

Weeping Angels Rules

Requirements/Overview:

- min 8 up to 25 players in two groups of equal size
- medium sized dark playing area with obstacles and hiding places
- half as many flash lights as you have players
optional: colored gels and sticky tape for flash lights
- 1 treasure
- 1 gamemaster
- time: 1 round lasts ca 20min, usually play three rounds or however many you have fun playing for
- played at night or at least dusk

Rules:

In this game, **two groups** of about equal size are playing against each other, one is called the 'weeping angels' and the other group 'the companions'. If there is an uneven number of players, the numbers should be weighted in favour of the companions.

The aim of the game for both teams is to find a treasure that is hidden at the start of the game/each round. The game is best played at night, or at dusk, in a dark area. The **playing area** should be medium sized and contain objects and obstacles such as trees, bushes, etc. for the players to hide behind and where the treasure can be hid in too.

The weeping angels have the power to eliminate players from the companion group by touching them (like in a game of tag). The companions however, each have a flash light to defend themselves against the weeping angels, for as soon as a weeping angel is hit by the light of a flash light, they have to freeze for as long as the light is shining on them. One flash light can only freeze one angel at anyone time. Therefore, should two weeping angels gang up on one companion, the latter has to switch between them in order to freeze them long enough to be able to escape, unless there is another companion coming to the rescue of course. Every time the light moves from one weeping angel to another the one in the dark can move freely.

When companion players get touched by a weeping angel they 'die', that's not the end of the game for them though. They return to the game master to inform them about their death (so they can keep an eye on how many players are still alive) and to pick up a coloured gel to stick on their flash light (alternatively dead players can also just keep their flash lights faced straight down as a sign of death too). These players are now ghosts. Ghosts cannot physically intervene in the game anymore. They can however, still find the treasure and let their team know about its location. They are not allowed to physically pick it up.

The game begins with a standoff - both teams facing each other, a couple of metres apart. It is advised that the companion players switch on their flash lights for the beginning of the game.

The game ends when the treasure has been found. The team which picks it up first wins this round/game.

Should all companion players be eliminated the game also ends (as it would only be a matter of time until the weeping angels find the treasure).

Playing with more treasures:

You can also choose to hide 3 treasures, and whichever team finds two out of the three first, wins the game. If you play with three treasures, you hide each treasure individually, varying the difficulty level of each treasure.