The Underground Pass

One wrong step can end it all!

Overview

- ★ # of Participants: **4-40**
- ★ Where to Play: **Indoors**
- ★ Age of Participants: **Middle School / High School**
- ★ Approximate Time to Play: **15-30 minutes**
- ★ Materials: **64 sheets of paper per team, answer key (see below)**

Summary

- ★ Teams try to make their way from one end of an 8X8 grid, guessing the safe path.
- ★ One at a time, players take a step onto a tile.
- ★ Leaders will tell them whether their guess was correct or incorrect.
- ★ If incorrect, player's turn ends and the next player guesses.
- ★ But if their guess is correct, they continue taking steps, trying to guess the correct path.
- ★ An answer key to the path is posted , but it's not close to where they are playing the game.
- ★ One person at a time can run to the answer key to try to memorize the path, and help the team.
- ★ The team that finishes first wins!

How to Play

In this game,there is a secret path to navigate, which players will have to discover. Divide your group into two teams. Using paper, lay out an 8x8 grid on the floor. The goal is to successfully cross from one end of the grid to the other, only following the safe path. One at a time, players will randomly step on one of the eight tiles in the first row. If they have not selected the correct safe tile, they must return to the back of the line. However, if they are correct, the team now knows the first safe step of the path. That same player can now choose any of the adjacent tiles, including diagonally. Again, if they pick the correct tile, then they can keep moving forward, but as soon as they guess incorrectly, they return to the back of their line, and the next person starts their turn from the very beginning. That player probably won't have a hard time remembering the safe path that the person before them just navigated, but as the challenge continues, it becomes more difficult to memorize the tiles of the safe path. Teams could make their way through the entire pass with random trial and error, but as you get further into the challenge, this takes a long time. The solution is to provide them with another option.Give them the answer key, but make sure it is posted somewhere far away from the playing area. At any given point, teams are allowed to send one representative to the answer key and take a look. They can try to memorize as much of the safe path as they can to help their team, but they aren't allowed to use their phones to take a picture. Typically, teams will use the trial and error method, make a little bit of progress, then the person who saw the answer key comes back, and quickly helps the group move through the next few steps. The group can go look at the answer key as many times as they'd like, and can even send different representatives, but you can only send one person at a time. The team that is able to successfully navigate to the end of the underground pass first wins!

Link to an example Answer key!

Watch the Video Explanation Here!