

Pif...paf



+ The game requires no props.

+ Pleasant and fast gameplay.

Preparation

Participants line up in a circle, with a

person coming out to the center of the circle

the person leading the "sheriff". for the first game it can be a volunteer,

for subsequent rounds, it can be the person who won the previous round.

Run of the game

The sheriff points at one of the people by saying "Pif", at this moment the person should crouch down, in order to avoid the sheriff's shot.

A duel takes place between this person's neighbors at this moment.

The one of them who shoots first by saying "paf" and pointing at the opponent this one wins the duel.

The slower person drops out of the game. If the person indicated by the sheriff does not crouch before his neighbors shoot, he takes the bullets and is out.

The slower person is out of the game

Final

If there are only two people left, the final game begins, the final duel.

The opponents stand with their backs to each other, at the sheriff's signal "start" they start walking in front of each other.

At the moment they walk, the sheriff gives the command "pif" at which time the opponents turn around and fire a "piff" shot. Whoever is first wins the game.

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