

Red Light Green Light Traffic Jam

Objective: Red Light Green Light Traffic Jam is a dynamic game that combines speed, strategy, and various movement styles. The goal is to race across the room and sit in a chair before the others, gradually eliminating players until one team is left standing.

Setup:

- **Chairs:** Arrange chairs in two equal rows on opposite sides of the room. The number of chairs should be one less than the number of players on each team.
- **Teams:** Split the players into two equal teams. Each player starts standing next to a chair on their team's side.

Rules:

1. **Starting the Game:** When you say "Green Light," players race across the room to sit in a chair on the opposite side.
2. **Elimination:** Each round, two players (one from each team) will be left without a chair and are out of the game.
3. **Removing Chairs:** After each round, remove one chair from each side.
4. **Changing Movements:** You can call "Red Light" at any time to stop the players. Then, specify a new type of movement for them to use when you say "Green Light" again. Examples include crawling, crab walking, side shuffling, moonwalking, or skipping.
5. **Continuing Play:** The game continues with players racing across the room using the specified movements until only one player remains on each team.
6. **Winning the Game:** The game ends when one team has all their players eliminated. The team with remaining players wins.

Game Flow:

1. **Initial Setup:** Teams start next to their chairs.
2. **Green Light:** Players race across the room to sit in a chair.
3. **Elimination:** Two players without chairs are out.
4. **Removing Chairs:** Remove one chair from each side.
5. **Red Light:** Stop players and specify a new movement style.
6. **Green Light:** Players resume racing with the new movement.
7. **Repeat:** Continue rounds until only one player remains on one team.

Variations:

- **Timed Rounds:** Play each round with a time limit, and the team with the most players left after a set number of rounds wins.

- **Obstacle Course:** Add obstacles in the middle of the room that players must navigate around or over.

Team Challenges: Introduce team challenges that players must complete before continuing to the chairs.