

Outbreak

Game in which teamwork/cooperation is necessary.

Execution

- Two teams of equal size are formed.
- 1 group are guards, the others are escapees.
- The guards form a large circle (distance between players approx. 1.5m).
- The escapees are in the circle and try to break out of the circle without being touched by the guards. Whoever manages to break out gets a point.

What for? The escapees have to coordinate, otherwise they will never be able to break out of the circle.