








TUNNEL TAKE OVER

Black footed ferrets do not build their own burrows, instead they use prairie dog burrows to hunt for food and shelter from weather and larger predators. Use this tag style game to simulate a black-footed ferret taking over a prairie dog tunnel. Once your group has mastered basic game play you can add some extra challenges to include more elements of life as a black-footed ferret in the game.







What You Need:

-  A large open space
-  At least 5 players

How To Play:

-  Select 1 player to be the ferret and the rest of the players will be prairie dogs
-  The ferret player must tag out all the prairie dog players to win and claim the “tunnel” as their territory
-  The game can be played in multiple rounds to allow each participant to be the ferret, but each round should last 3 minutes or less depending on how fast the ferret can tag out the prairie dogs.

Extra Challenges:

-  Restrict the playing field! Using chalk, tape, or other markers lay out a tunnel system on the ground and restrict the ferret to that area. The tunnel should have 2 entry points where prairie dogs can go in or out, and at least 4 larger chambers that would be used for denning, food storage, or listening for danger in a real prairie dog tunnel.
-  You can restrict the ferret player to the tunnel system and allow the prairie dog players to take short breaks in the “safe zone” just outside the entrance or even let prairie dog players run out and back into the tunnels.
-  Use the burrow chambers and designate 1 as a safe zone or make 1 the food storage where the ferret player must place all the tagged prairie dogs.
-  Add extra predators like an American badger or a coyote that will chase both the prairie dog players and the black-footed ferret players.
-  Disease can affect prairie dog populations; you can announce that some of your players are affected by canine distemper or sylvatic plague and take them out of the game.
-  What would happen if a road were built in the middle of your tunnel system? Announce that the area of play is split in half and invite players to try and cross the road without getting hit by cars.

