

Cut out the strip below and wrap it around the aluminum can.





YOU'LL NEED:

A large open space outside with good hiding spots



3 or more players



Aluminum Can

A spot is chosen for a home base, and the can is placed there. One player is chosen to be "it", and they must kick the can as far as possible while all the other players run and hide. "It" must get the can, bring it to home base, close their eyes and count to 50. All the other players should be in their hiding places by now. Once "it" finishes counting, they yell out, "Ready or not, here I come!" and start hunting for the hiders. When "it" finds someone, he runs to the home base, bangs the can on the ground, and calls the hider's name followed by, "Kick the can, one, two three!" The found player is now captured and has to stand at homebase,

as "it" continues to hunt for more prisoners. The prisoners can escape, and that is if one of the remaining hiders dashes to home base and kicks the can shouting, "Home free!" The prisoners are then free to rush off and hide again, and "it" must get the can, and bring it back to the home base before they can hunt for hiders again. However, if "it" happens to spot the person trying to save the captives, he can touch the homebase before the rescuer kicks the can, and all of the prisoners are stuck where they are, and the rescuer becomes a prisoner. The game continues until all of the hiders have been captured.





