

Art Thief



What is needed: a variety of objects from site, small or large, small slips of paper with a P or T written on them (read instructions below)

How to play:

1. Objects are strewn about the gym. These objects represent great works of art, and the gym represents the world's finest museum.
2. Everyone, save the two security guards, gets a slip. The slip either has a P or a T on it. No one may show anyone else what is on their slip. If they do, they are eliminated.
3. Those with Ps on their slip are patrons. Their job is to walk around the gym and admire the objects.
4. The one with a T on his/her paper is the art thief.
5. The art thief's job is to get one of the items to the side of the gym furthest from where it was placed without getting tagged by a security guard.
6. The patrons who do the best job admiring the art get promoted to security guard during the next round.