

Old Dutch



THE OFFICIAL
PICNIC PLAY



**Old Dutch's Guide to Active
Get-Togethers**

Capture the flag

Players Needed: 6-20

Equipment Needed: Two flags (any item will do, a hat, towel, a bag of Old Dutch chips)

Field of Play: Preferably a large wooded area with plenty of places to hide.

How to play:

Separate into two teams and head to opposite ends of the playing field. Each team then hides their flag at their base. The goal of the game is to capture the other team's flag and bring it back to your base without getting caught—and if the flag does happen to be a bag of Old Dutch chips, winning is even more rewarding.

Players from each team can get caught by the enemy team by being tagged. If you are caught, the enemy team can take you to their jail, a small patch of land in their territory. You can be freed from jail if one of your team members touches you. There is no limit on how many times you can go in and out of lock-up.

You can set a time limit or just play until the flag is captured.