



STRENGTH IN NUMBERS

Let's play and have some serious fun!

How to play

- Three players (inhabitants of the town), each differentiated by color, stand in a circle holding hands around a plastic bottle.
- Another player (the thief), positioned on the outskirts of the city, in other words, outside the circle, tries to kidnap one of the inhabitants (whosever's color he calls out), by tagging them; the circle must protect its inhabitant by constantly rotating, keeping the bottle in the center.
- If the thief succeeds, he gets a point; otherwise, once the time limit is up, the town inhabitants win.

HOW

Play in a wide-open space with no obstacles, a large plastic bottle, a different color for each player (T-shirt, ribbon, tag).

WHO

4+ players
Basic game
and variation 1: 7+
Variations 2-4: 9+

WHERE

At home (large, obstacle-free room, terrace) or preferably outdoors (garden, yard, park).

One game leads to another

1 Color change!

The thief can decide when he wants to try to kidnap another inhabitant; but first he has to go back to the starting point and declare the new color.

2 Crafty confusion

The thief wants to trick you... he will call out the color of an inhabitant making you think that's his target, but he's really got his eye on the color to the right of that person!

3 Who will be the target?

Be careful, because now the thief will say two colors, but the person he's really after is the third inhabitant whose color wasn't called!

4 The clever inhabitants

The inhabitants have a plan... as soon as the thief has called out the color of the inhabitant he wants to kidnap, the inhabitants call out the part of the inhabitant's body that the thief has to touch in order to win (e.g. right arm, back, left hand).

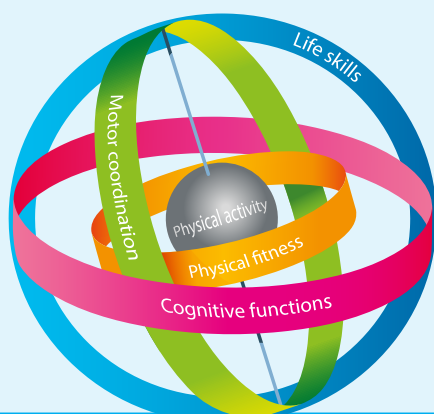
How the game becomes a story

The family storyteller can start off like this: "Be very careful, a thief has arrived in town and he's looking for accomplices for his evil plans... to steal the town's treasure! But he's in for a surprise: he doesn't know that you're all for one and one for all! Show him just how good you are at helping and protecting each other!" Now continue the story using your imagination...

Fun games for a joyful growth

Joy of moving method

This game is inspired by the scientifically recognized Joy of moving educational method that encourages children to get moving through play and enables them to improve or acquire skills in an engaging and joyful way. The games challenge your kids by training the 4 rings which are fundamental for their growth, ranging from physical fitness and motor coordination to cognitive functions and life skills.



Getting inside the game

This game requires physical effort, it gets our heart racing and trains heart fitness. But the heart beats strongly with emotion as well, and this must be regulated. A child being chased must keep his cool and not give in to the fear of being caught, which would just make him run, without a strategy. To avoid being caught he really needs empathic playmates, who put themselves in his shoes, who understand that without their help he might soon be caught, so they team up to protect him.

Put your own twist on the game and build a play community

Try elaborating the game, to make it even more challenging. What happens if we add an extra player to the circle? If the thief is smart and it is too easy for him to kidnap an inhabitant... instead of just touching her, maybe he could try to steal something from her?

Share with others your family playtime moments by tagging [@kinderjoyofmoving](https://www.instagram.com/kinderjoyofmoving) and using [#kinderjoyofmoving](https://www.instagram.com/kinderjoyofmoving) we have more fun together!

Growing up active, growing up happy!

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