

# Patintero

This is a game of tag and is best played outside.

You will need:

- a. Two teams of equal number with at least 2 to a side - one to be taggers and the other runners
- b. A large flat area

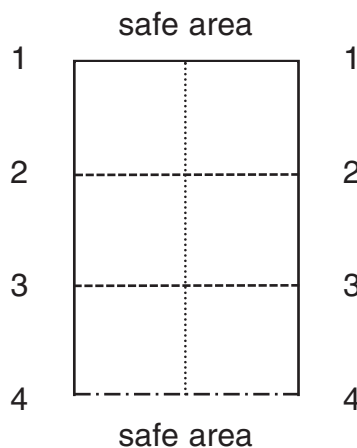
The playing area is a rectangle divided into squares by cross lines. The rectangle shown is for 4 or 5 players per side.

Each tagger is given a cross line to defend and must stay on that line, for example, tagger 1 on line 1, tagger 2 on line 2 and so on.

The lines must be far apart enough so that if a runner is standing in the middle of a square he cannot be touched by the taggers on the lines in front or behind him. But it must not be so far apart that the runners can easily run without being tagged either.

The areas outside the top and bottom ends of the rectangle are safe for the runners. But if the runners step out of the long sides they are out of the game. If a runner is tagged they are out of the game.

The object of the game is for the runners to get safely from the end near line 1 to the safe area near line 4 and then back again.



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The way of scoring can be decided by the players at the start of the game. It can be that teams change side when one runner is tagged, when a certain number of runners have been tagged, or when a certain number of runners have made it back to home base.

If you want to make the game more difficult a fifth tagger can run up and down the middle line dividing the rectangle. You may also allow taggers to stretch out from their line, but they must always keep one foot on the line.