

# Manhunt

Around 5 scouts are chosen to be 'IT'.

The rest are set off to hide, they have 2 minutes to hide.

Then the 'it' boys try to find them.

As a player is found they to become one of the 'it' boys and try to catch any that are hiding. (this stops loads of scouts hiding together in one place).

The last player to be caught becomes an 'it' boy for the nextgame, and chooses 4 others to be 'it' boys. (can change hiding times, amount of 'it' boys to make it more or less difficult)

NOTE: BEST IF PLAYED IN DARK.

(Contributed by Scout James Crumbie, Leicester, England)