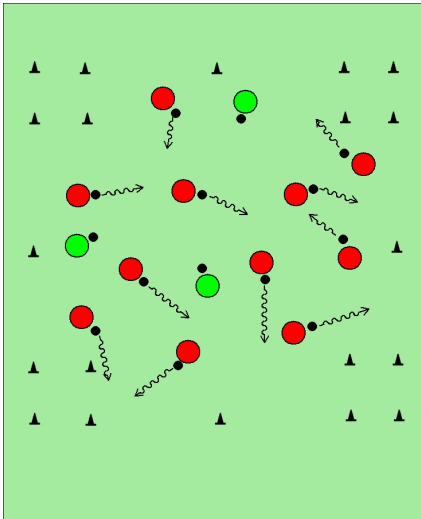




### Attack of the green goblins



#### How it works

Each of the red players has a ball and is a Spiderman. They must keep control of their ball inside the playing area.

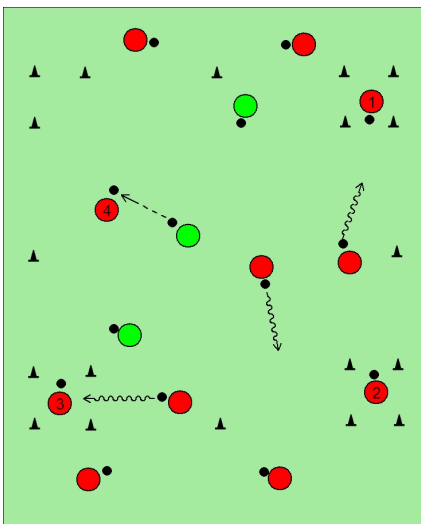
The squares in each corner are safe zones for any Spiderman to dribble into if in trouble. However, if another Spiderman enters the safe zone the other must leave.

The green players are the Green Goblins and they also have a ball.

The Green Goblins must try to pass their ball to hit the ball of one of the red players.

If a red player's ball is hit they are out of the game and must stand outside the playing area.

As more players are knocked out the coach can reduce the number of safe zones by removing the inside cone of the square.



In this diagram the Green Goblins have hit the balls of four Spidermen and they are stood outside the playing area.

Red players 1, 2 and 3 are in the safe zones but Player 3 will have to leave as another Spiderman has entered the square. One of the Green Goblins has spotted this and is ready and waiting.

Red player 4 is just about to have his ball hit and will also be out of the game.

The coach has removed the inside cone of the top left safety zone as several players are out of the game. They will remove another if one more player is knocked out.

Swap different players into the roles of the Green Goblins and play again.

#### Possible changes

Play as a straightforward tag game with no balls.

Play that a Spiderman turns into another Green Goblin when hit. They will need to put on a green bib/pinny so players are aware.