

ZOMBIE CHAIR

Also known as Spare Chair.

The one where... *One player, who can only walk, has to get to the spare chair before the other players stop them!*

This is a physical game that uses speed, agility, strategy, teamwork, and spatial awareness. It's best played by moderate to large sized groups.

This game is good for:

- Speed
- Agility
- Strategy
- Teamwork
- Spatial awareness

Time: One to two minutes

Equipment: Enough chairs for each player.

No. of players: 8+

Age group: 5+

Physical effort: 3/5

Mental effort: 2/5

Difficulty: 2/5

Set up

The players scatter evenly around the room and sit on their chairs. One person is selected to be It (the Zombie) and they must start the game as far away from their chair as possible.

Playing the game

The objective of the player who is It (the Zombie) is to sit in their chair. Everybody else must try to stop them from doing this by taking it in turns to occupy the spare chair. The spare chair will be constantly changing so the Zombie must be vigilant, as must the rest of the players so that they do not give up their own chairs if the Zombie is too close. As the name suggests, the Zombie can only walk whereas the rest of the players can move more quickly. The game ends when the Zombie sits in their chair.

Variations

- Zombie attack! Multiple people are It instead of just one.
- If the zombie theme is inappropriate for your group, you can play a variation known as Doctor's Surgery. In this variation, all of the players are patients waiting to see the doctor and don't want the queue to get any bigger!