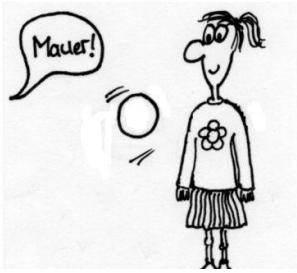


Hello there



An action-packed game that requires nothing more than a ball and players who love to move.

Material

- a ball

Implementation

- All players are in a certain playing area (not too small).
- Each player has a certain number of points at the start (e.g. 5).
- One player throws the ball into the air and shouts: "**Hello for** (*name of a fellow player*)!".
- While the others run away, the person called tries to catch the ball as quickly as possible.
- Once he has the ball in his hand, he may take three more steps forward.
- He looks for a teammate. He gives them an instruction (*see below*).
- The aim of the thrower is to throw the ball off the teammate when executing the instruction or, in the case of the "*basket*" instruction, to hit the ball into the teammate. If the thrower succeeds, the other player receives a minus point and may perform the next "*Hallihallo*" to determine the next thrower. If the thrower does not succeed, they receive the minus point and must call out the next "*Hallihallo*".
- The person who has no more points is eliminated.
- Whoever is left at the end is the winner.

Possible instructions

Basket

The teammate forms a basket with his hands in front of his body. The thrower tries to hit the ball into it.

Pudding

The called player may move freely around the court, i.e. he may, for example, crouch down and bend his body sideways, but may not leave the spot where he is. The thrower tries to throw the

other player off.

Wall

The called player may not move and must stand bolt upright. The thrower tries to hit the teammate with the ball.

Bird-free

The called player may move freely in the playing area. The thrower tries to throw off the fleeing teammate.

Source reference

- Cover picture: MariES