**PAC-MAN STREETS AND ALLEYS PEULAT EREV:**

**The Goal: Put a new spin on an old game and have lots of fun**

**How:** We are playing a modified game of Streets and Alley that simulates Pacman

**Explaining the Game and Setting up: 5-12 min**

**Playing Game: 20 - 25 min**

**Marshmallow Flip Cup?**

**Streets and Alleys Rules, Pacman Style:**

* Have one chanich picked to be "Pacman” (see below). Then pick 6 chanichim to be the “ghosts”. The madrich running the peulah will then be in charge of the rest of the group. The rest of the chanichim will need to get into lines (the more square the group the better, so if you have say 25 campers, have 5 rows of 5). With the campers in lines, have them face the facilitator, with their arms stretched out. This will be "streets" and the Pacman and ghosts are able to run in the openings between the lines, but they can't break through the arms.
* To begin the game, the Pacman will be chasing the ghosts. If a ghost is tagged, then they are out. If the Pacman tags all of the ghosts, then 6 new ghosts should be picked and the old ghosts should replace those chanichim in the lines. When the madrich calls “Pacman,” the ghosts then begin chasing the Pacman. If any of the ghosts tags the Pacman, that ghost becomes the Pacman, the Pacman rejoins the lines, and new ghosts should be chosen to bring the number of ghosts back up to 6 (to replace the Ghost that has become Pacman or any ghosts that have gotten out). When the madrich calls “Ghosts,” the Pacman begins chasing the ghosts.
* When the facilitator yells "alleys" the chanichim turn to the left and change the layout of the "map" so now the cat and mouse have to cope with a different path. When the facilitator yells “streets,” the chanichim turn to the right to return the “map” to its original state.

**Tzevet Role:**

* One madrich to call the game
* Everybody else should be participating and **BEIN HaChanchies**

**pac man styled streets and alleys**

rules of streets and alleys:

people stand arms width apart in a grid

streets they face one way, alleys the turn all in the same direction to face the other way

normally: cat and mouse, cat chases mouse in this maze

pac man version: one kid in a yellow shirt is pac man, four kids are ghosts

ghosts chase the one pac man

there are four yellow balloons that the pac man can get which allows pac man to go for the ghosts for 15 sec

pac man and ghosts rotate

optional: counselor can be a fruit for bonus points for pac man

material:

large yellow shirt

large blue shirt

large pink shirt

large orange shirt

large red shirt

yellow balloons or balls (four)

fruity shirt for a counselor