

# **Go Go Gold**

## **People**

2+ (best with 4)

## **Aim**

Collect the gold into your vault as fast as you can

## **Space**

Home / Garden / Park

## **Equipment**

Something for a halfway line (eg: t shirt or a line on the floor)

Something to make two vaults (eg: a rolled up jumper)

As many small things as you can find to be the gold (eg: balls or shoes or anything you can find)

## **How to Set Up**

Two vaults, spaced out, with a halfway line between them

Equal amounts of gold in each half. As much gold as you can get

Players in two groups, give them a vault each

## **Two Rules**

One piece of gold at a time

Only collect gold from the other half

## **How to Play**

Go to the other half - where your vault isn't - and collect a piece of gold

Bring it back to your vault

Go again!

## **How to End**

The first player to collect all the gold from the other player's half wins

## **Level One. Add Tagging**

Players can now tag each other, but only when a player comes into their half.

If tagged, drop any gold, go back to the vault for five seconds and then go again.

## **Level Two. Add Golden Tails**

Players tucks a t-shirt into the back of their waistband with most of it hanging out. That's the golden tail.

If a player from the other team grabs the golden tail, they win the whole game!

## **Level Three. Tagging and Golden Tails**

Players can now tag each other to stop each other collecting gold.

But each player also has a golden tail. If a player grabs a golden tail, they win.

## **Boss Level. Play the Game Your Way**

The game and the levels are just start points for your imaginations to run wild with!

The best way to play the game is creating your own way to play.

Why not try and make your own version of the game! Remember the magic ingredients of great play from the PlayCorner.

If you do have a go at the boss level, we'd love to see and share your Play Ups with the rest of the PlayUp club.

### **Power Ups**

1 - Remove the "only collect one piece of gold at a time" rule

2 - Give players specific jobs, some players are collectors and some are taggers (great if you have more than two players)

3 - Play with a golden nugget. If the nugget gets captured and taken to a vault, the team that collects it wins

4 - Play so that tagging can happen anywhere

5 - Place small gates across the halfway line. Players can only go through these to get the gold and back

6 - Play with no half way line, all the gold is up for grabs. Who can grab the most?

7 - Give each player two golden tails

8 - Play with super powers. Create special powers each player has that can impact the play of the other player.

9 - Add a time limit and make it a race against the clock

### **Level the Playing Field**

1 - Change the amount of gold each player has to collect

2 - Change the way some players move (hop or jump instead of run for example)

3 - Move the vaults closer to or further away from the halfway line