

Prison Fangis

A game of tag that was developed in a BESJ leadership course. Fits thematically with biblical stories where people are in prison (e.g. Peter, Paul).

The prison fanig begins with two catchers. They hold hands and form a "circle". Now the catchers determine a number between 1 and 20 (can be more) among themselves, only the catchers are allowed to know this number!

The game begins when the catchers start counting.

In the meantime, everyone else has to get into and out of the "circle" (the prison) under the arms of the catchers as quickly and as often as possible.

As soon as the catchers have reached a certain number, they get down on their knees or arms and "close" the prison. Everyone who is now inside the circle is trapped and becomes a catcher. The prison gets bigger and bigger. The new catchers choose a new number and start counting again.

Fangis is finished as soon as everyone is caught or only one person is left.