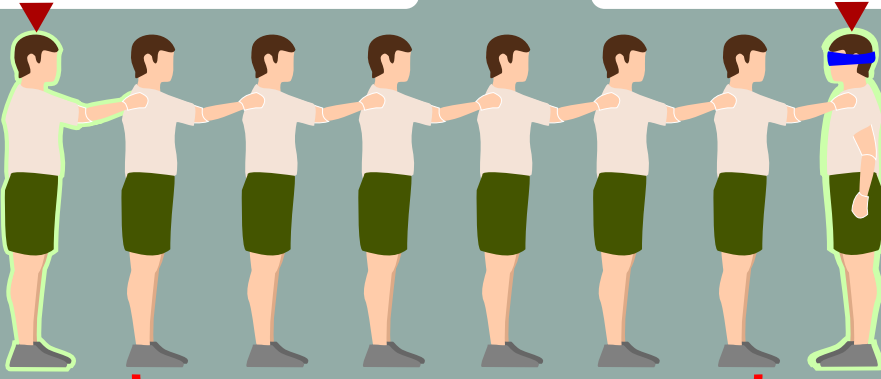


SHIPS in the FOG

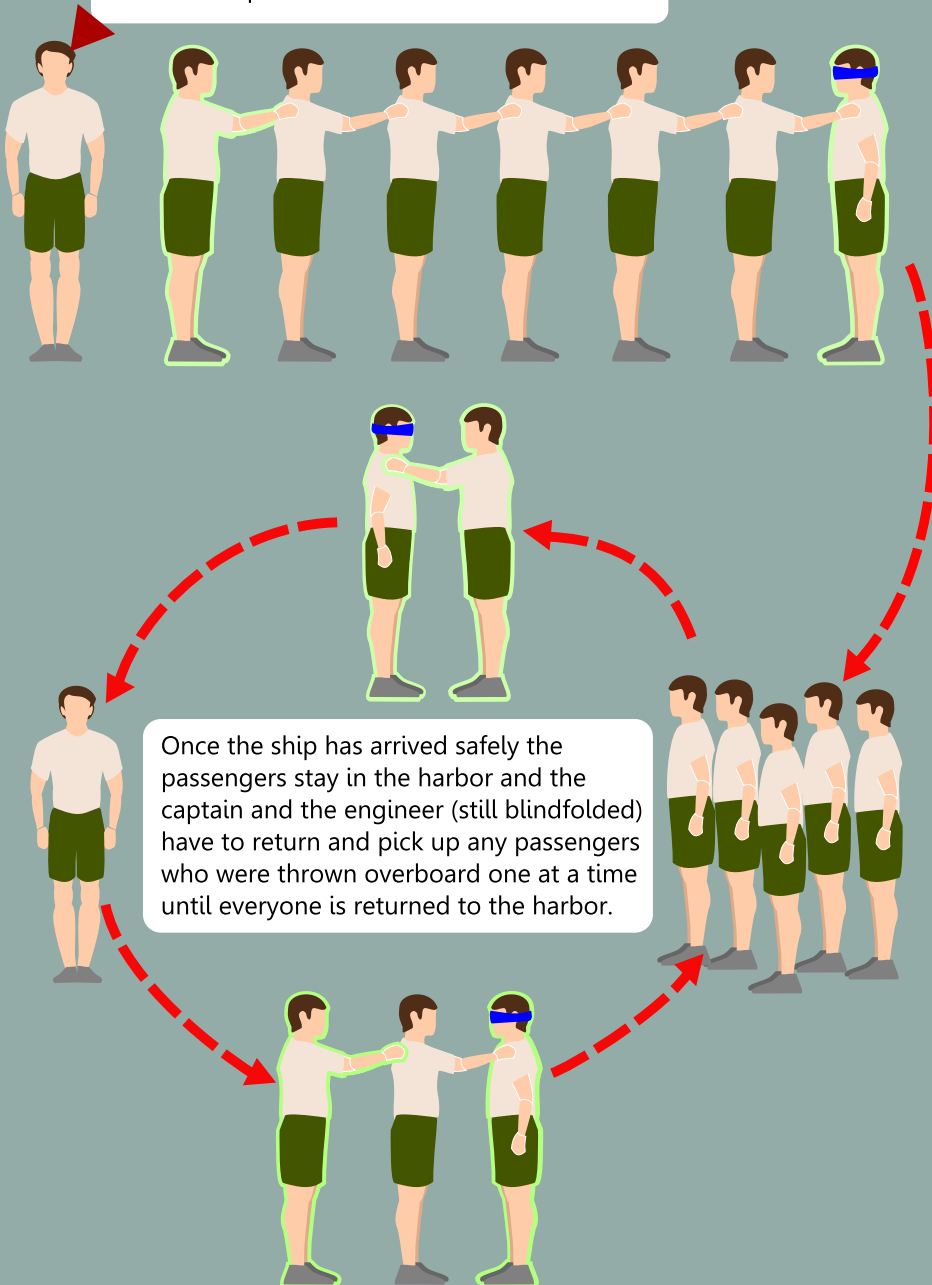
The person at the end of the line is the captain and may speak, but none of the passengers (the participants in line) can speak or make noise.

The person in front of the line is the engineer. They face the captain and are blindfolded.



The other participants are passengers, they may not speak (or make any other noises).

If a passenger speaks before ship gets to harbor they are "thrown overboard" by leaving the line and stand or sit still where they left the line, the line closes up and continues towards the harbor.



Once the ship has arrived safely the passengers stay in the harbor and the captain and the engineer (still blindfolded) have to return and pick up any passengers who were thrown overboard one at a time until everyone is returned to the harbor.

SCENARIO

It's a foggy night at sea, a ship full of passengers must reach a safe harbor. The captain is steering the ship through the fog by communicating his directions to the engineer below decks in the engine room. The engineer can't see and the passengers must maintain silence otherwise the captain and the engineer can't hear each other.

The group forms a single-file line according to height, smallest in the front, tallest in the back, they place their right hand on the shoulder of the person in front of them.

Variations

The whole group can cycle through both the captain and engineer positions. Once the group has reached the harbor the engineer goes to the back of the line and becomes the captain, and the next in line becomes the engineer.

Obstacles (chairs etc.) can be placed in the path of the ship.

Several groups can race to the harbor, or a larger group can be broken up into smaller groups and race against each other.

The group can be challenged to reach the harbor in a given time limit.

Note: Any game involving blindfolded participants requires heightened attention from those running the game.

