Hide and Seek

- 5 to 20 players
- *Six to ten years old*

FORMATION: One child is chosen the seeker. He closes his eyes and counts aloud to ten or twenty while the others hide behind such objects as trees, bushes, benches, and trellises.

ACTION: The seeker finishes counting and calls out: "Ready or not, here I come!" The seeker then begins to search for the hidden players. The first one found becomes the new seeker.

VARIATIONS: In I Spy, when the seeker spots a hider, he calls out: "I spy Joseph [or Janet or Doris, etc.]." The two then race to home base (which can be a tree trunk, a bare patch of ground, a cellar door, etc.), and if the seeker reaches home first, he makes the hider a prisoner and forces him to help seek out the other players. The action continues, with seekers eventually outnumbering hiders, until all hiders are caught. If a hider reaches home base before the seeker, however, that hider need not change sides. After all hiders have been caught or have come in safe, a new seeker is chosen for the next round—usually it is the first child to have been made prisoner.

In Prisoner's Base, the rules of I Spy apply, except that all prisoners can be freed to hide again if one of the players can dart from his hiding place, touch each prisoner, and escape without being himself caught by the seeker.