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ART 380

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Professor McDonald

Assignment C

Captive

Captive is a game played in India. My friend's father taught about this game. He played it about thirty years ago when he was a child in middle school. Captive was played in a gym class in India, with 20+ students of ages 10-12. The target audience is within the range of 10-12, but can be played as young as 6 years old, and can be played as old as the body can keep moving. It's a good game to help keep you in shape.

The area of play is a rectangle, which can be modified depending on the number of people playing. The length of the playing area is about twice as large as the width. On the ends of the rectangle are two squares, which are the captive box and safe zone. Players are split into two even teams, lining up lengthwise across from each other. The teacher (or anybody who wants to keep score), stands on the side to make sure no one is cheating. The objective of the game is to tag another player and make it to your team's safe zone before getting tagged yourself. If you are tagged by another player before making it back to your safe zone, you are put into the captive box. Your team gains a point for tagging a person of the opposite team and making it back to the safe zone, and your team loses a point if a player is sent to the captive box. In order to leave the captive

box, you must do 10 of a certain kind of exercise, decided upon before the beginning of the game. This is because the game is designed to keep you moving, and to help you stay fit. Also, you must leave the safe zone within 10 seconds to keep the game going. When you score a point for your team, there is a sense of accomplishment and happiness, while losing a point for your team usually makes you feel disappointed in yourself for getting caught, but that's ok because you can try and redeem yourself after leaving the captive box by trying to get more points for your team. The game starts when the teacher says "Go.", in which players start trying to tag each other, and continues for a set amount of time. The team with the most points at the end of the game is the winner.

The equipment used in this game: markers of some kind (such as cones or pieces of clothing to indicate boundaries), and shirts used to distinguish teams. The definitions of the game: "Safety Zone" – This is a square at the end of the playing field in which a player must enter, after tagging another player, in order to score a point. "Captive Box" – This is a square at the end of the playing field in which a player is forced to go if they are tagged after tagging another player before getting back to their safety zone. The boundary Rules of the game: No going outside of the designated areas, must do 10 of the specified exercise before leaving the captive box, and must not stay in the safe zone for more than a count of 10 seconds.

If you do not have somebody overlooking the game, then the boundary rules are pretty easy to break. Because everyone is constantly moving and there is usually a large group of people playing, no one can pay attention to everything. If somebody steps out of the boundary areas, or comes back from the captive box early, these things may not be noticed. Having somebody overlook the game helps ensure that the boundary rules are

followed. One good strategy is to have a line of people ready to protect one of your players who are on their way back to the safety zone. Another good strategy is to use somebody as a sacrifice. After they have been tagged and sent to the captive zone, you can be ready to tag the person that tagged them.

The game's meaning comes from those who play it. If younger children are playing the game, they are just going to be happy running around and trying to tag and capture other people. They probably won't use too much strategy, and it will be all about having fun. Older children will probably play for the score. They will care more about the rules, and will probably give penalties for breaking them. It's a fun game to participate in and helps keep you in shape, and is also fun for people who are not playing, cheering on somebody they know.