

# Dodge Space Invaders

## A Kotaku Game For Four to Eleven



**Objective:** The defender needs to take out all of the invaders with their dodgeball before the invaders hit the defender five times.

**Need:** A dodgeball or tennis ball per a player. A wall.

**To Win:** The defender is knocked out by being hit with a ball five times or the invaders are all knocked out by the defender.

**Inspiration:** Space Invaders

### Set-Up

1. Choose which player will be the defender. The rest will be the invaders.
2. Mark the boundaries for the game on or next to the wall.

### Rules

1. The defender can move from one edge of the wall to the other within the boundaries, but must always face forward with his back to the wall while moving.
2. The invaders need to always stand shoulder-to-shoulder when moving and can move from one edge of the wall to the other within the boundaries. None of the invaders can leave the boundaries while moving.
3. Only five invaders can form a single line. If there are more invaders, they need to stand behind the first row. And so on. They can't throw their balls until the line in front of them is knocked out.
3. The back row invaders can collect balls thrown by the defender and hand them to front line invaders, but can never walk in front of the front row invaders.
3. When an invader is hit with a ball, they are out of the game. Catching the ball still counts as being knocked out.
4. A defender can catch the ball and not be knocked out.
5. Once the defender is hit five times, the defender loses and the game is over.
6. If all of the invaders are knocked out, the invaders lose and the game is over.