

# “Korf Total War”



## Situation

You need something fun, or a Warm-up. Maybe your team has communication problems.

## Mission

This game relies on the forging and breaking of alliances and uneasy truces. Only one team can win, but they'll find it hard to do so purely alone. Encourages co-operation? Is fun.

## Execution

### Set-up:

Teams of 3-5 players. 3+ teams, each with a post – more is better. Posts preferably equidistant. 5/6 cones on each post (these are lives). 1-2+ balls needed (Start with 1). Teams need bibs.

1. Start with all players touching their own post and, on your whistle, launch a ball into the air in the middle and let them begin. After a very short time, introduce a second ball. Depending on how many teams you have, further balls can be added.

2. Normal Korfball rules apply, except anyone can mark anyone. Predominantly self-refereed, though you can try if you want..

4. If a post loses all their lives, let them carry on. Or, if you're feeling super organised, let them choose which of the remaining teams they can join. This is only an idea - I haven't tried it out. But I like the idea.

3. When a player scores a goal in a opposition's korf, he/she takes a cone from that post and puts in on his/her post. The team with all/the most cones at the end of the game are the winners!

5. Or, if you're feeling particularly chaotic, count teams with no cones as out of the game. They may however continue to play as outlaws with no attached post, being as helpful or disruptive as they like.

### The Idea of the Game:

Teams must defend their own post, while also trying to attack the other team's posts. It requires co-ordination and communication within the team.

Knowing which team is ahead, and therefore attacking deliberately can encourage thoughtful play.

Also, if players from opposing team's work together they can often easily defeat a post - this is where the alliances come in. Uneasy trust develops between players, only to be betrayed later on...

**This is Korf Total War!**