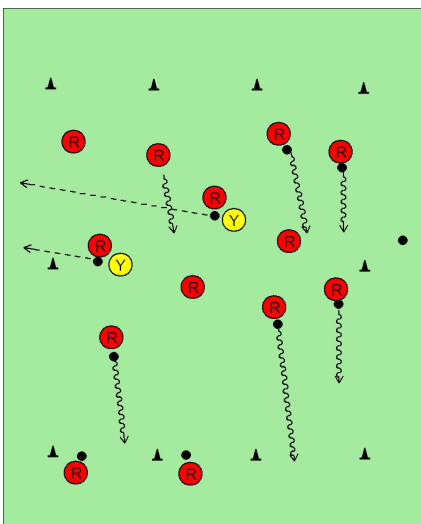


If the red players are tagged then they are stunned and must stand still wherever they are caught.

The red players are only safe when they get to the other side of the area without being tagged.

Repeat with the red players trying to get back across the area whilst being chased by electric eels. Stunned fish can also now tag other red players as they run past but can only pivot on one foot.

Continue until the last fish is caught. The size of the area and number of electric eels at the start will depend on your group size.



This time the players (fish) have to dribble their ball across and the electric eels have to kick the balls out of the area to stun the fish.

Stunned fish can also kick out stray balls from other red players if they don't keep them under control, but again can only pivot on one foot.