**Chess Dodgeball**

**Equipment necessary:** 4 dodgeballs (you can change that number) and a few pilons to divide the 2 sides

**Setting up:** Divide your group in 2 teams and identify for each time their territory. Go over the secret roles that each team will have to find players for.

**Rules of play :**

Each team must huddle up and decide for their team who will be the king, the queen, the castle (rook), the bishop and the knight. All the other players will be pawns. Those roles have to be kept a secret from the other team. Here are the special powers for each role :

* **King :** if this player gets eliminated the game is over
* **Queen :** if this player catches the ball, all the players eliminated from that team comes back in the game
* **Castle :** if this player catches the ball, 1 player comes back into the game
* **Bishop :** is allowed to cross the center line and go in the opposing territory (this person has to be careful because they could be eliminated easily)
* **Knight :** this player is invicible (never eliminated)
* **Pawn :** no special powers

If you have very large groups, you could have 2 castles, 2 bishops, 2 knights just like a real chess board.

When a player gets eliminated, they must go to the side and wait to comeback in the game in the order they have been eliminated. But if they are very observant, they can be of great help to their team by communicating to the team their observations. The faster you can know the roles played by the other team’s players the better are your chances of winning the game.

You can adapt the following rules to adjust to your guidelines when playing dodgeball, here are the ones I use :

* If you cross the line when throwing, you are eliminated;
* If you hit someone in the head with the dodgeball you are eliminated;
* You cannot block balls coming towards you with another dodgeball;
* When a pawn catches the ball in this game, nothing comes out of it other than they get to keep playing.