

Pac-Tag

A Kotaku Game For Three to Six



Objective: Collect all of the coins without being touched by the ghost.

Need: Chalk and a collection of pennies and quarters with a ratio of six to one.

To Win: Pick up the most coins as Pac-Man.

Inspiration: Pac-Man

Set-Up

1. Select who will be the Pac-Man and who will be the ghosts.
2. Mark the four corners of the playing field. The bigger it is the more running around you will be doing.
3. Ghosts draw a central base on the ground in chalk.
4. Ghosts create the trails by drawing circles and then laying the coins down inside them with the base at the center of the paths. After laying six pennies in a line, the player should lay one quarter. The coins need to be about three paces apart from one another. The coins must form one continuous line when completed, though there can be branches.

Rules

1. The Pac-Man needs to collect all of the coins without being touched by the ghosts. The Pac-Man can either stay on the trail or within the bounds of the field.
2. The ghosts need to stay on the trails formed by the coins and can only move in one direction. Never back tracking to try and catch Pac-Man.
3. If any of the ghosts touch Pac-Man the game is over and he or she loses.
4. As soon as Pac-Man picks up a quarter he or she needs to start counting to five out loud. During that time the Pac-Man cannot be touched by a ghost. If the Pac-Man touches a ghost while counting, the ghost is sent to base for the remainder of the count.