

KNIGHTRUNNERS

Type

Large and short

Description

Capture the Flag with roles and new tagging mechanics. Will you take on the role of a Knight? Although unable to run, Knights have incredible reach since they're holding two swords! Or will you become a Runner? Runners are the only team members who can leave their teams zones and attempt to score a point! Once a team brings all three balls back to their scoring zone, they'll be crowned the victor!

Pitch

Successfully retrieve all the balls from the opposite side without getting tagged by a pesky Knight! Knights defend, while Runners capture and bring back the balls.

Source

This is an original game designed at the Come Out & Play Jam, and was inspired by *Capture the Flag*, *Hunger Games*, *Tag*, and *Final Fantasy*.

Audience

6 to 8 players, ages 8 and up.

Space

The game needs an open space, in a field or gym.

Time

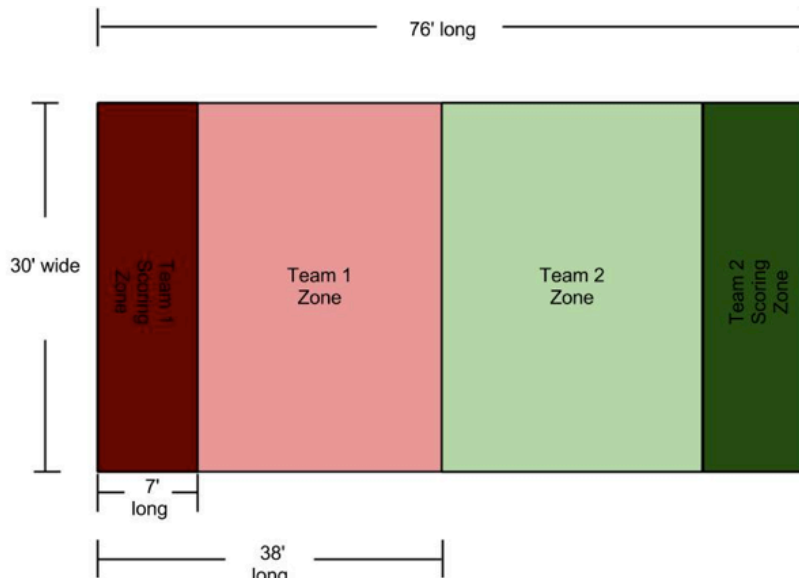
5 to 10 minutes.

Props

Four foam swords, 12 cones (16 for maximum number of players), 3 balls of one color (4 max) and 3 balls of another color (4 max), something to create boundaries (like spray chalk, rope, etc.).

Prep

5 minutes to outline field boundaries and place cones/balls. 3 to 4 balls are set up in each Scoring Zone (with 3 to 4 cones placed upside down, to indicate whether a ball has been scored or not). Swords and tagging devices should be placed along the half-court line.



Gameplay

Three Runners start on each side in their Home Scoring Zone. One player on each team may grab a pair of swords to indicate that they are Knights. Remaining Runners attempt to retrieve balls from the opponent's side and successfully return to their Home Scoring Zone.

Knights with swords must stay in the area between half-court and their Home Scoring Zone. They cannot run, but can tag out any Runner with a sword.

Runners with the tagging device may also tag enemy Runners, but only in the Enemy Home Zone, forcing enemies to drop scoring balls and return to their Home Scoring Zone.

Rules

Runners: Can't go out of the field boundaries. Can be tagged anywhere BUT a Scoring Zone. May pick up tagging device and tag opponents in the Enemy Zone. Tagged players must drop any scoring ball and return to their Home Scoring Zone.

Knights: Can tag out opponents with their swords. Must stay in their team's zone. Cannot run.

Goal

Retrieve all three balls from the Enemy Scoring Zone.

Game Design Notes

The team playtested the game about 8 times, trying to lock down rules and player abilities. We ended up simplifying both the rules and the abilities.