

Giants, Wizards, Elves

Supplies Needed: None

Number of People: Any size group

Directions:

- This game involves two teams who will act as one of 3 characters: giants, wizards, and elves. When a player acts out a character, he or she does the specific hand motions and also makes the noise associated with the character (see below)
- Make sure everyone knows the motions and sounds. Feel free to practice until everyone knows how to become each character. Split everyone into two teams and divide them into separate sides of the room. For each round, both teams huddle and choose to become a giant, wizard, or elf. When ready, both teams then line up and stand facing each other, about five or six feet apart. At the start of each round, the leader says "Three, two, one, go!!"
- At this point, each team acts out the character they chose (giant, wizard, or elf). As soon as they do this, the winner tries to grab the loser — as many people over to their side as they can. The loser tries to retreat back to their own side to be safe for that round. If captured, a person now belongs to the other team
- The following determines who beats who: Giants beat elves, because giants are able to "squash" elves. Elves beat wizards because they outsmart them. Elves chew at their legs. Wizards beat giants because they are able to zap them with a magic spell. If both teams show the same character, no one wins. Rounds keep repeating until one team wins (the other team is completely captured).

Characters:

- **Giants.** Stand on your tippy toes, raise your arms like a giant, and make a menacing growling noise: "Rarr!"
- **Wizards.** Crouch slightly, as wizards are a bit shorter. Wave your fingers as though you're casting a magical spell, and make a magical noise: "Shaazaam!"
- **Elves.** Crouch down very low, cup your hands around your ears, and make a high pitched elf noise: "Eeeee!"