

# The Beltane Bumper Book of Games

edited by Matthew Richardson



# Contents

<b>Acknowledgements</b>	<b>5</b>
<b>Games</b>	<b>7</b>
Back to Back Introductions . . . . .	8
Footlight Theatre . . . . .	8
Hospital Tig . . . . .	8
Hug Tig . . . . .	8
Name Game . . . . .	8
Peg Tig . . . . .	9
Reverse Tig . . . . .	9
Snake in the Grass . . . . .	9
Tig . . . . .	9
Time Bomb Tig . . . . .	10
Zombie Name Game . . . . .	10



# Acknowledgements

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# Games

## Back to Back Introductions

**Categories:** Introduction

**Players:** 4 or more

**Equipment:**

Players sit in pairs, back to back. Each pair has 3-5 minutes to chat and find out things about each other. The group then reforms and each person has to tell the rest of the group 3-5 facts about the other person. Variations can include making the person talk for 30 seconds about the other person, or allowing the players to make up fake stories and have the group guess which parts are true/false.

## Footlight Theatre

**Categories:** Introduction, Bonding

**Players:** 4 or more

**Equipment:**

All players sit in a circle, their feet extended and touching to make a 'stage'. Each player has 30 seconds to stand up and talk about themselves or a subject of choice. They must keep talking for the entire 30 seconds.

## Hospital Tig

**Categories:** Tig, Warmup

**Players:** 4 or more

**Equipment:**

Everyone is IT and goes round trying to tig everyone else. The first time someone is tigged, they lose the use of an arm; the second time, the other arm so you have to tig with your head; then each leg and finally, the body. Last man 'standing' wins.

## Hug Tig

**Categories:** Tig, Warmup

**Players:** 4 or more

**Equipment:**

As normal tig, except that players can't be tigged if they are hugging another player. Hugs are only allowed to last for 5 seconds, and you can't hug the same person twice, or have hugs of more than 2 people.

## Name Game

**Categories:** Introduction

**Players:** 5 or more

**Equipment:**

Each player in turn says their name, going round the circle. There are various variations: Alliteration - Andy likes Apples. Shopping List - as alliteration, but each person says all the previous alliterations too - harder the more people you have!



## Peg Tig

**Categories:** Warmup, Tig

**Players:** 8 or more

**Equipment:** Clothes Pegs or Scraps of Material

Attach a peg to the back of every player. Each player must try to grab as many pegs off other players as possible. The winner can be the 'last man standing' or the person who collects the most pegs. Players can opt to add stolen pegs to themselves if they lose their own to stay in the game.

## Reverse Tig

**Categories:** Tig, Warmup

**Players:** 4 or more

**Equipment:**

The opposite of standard tig: instead of trying to tig someone else by running after them, IT tries to stay IT by avoiding being tigged by everyone else. If someone tigs IT then they become IT and everyone chases after them. IT must keep shouting 'I'm it' all the time.

## Snake in the Grass

**Categories:** Tig, Warmup

**Players:** 4 or more

**Equipment:**

Mark out a small rectangle or square - no one can go outside this space. One person (the snake) lies down in the middle on their belly. Everyone else touches them with just a finger. The snake suddenly moves and tries to touch as many people as possible. Those tigged all become snakes, get down on their bellies and start trying to tig others. Pandemonium ensues until everyone is tigged.

## Tig

**Categories:** Tig, Warmup

**Players:** 4 or more

**Equipment:**

One player is 'it' and has to chase the others. When another player is tigged, they stop, raise their arm and shout 'I'm It'. You can play this with some places being 'wood' (like touching a tree or a wall). Common variations include 'safe zones' where you can't be tigged and also 'no having back' which means that if you were last IT then you can't be tigged this time.

Also known as 'Catch and Tag'.

# Time Bomb Tig

**Categories:** Tig, Warmup

**Players:** 4 or more

**Equipment:**

As normal tig, except that players who are tiggled become explosive. they stand with their legs apart and count down slowly from 5. If they reach zero they 'explode' and collapse to the ground, and are out of the game. They can be 'rescued' by having another player crawl through their legs before the countdown runs out. Players can't be tiggled while crawling.

Also known as: Stuck in the Mud, Toilet Tig

# Zombie Name Game

**Categories:** Introduction

**Players:** 5 or more

**Equipment:**

One player begins shambling towards another, zombie-style. The targeted player turns to another player, and makes eye contact, then says their name. They then begin shambling towards them. If the zombie catches the person before they start moving, they're out of the circle.

# Index

## Bonding

- Footlight Theatre, 8

## Introduction

- Back to Back Introductions, 8
- Footlight Theatre, 8
- Name Game, 8
- Zombie Name Game, 10

## Tig

- Hospital Tig, 8
- Hug Tig, 8
- Peg Tig, 9
- Reverse Tig, 9
- Snake in the Grass, 9
- Tig, 9
- Time Bomb Tig, 10

## Warmup

- Hospital Tig, 8
- Hug Tig, 8
- Peg Tig, 9
- Reverse Tig, 9
- Snake in the Grass, 9
- Tig, 9
- Time Bomb Tig, 10