

NINJA!

This is a fun game that works best with ten or more players. It can be used as a time-filler, or just for fun.

A group of scouts stands in a circle, hands touching. The Leader shouts:

“1, 2, 3... NINJA!”

At the call of Ninja, everyone leaps backwards, striking a deadly Ninja pose. The first person makes a fluid lunge or single move, which can include a roll or a jump. Their aim is to touch a hand of a person nearby, which is a Ninja Strike. The person you are aiming for can try and weave, duck or evade but they are not allowed to move their feet.

Rules vary but you might have 1, 2, or 3 ‘lives’ per hand – ie once you have been struck on each hand the required number of times then you are out. You can only be struck once each turn. The turns go ANTI-clockwise around the circle until there is a final winner, ie the next in turn is the person to the right of the one who just played.

This is a game of speed and agility, not force. The strikes should only be a tag.

This game was very popular at WorldJam 2011 in Sweden, where scouts from around the world with no language in common would start up Ninja games spontaneously. The game can include a Ninja song, or danger tune...