

# Generals and Spies

**OBJECTIVE: To capture one of the opposing team's Generals.**

**General 10, Brigadier 9, Colonel 8, Major 7, Captain 6, Lieutenant 5, Sergeant 4, Corporal 3, Private 2 and Spy 1.**

At the beginning of the game everyone will receive a piece of card with a rank and a power number on it. Both armies start at their own secret base, some distance from each other - and then *battle can begin*.

Each army is trying to capture one of the other army's Generals in order to win. The General is the most powerful person in the army and *can only be caught by the weakest member of the opposite army, the Spy*.

In order to catch a member of the opposite army, you simply walk up to him, tag him and say, "**Challenge**". He then has to tell you what rank he is and you have to tell him your rank. The highest rank wins the challenge (*except when a Spy meets an opposing General*), takes the loser prisoner and marches him back to the secret base. If two equal ranks challenge each other, neither is made prisoner.

To release a prisoner, a free soldier must slip past the guard, if there is one, and touch the prisoner. The prisoner is then free and *must make his way back to his own base* before setting out again.

**The game ends when one army captures an opposing General and gets him or her back to their own base. When this happens make as much noise as possible, catch the judge/s attention and let them confirm that you have won. When the judge/s are convinced that a team has won fairly, the horn will sound and everyone will head to the hall and assemble in their teams.**

## TIPS AND HINTS

Gradually, as the game goes on, you will begin to identify certain people with certain ranks and it becomes a process of elimination to discover who the enemy Generals are and who the enemy Spies are. **Talk amongst yourselves and let each other know who has what rank on the opposite team!** Once you have spotted the other General, you can send your Spy out to capture him. But beware! Who knows whether the enemy has managed to work out who your Spy is and are waiting in ambush to pounce? Try and capture the Spies - if your Spies are captured they **MUST** be freed or you cannot win!

General 10	General 10
Brigadier 9	Brigadier 9
Colonel 8	Colonel 8
Major 7	Major 7
Captain 6	Captain 6
Lieutenant 5	Lieutenant 5
Sergeant 4	Sergeant 4
Corporal 3	Corporal 3
Private 2	Private 2
Spy 1	Spy 1

Private 2	Private 2
Sergeant 4	Sergeant 4
Colonel 8	Colonel 8
Major 7	Major 7
Captain 6	Captain 6
Lieutenant 5	Lieutenant 5
Sergeant 4	Sergeant 4
Corporal 3	Corporal 3
Private 2	Private 2
Private 2	Private 2