## Game Document

## Fresh

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## Versions

| Version | Date | Author(s) | Notes |
| :---: | :--- | :--- | :--- |
| 1.0 | $3 / 29 / 2023$ | Mark Lyman | Initial Release |

## Table of Contents

Versions 2

Table of Contents 3
Introduction 4
Equipment Needed 4
Win Condition 4
Setup 5
How to Play 5
Being Rescued 6
Not Sure Who's the Freshest 6
Too Close to Call 6
Winning 6

## Introduction

This is a very easy and very fun game that can be played with kids and adults at the same time.

## Equipment Needed

- 10 to 30 People
- 2 ropes for boundaries
- 1 large grassy field


## Win Condition

Be the team with 2 or more players remaining.

## Setup

Lay the boundary lines at opposite ends of the field. Usually this is a rope or hose that is laid down to mark the homebase of the 2 teams.

## How to Play

When a player exits their base, they are the freshest player in the field. They can then tag any opposing player that is not as fresh as them. If they do successfully tag an opposing player, they get to freely walk with the tagged player back to their base.

However, if another opposing player exits their base while you are on the field, they are now fresher than you and can tag you. Keep in mind you can still tag other players who are less fresh than you, and if you do you get a free walk back to your base with the tagged player.

At any time, you can return to your base and re-enter the field to be the freshest again.
Tagged players sit down behind the enemy's base and wait to be rescued.

## Being Rescued

If an opposing player crosses into the enemy base without being tagged, they get to rescue the tagged player who has been waiting the longest and freely walk with them back to their home base.

## Not Sure Who's the Freshest

If 2 players tag each other and it's not clear who's the freshest - they both just walk back to their base to re-enter the game.

## Too Close to Call

Sometimes a player will attempt to cross the enemy boundary to rescue a player or for a free walk back, and an enemy player will jump out from behind the line right as they cross. This does not count as a tag and the player gets to rescue and walk back freely as if they weren't tagged.

You must CLEARLY tag the player a few feet in front of the boundary for it to count.

## Winning

The first team down to their last player loses, and the other team wins.

