



Heave-ho, me hearties!
Use bright Resene colours to create this pirate-tastic game.

#6

Ground games with Mark Rayner – 6



You will need:

- Area of concrete approx 3m x 6m, prepped first with Resene Moss & Mould Killer, and then waterblasted
- Duct tape
- Masking tape
- Paintbrushes (including artists' brushes)
- Paint tray and roller
- Resene Concrete Primer
- Resene Lumbersider tinted to the following colours: Resene Alabaster, Resene Cinnamon, Resene Green Pea, Resene Japanese Laurel, Resene Milk Chocolate, Resene Nero, Resene Porsche, Resene Raven and Resene Tory Blue
- Tape measure



Step one

Using duct tape, mask off an area measuring 3m x 6m and paint with one coat of Resene Concrete Primer. Allow two hours to dry.



Step two

Measure off and mask a one metre strip across the bottom edge and measure off the 'island' area at the top of the game. Paint the remaining 'sea' with two coats of Resene Tory Blue, allowing two hours for each coat to dry.



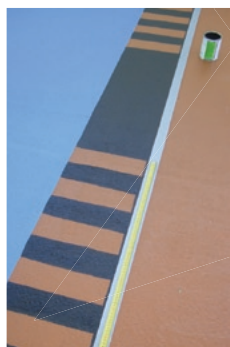
Step three

Create the 'ship's deck' by painting a one metre strip across the bottom edge using two coats of Resene Cinnamon, allowing two hours for each coat to dry.



Step four

Paint a strip of 'sand' around the island, as shown, using two coats of Resene Porsche. Allow two hours for each coat to dry.



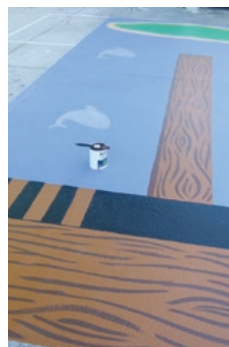
Step five

Using Resene Nero, paint 'balustrades' across the top edge of the 'ship's deck'. Allow two hours to dry.



Step six

Paint in the centre of the island with two coats of Resene Japanese Laurel, allowing two hours for each coat to dry.



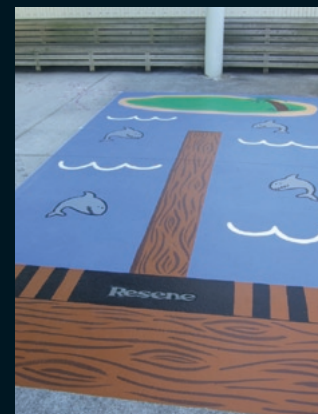
Step seven

Paint in the central gang plank using two coats of Resene Cinnamon, allowing two hours for each coat to dry. Paint in the wood grain on the plank and deck using Resene Milk Chocolate. Again, allow two hours for each coat to dry. Paint sharks using two coats of Resene Raven.



Step eight

Paint the palm tree using two coats of Resene Milk Chocolate and Resene Green Pea. Paint outlines and details on the sharks with Resene Nero. Paint waves with two coats of Resene Alabaster, allowing two hours for each coat to dry.



To get the look:

Use a tape measure as a rough guide when painting the balustrades and gang plank.



Other ideas for play:

Play a fast-paced game of 'it' using a tennis ball – the sharks have to 'tag' each sailor with a tennis ball until one sailor remains – then everyone swaps sides and plays the game again.

For more ideas and inspiration visit your local Resene ColorShop or www.resene.co.nz or www.resene.com.au.

Check out our special Ground games section online www.resene.co.nz/groundgames.htm or www.resene.com.au/groundgames.htm

Resene

Walk the plank!

Watch out for sharks!

Number of players:

10 or more

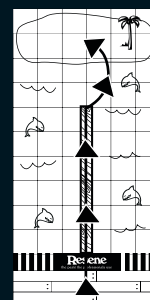
Additional equipment:

Blindfold

How to play:

One player is selected to be the pirate leader and one player is selected to be head shark - the remaining players are sailors on the boat. The shark takes their place in the 'water' and the pirate leader selects the first sailor to 'walk the plank'. The sailor is blindfolded and led to the start of the 'plank'. The sailor has to 'walk the plank' with the remaining sailors calling out directions (especially if they're getting too close to the edge!). Once the blindfolded sailor reaches the end of the plank, the other sailors call out 'Stop!' and the blindfolded sailor has to jump to safety, landing with both feet on the island. If they land in the water (or walk off the plank at any time) they become a shark. The sharks are also allowed to call out directions to confuse the blindfolded sailor. The game is over once all players have had a chance to walk the plank.

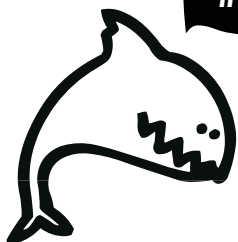
Direction of play:



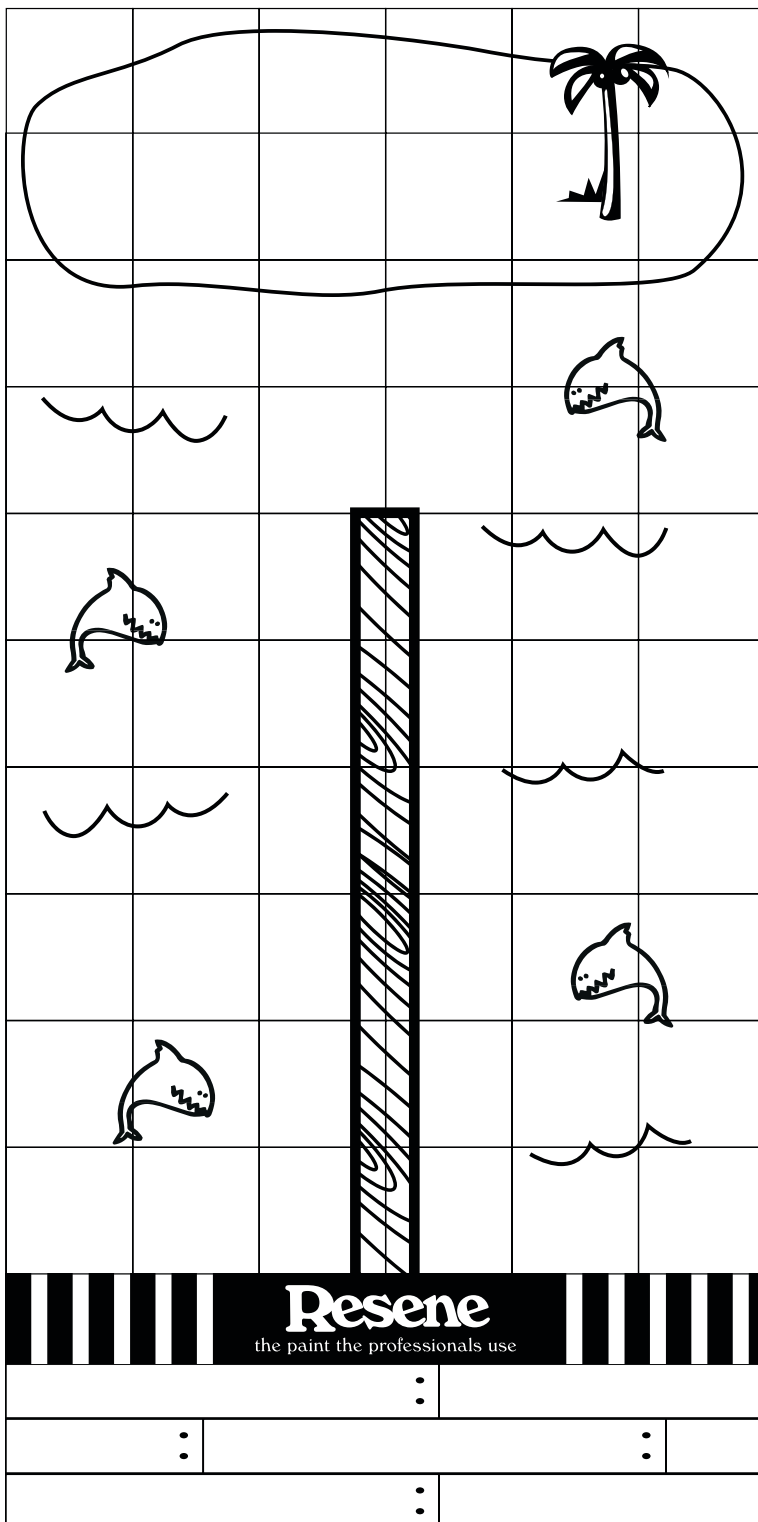
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Measurements:
Setup is 3m wide
x 6m high