



Baddy safer ala...

Game country of origin: Lebanon



"If you ask me why this game was special, I would say because in a dozen steps the most distant of countries became accessible to us."

"I grew up in a small sun-kissed village on top of a hill, where wild flowers decorated the paved old roads. Cars had no access beyond my parent's house."

As a child I played every day with the neighbourhood children. Summer was our favourite season of the year, which my friends and I spent playing all sorts of games.

We never thought of our game origins, we just had fun, running, laughing and fantasising over which foreign places we wanted to visit".

Contributed by: Karina

Age Group Suitable for: 5+

Number of players: 5+

Outdoor

Equipment: chalk

Instructions

1. With chalk, draw a circle on the ground with a diameter of 1 to 2 metres. At the centre of the circle draw another smaller circle and write "Stop" in it.
2. Divide the rest of the bigger circle into sections, one section for each of the children playing, minus one (if five children are playing, the circle will have four sections).
3. One child is the Traveller; the other children are the Countries. Each Country player writes the name of a country inside one section of the circle.
4. When the game starts, all the children stand around the bigger circle. At the count of three, the Traveller runs in to the "Stop" circle, while the Countries children run away from the circle. When the Traveller reaches the "Stop" he or she shouts out "STOP!" and everybody stops on the spot.



Instructions continued

5. The Traveller says “I want to travel to” and chooses one of the countries written in the circle (e.g. France), “and I will be there in (e.g. six) steps”. The Traveller then starts taking steps toward the France player. The steps should be normal length.
 - If the Traveller reaches the Country player (France) in the number of steps guessed (in this example six), he or she wins and goes back to the circle to repeat step 4. travelling to another country.
 - If the number of steps guessed is not correct, then the Country player becomes the new Traveller.
 - If the Traveller reaches all the Countries without losing, they win and the game begins again with a new Traveller.
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