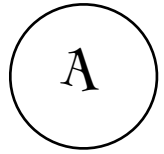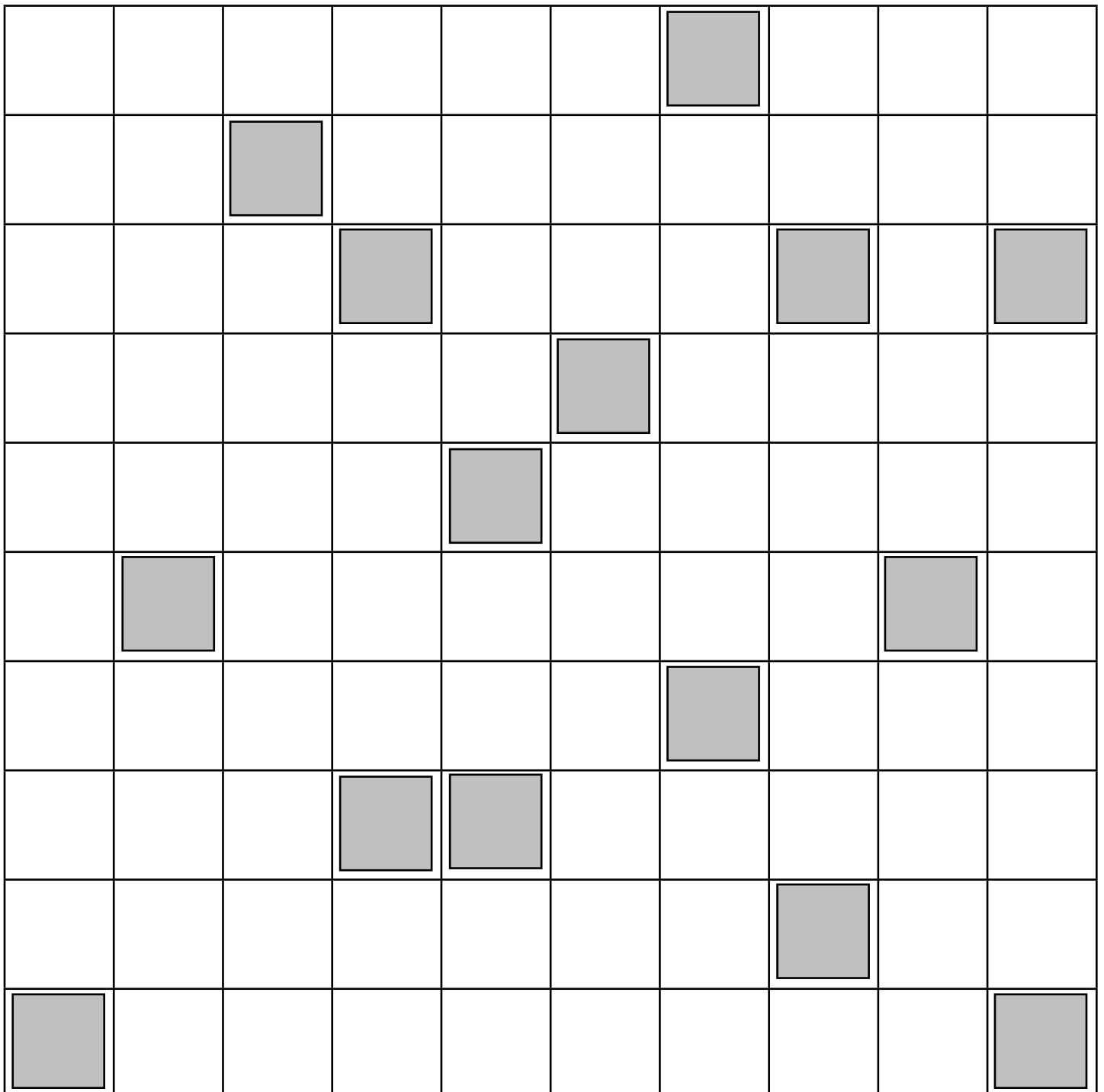# FIND THE RIGHT WAY !
cooperation game

Players : min. 2 players/max. 4 teams of 8 players each. 1 player (or 1 per team) is the judge.

Player #1 starts from any square of his side of the grid, and has to find his way to the side opposite, walking slowly square after square. He can go left, right, straight ahead.
If player #1 goes in a grey square, the judge says «Good Bye» or «Back home», etc. Player #2 starts, trying to find a safer path.
When playing with teams, the COMPLETE team has to go through the grid ; the judge of the team comes from another team.

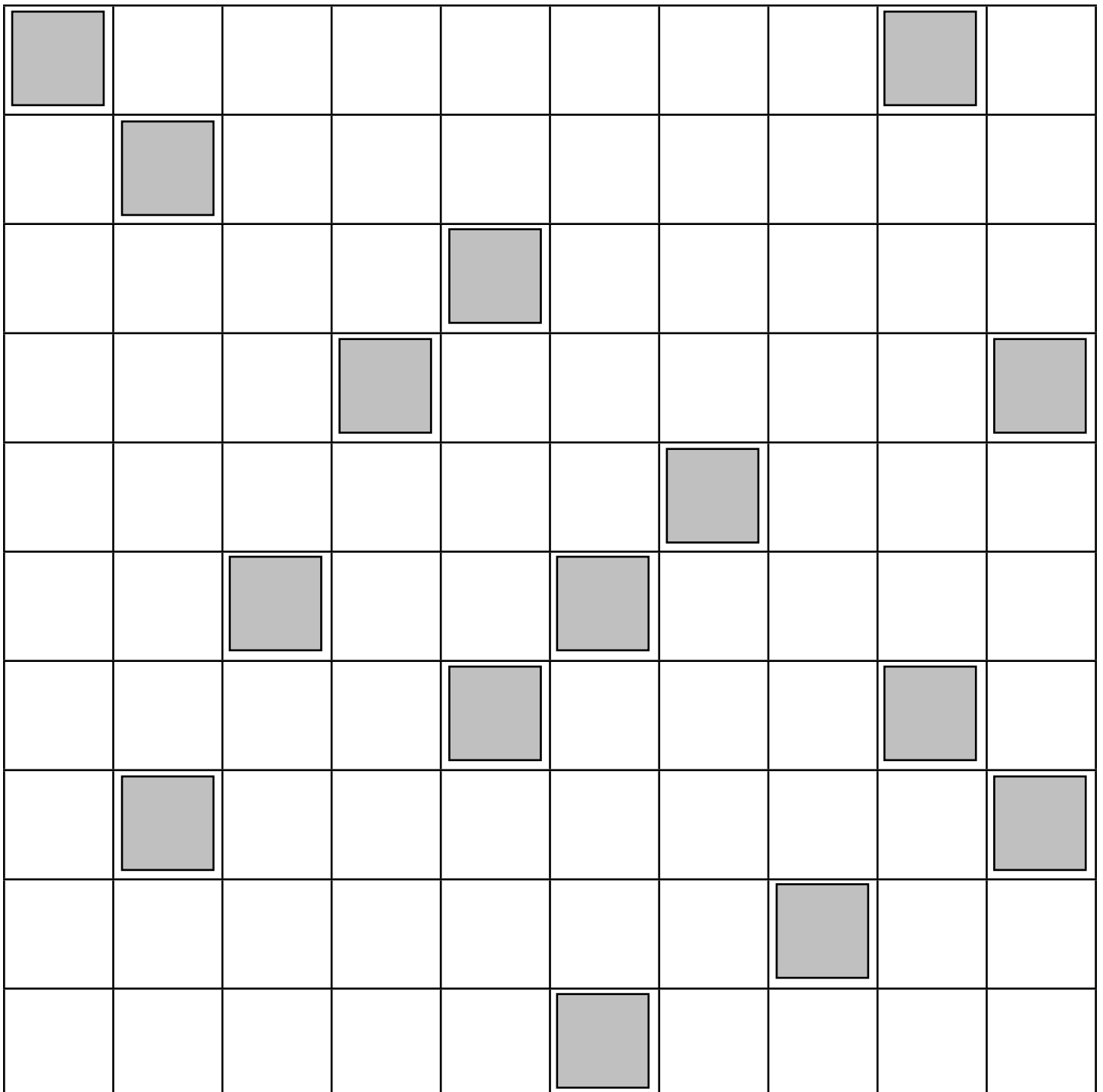C. Hartelaub

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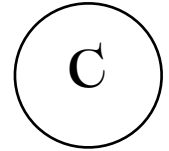If player #1 goes in a grey square, the judge says «Good Bye» or «Back home», etc. Player #2 starts, trying to find a safer path.
When playing with teams, the COMPLETE team has to go through the grid ; the judge of the team comes from another team.

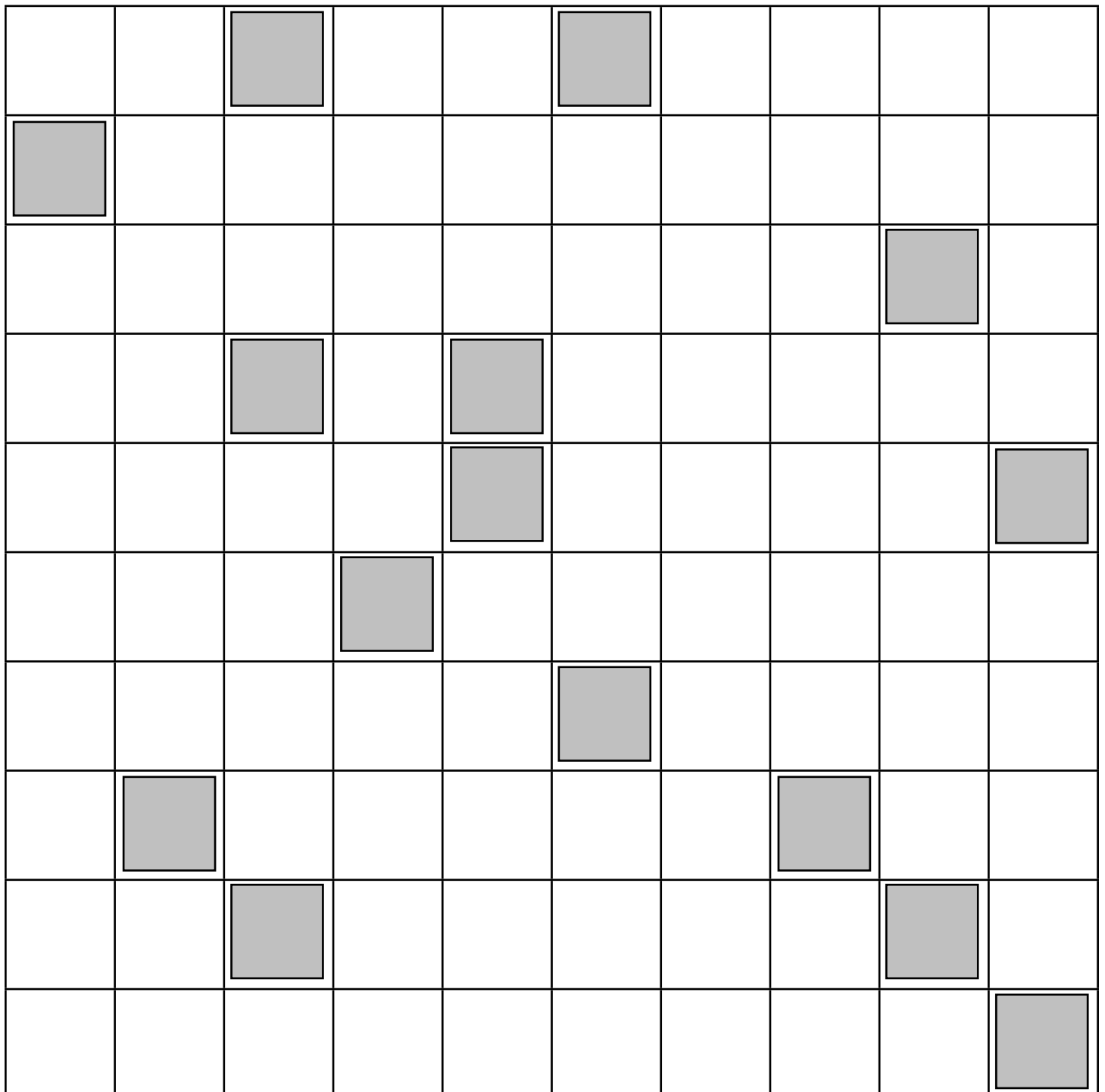C. Hartelaub

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cooperation game

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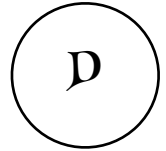If player #1 goes in a grey square, the judge says «Good Bye» or «Back home», etc. Player #2 starts, trying to find a safer path.
When playing with teams, the COMPLETE team has to go through the grid; the judge of the team comes from another team.

C. Hartelaub

FIND THE RIGHT WAY !
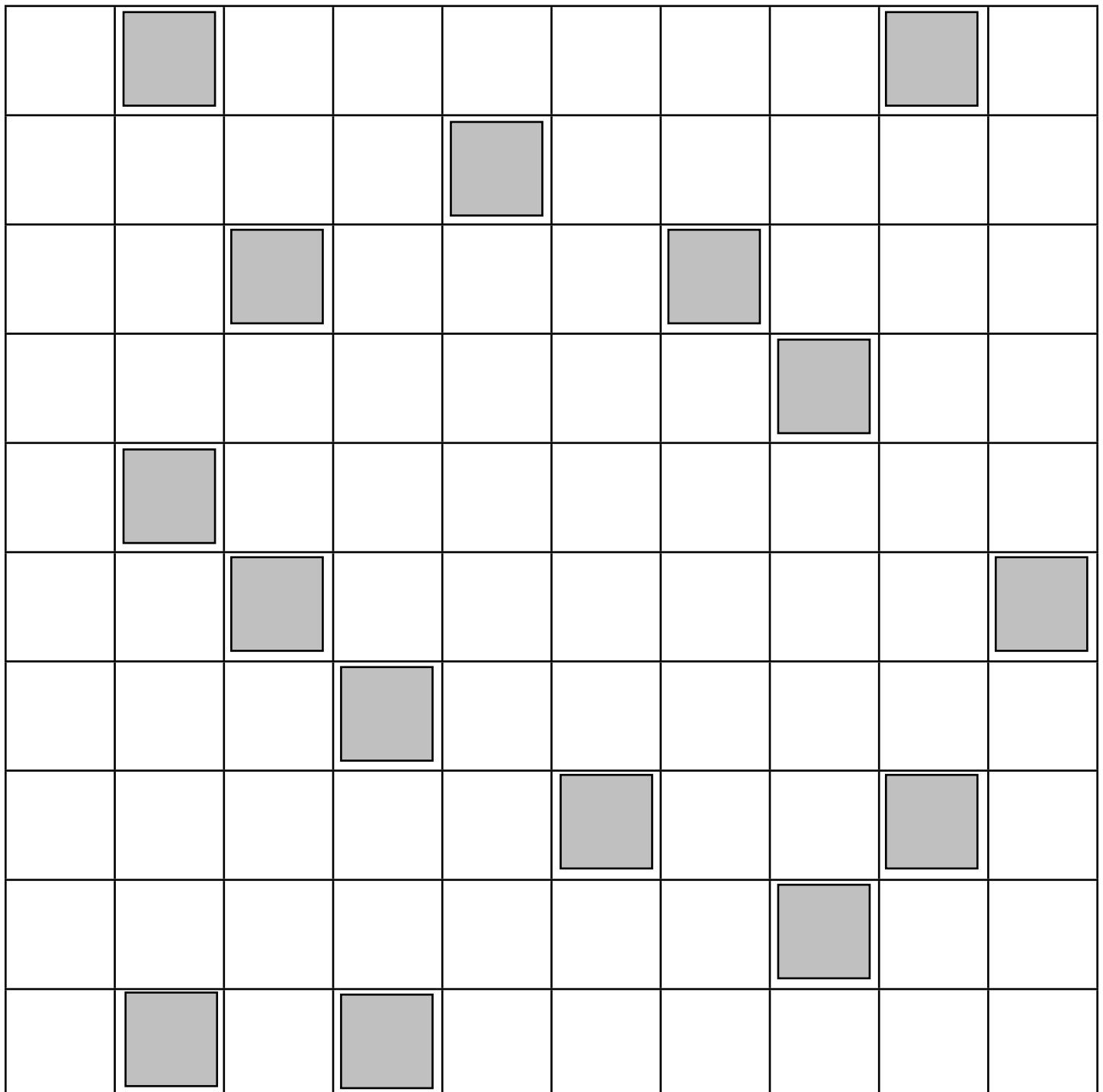## coperation game

(D)

Players : min. 2 players/max. 4 teams of 8 players each. 1 player (or 1 per team) is the judge.

Player #1 starts from any square of his side of the grid, and has to find his way to the side opposite, walking slowly square after square. He can go left, right, straight ahead.
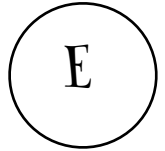If player #1 goes in a grey square, the judge says «Good Bye» or «Back home», etc. Player #2 starts, trying to find a safer path.
When playing with teams, the COMPLETE team has to go through the grid ; the judge of the team comes from another team.

FIND THE RIGHT WAY !
cooperation game

E

Player #1 starts from any square of his side of the grid, and has to find his way to the side opposite, walking slowly square after square. He can go left, right, straight ahead.
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When playing with teams, the COMPLETE team has to go through the grid ; the judge of the team comes from another team.

C. Hartelaub

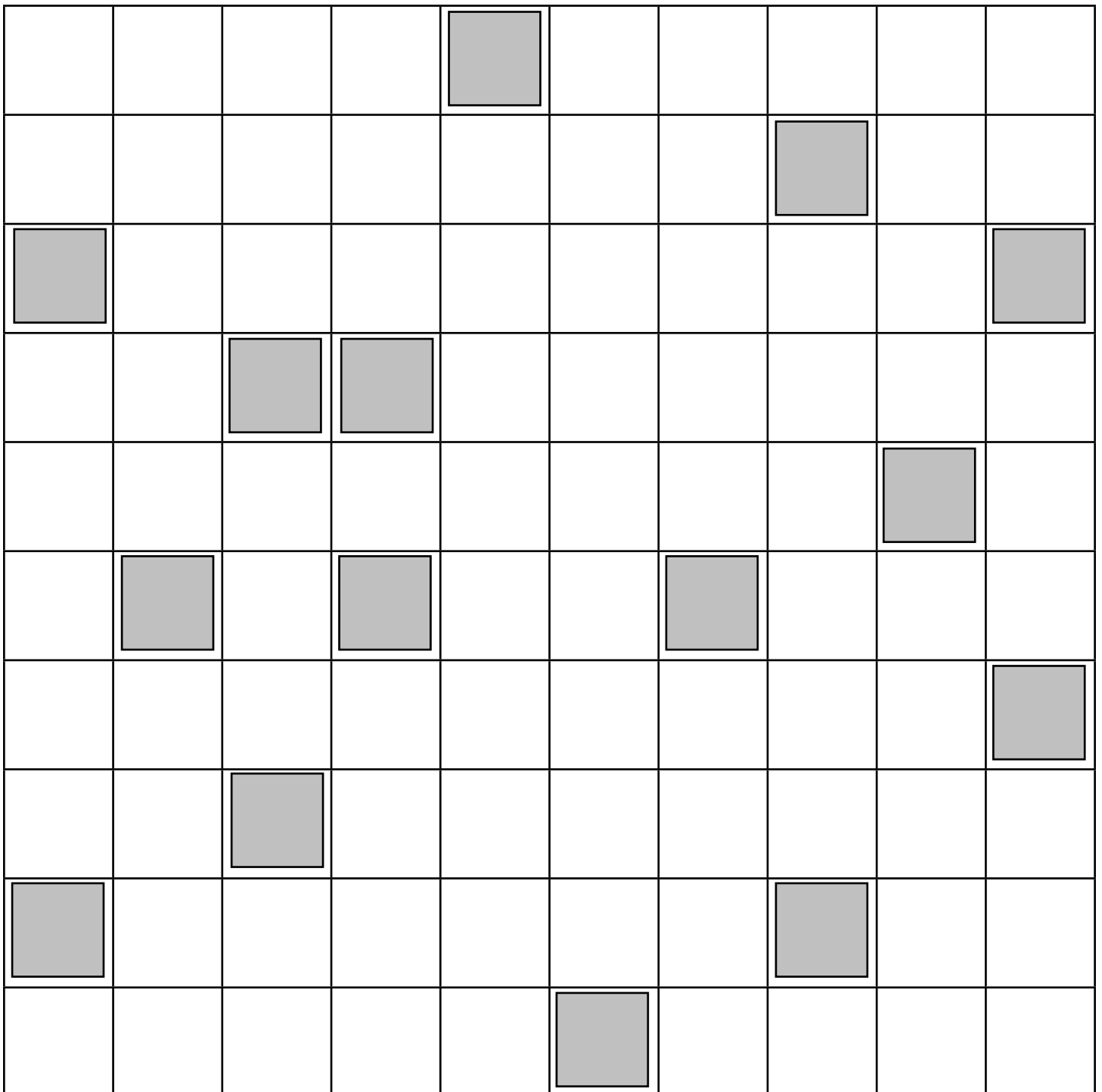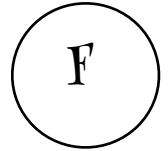# FIND THE RIGHT WAY !
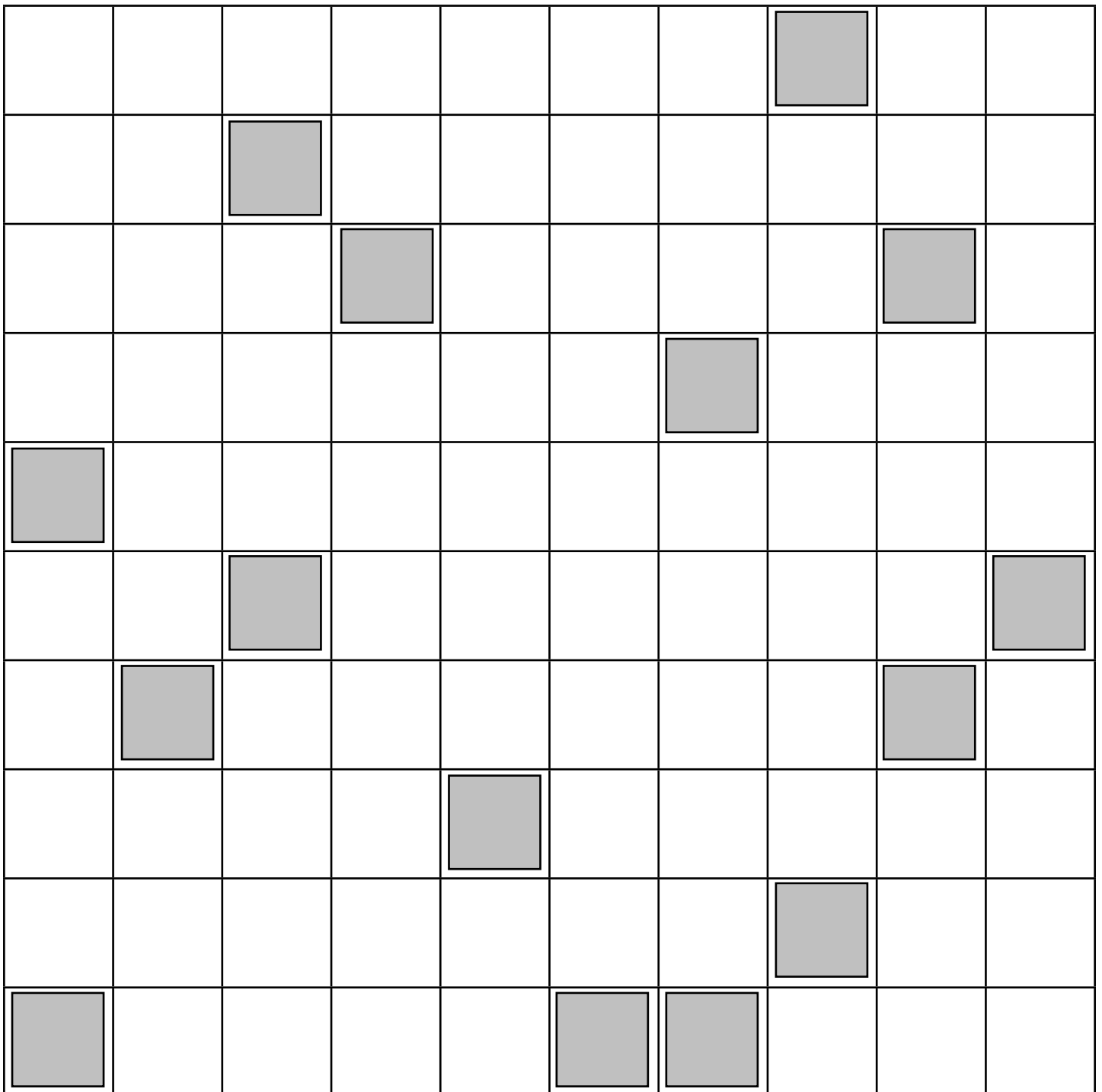## cooperation game

(F)

Players : min. 2 players/max. 4 teams of 8 players each. 1 player (or 1 per team) is the judge.

Player #1 starts from any square of his side of the grid, and has to find his way to the side opposite, walking slowly square after square. He can go left, right, straight ahead.
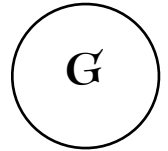If player #1 goes in a grey square, the judge says «Good Bye» or «Back home», etc. Player #2 starts, trying to find a safer path.
When playing with teams, the COMPLETE team has to go through the grid ; the judge of the team comes from another team.

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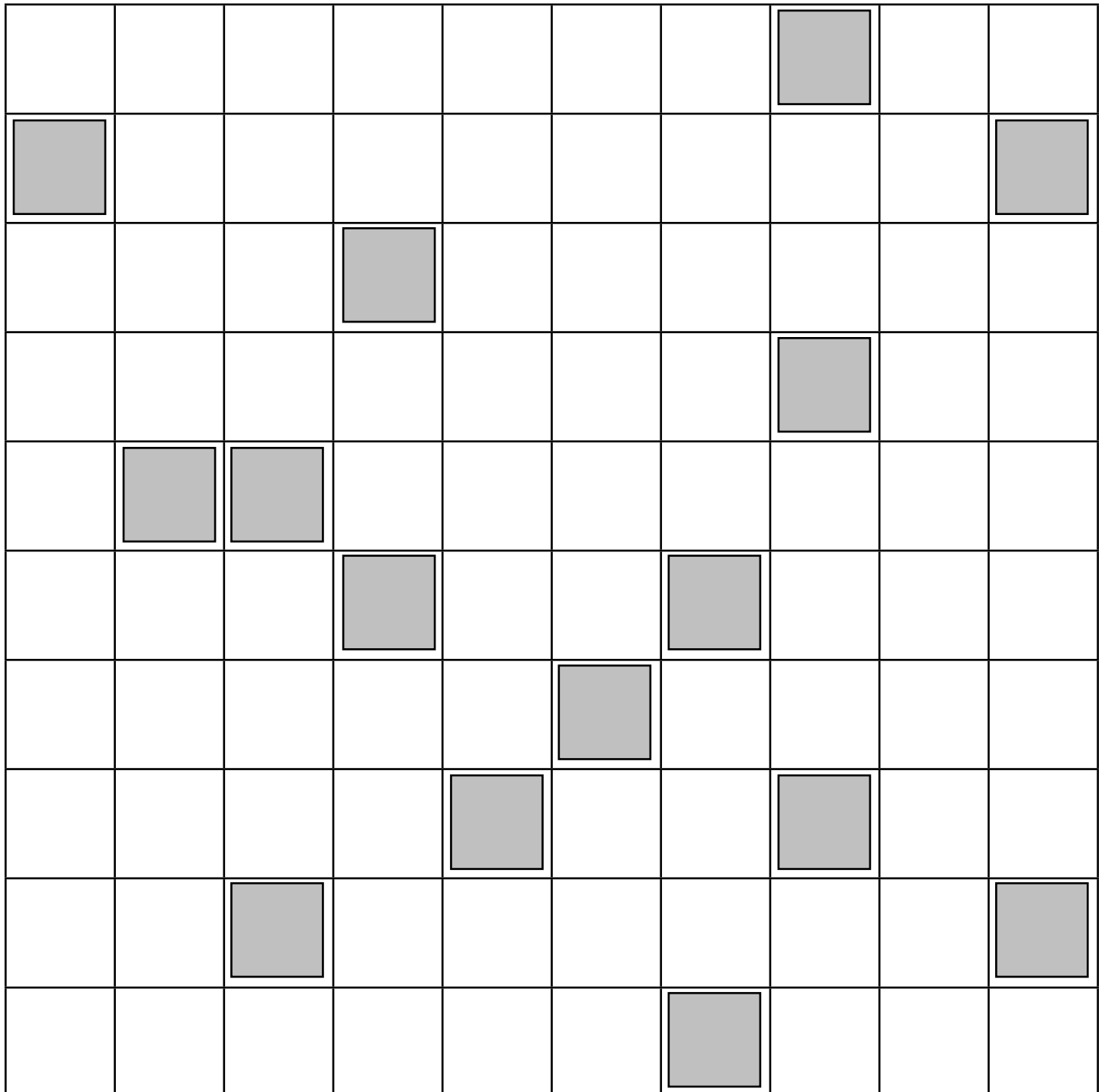## cœperation game

(G)

<u>Players</u> : min. 2 players/max. 4 teams of 8 players each. 1 player (or 1 per team) is the judge.

Player #1 starts from any square of his side of the grid, and has to find his way to the side opposite, walking slowly square after square. He can go left, right, straight ahead.
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When playing with teams, the COMPLETE team has to go through the grid ; the judge of the team comes from another team.

C. Hartelaub

FIND THE RIGHT WAY !
cooperation game

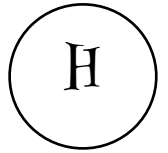Players : min. 2 players/max. 4 teams of 8 players each. 1 player (or 1 per team) is the judge.

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