

Hunted

- Time:** Depending on your teams, about an hour should be about right. For the purposes of this explanation, I'm imagining you're playing for 60 minutes from 0.00 to 1.00.
- Area:** We played in an area of about eight roads by eight roads, with lots of interesting alleys. We also had a no-go area for Hunters in the centre where people heard the Extraction Point. We had six hunters in three pairs. Eight hunters would be a preferred number, but three groups worked fine. We used 3 ATMs well-spaced around the playing area. Four might have been better.
- Roles:** The Hunted (the young people)
- The Hunters (if you can, wear black). You might want to use your older young people in these roles to lower the number of leaders you need.
- Surveillance/ATMs (be conspicuous in some way)
- Location 1 Leader:** This leader is the only leader who starts the game knowing where the Extraction Point is. They can work out the score too. Young people visit between 0.00 and 0.50 to find out Extraction Point.
- You will need:** A map with the playing area marked on, and the ATM locations.
- A score sheet (see below).
- A WhatsApp group set up with Location 1 Leader, ATMs and The Hunters on it. Walkie Talkies would work too.
- Prizes.

The Hunted (Young people in teams of 4-6 with 2 leaders if they are younger)

- Leaders - bringing back a full team of happy, healthy young people is more important than winning.
 - Please don't be over-competitive. Watch for those who don't want to run.
 - Keep people safe.

- Keep people in one group. If you have two leaders, one at the front and one at the back works well.
- Leaders. Encourage the young people to decide where to go. Try, 'Where do you think we should head next?'
- Reach extraction point between 0.55 and 1.00
- Stay in marked area on map.
- Get to Location 1* to receive details of extraction point from X (this will remain a secret from Hunters) before 0.50.
- Visit ATMs/Surveillance (leaders in conspicuous clothes) to withdraw money (but visiting ATMs will alert Hunters to the team's current location)
- Avoid being seen by the Hunters - each sighting will deduct money from the total.
- YP will know the static location of the ATMs (leaders)

* Hunters will be aware of Location 1 but will not be allowed inside the area and any sightings of YP inside this area won't count.

The Hunters (6-8 in teams of 2). Wear black if you can.

- Meet at church 15 minutes before young people arrive, then we will brief and you will walk to Location 2 (your starting point) from which you will start at 0.00.
- You do not know the Extraction Point.
- Hunted will need to get details from Location 1, but you cannot record sightings in that area. Location 1 Leader will send intel of which team has visited and what is their direction of travel after the YP have left.
- Your objective: Catch sight of the Hunted and send to WhatsApp group set up with Location 1 Leader, the Hunters and the ATMs on it. Every sighting means points deducted and information sent to other Hunters.
- You will receive intelligence from the ATM/surveillance team (leaders) any time a group of YP (The Hunted) take money from an ATM (leader) via the WhatsApp group.
- Hunters cannot record a sighting of a team when they are at an ATM.
- Hunters shouldn't be seen by the leaders at the ATMs, so please don't station yourselves there.
- Hunters can sight Hunted arriving at the extraction point before 0.55, but not between 0.55 and 1.00.

- Being caught too many times takes away the fun. Don't record too many sightings of the same team in quick succession. Be serious but don't exasperate people.

ATMs/Surveillance (Leaders) (3/4) Wear conspicuous clothes if you can.

- Organiser will brief the Hunted while surveillance leaders head to ATM stations and Hunters head to their starting point.
- ATMs will carry money (not real money!) and give out one note to each team that visits in a half hour window. So, one note between 0 and 0.30. A second one between 0.30 and 1.00. We used one machine that gave out £100s, one £50s and the third £20s.
- When team has taken money out, let the WhatsApp group (aka The Hunters) know which direction the team are heading away from you.
- One leader will be stationed at Location 1 to inform groups of the extraction point, but only till 0.50 (TOP SECRET).

Finishing

Once Location 1 Leader has seen all the teams or when it's **0.50**, this leader will head to the Extraction Point to register the teams as they arrive there.

Teams that don't arrive at the Extraction Point in the 0.55-1.00 window, will NOT be able to win.

The team which arrives at the Extraction Point at the right time with the most cash (after taking off £50 for each sighting of them) will win.

