



Giants, Wizards & Goblins Game

The game works by breaking into two teams.

Each team can choose to be one of 3 personas:

A Giant, by going on their tip toes and reaching their hands to the sky.

A Wizard by reaching out their arms and wiggling their fingers.

A Goblin by crouching down low and holding out your fists.

Giants beat Wizards, Wizards beat Goblins and Goblins beat Giants. You can add sound effects or yell out the persona.

At the start of a turn, the two teams line up facing each other and count down from 3 to show their persona.

The winning team chases the losing team and tries to catch them. The losing team must reach the end of the hall to get to safety. If the two teams choose the same persona, you split them up to play the round again.

The game continues until one team is completely captured.