



Tick once completed!

# MEGA ACTIVE ARCHERELAY

Players - Any number!  
Equipment - Lots of small objects,  
including some that can be thrown!  
Space - Anywhere, any size!

1. Each player will need 4 objects equally lined up in front of them, in a straight line, increasing in distance away. Players need 1 soft object to throw.
2. The game begins when all players throw their soft object at the first/closest floor object (level 1).
3. If they miss, they quickly retrieve their soft object, go back to the start & try again until they hit level 1.
4. Once they hit level 1, they then try to hit level 2 & so on. The game continues until someone reaches & hits their final object, level 4!
5. First to hit level 4 each round wins 1 point; first to 3 points is the winner!

## GAME BOOSTS

Increase or decrease: size of the objects, distance from & between levels based on age, or points needed!  
1 player: time how long it takes you to hit level 4-beat your PB! Do it in teams if there are enough players!  
Knock-out: Last player each round to hit level 4 leaves the game. Last player in is the winner!

