

Limitation (Version 2)

Objective:

This is essentially a relay race but with *limitations*.

The catch is you must all cross the finish line together to win

Materials:

4-6 players

6 age cards (with rules for movement and limitations)

1 dice per player

Open space for movement

Optional: Tape, cones, markers for start/end line

Setup:

Each player randomly chooses an age card and a dice

This game can be played in any environment that allows you space to walk.

Choose a space to line up like at the start of a race and mark an end line.

Gameplay:

At the start of every round:

1. Players all roll their dice
2. Players move according to
 - The dice number
 - Their age card limitations

don't roll again until everyone has moved at least one movement.

The team must:

- Reach the Turning Point
- Reverse direction
- Return together across the Starting Line

The Starting Line becomes the Finish Line on the return trip.

Work together to help slower players and give up your movements so you can all successfully make it across the finishing line

Winning/Losing:

The game is won when all the players complete the relay together.

If more than one player crosses the finish line before the others, you all lose and the player who went alone can be shamed and booed for leaving their fellows behind.