Ringoleavio

A crash course for a game with a funny name

About Ringoleavio

Ringoleavio is an odd name for a game. It's also known as ringoleario, ringolario, and many other monikers. To be honest, the origin of the term ringoleavio still eludes us; let us know if you have the word origin!
It's one of the simplest games imaginable—an "us against them" struggle between 2 teams: one team plays the hunters, the other, the hunted.

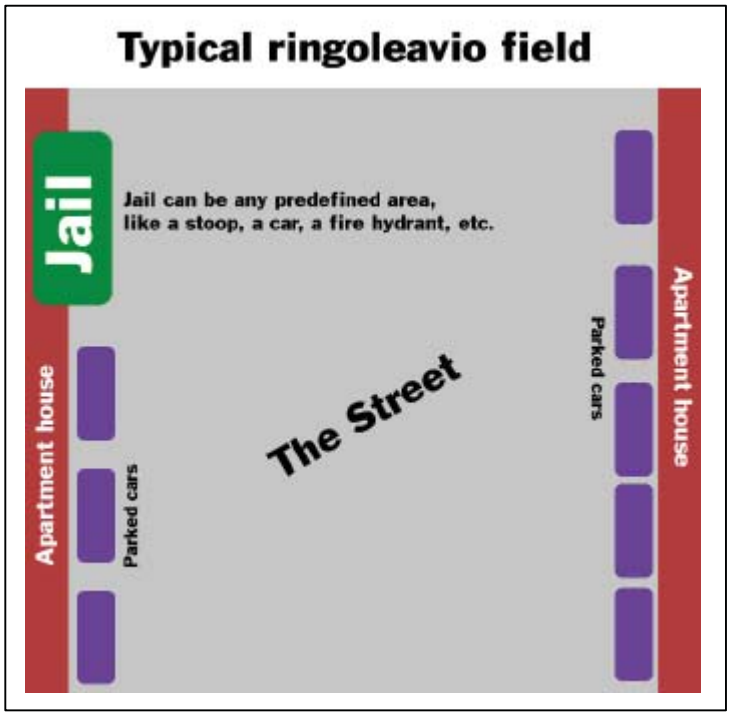
To learn more about ringoleavio, visit
http://www.streetplay.com/thegames/ringoleavio.htm

Game Essentials

Players: 2 teams, ideally 3-4 per team

Materials needed:
- **Able-bodied humans**

Time to play: As long as you want



The Ringoleavio field

Basically, wherever you are, you have a ringoleavio field. All you need to do is define an area, called the jail, where captured players must stay until liberated by their teammates.

How to play

Basically, you choose up two teams of any number of players. One team is the hunters, the other team, the hunted. The goal of the hunters is to catch all the members of the other team. A stoop, bench, monkey-bar (in a playground), or other urban landmark can serve as the hunters' base, or "jail." The team being hunted tries to avoid capture and, if possible, frees their jailed comrades. Not rocket science, but coordinated strategy, deception, and true heroics can come into play.

Hunters usually travel in packs, trying to trap an individual opponent and bring him or her back to the jail. If a hunter grabs you and says, "ringoleavio one, two three," then you are "caught," escorted to jail, and must submit to being a prisoner. You are held captive until the end of the game—or if you are freed by one of your remaining teammates.

Ringoleavio becomes exciting in the attempt to free people from jail. If there are a couple of players left, they might try to work together by quietly sneaking up as close as possible to the jail and making a run toward it. By one person drawing out the jailer, the other can bust through to free the prisoners. If more than one person is guarding the jail, a player might appear somewhere relatively close but seemingly running away to draw out the coverage and make the defense easier to penetrate. Making it to the jail and yelling "home free" allows all your captured teammates to jump out, scatter, and make the game start from scratch.

Commonly, a game of ringoleavio doesn't end until all the hunted players are caught, or if either team figures it isn't worth trying anymore and gives up. Of course, kids being kids, giving up rarely happens—which accounts for the lengthiness of some games. Of course, you can make up your own rules to make the game's length more manageable.

Ringoleavio is related to, but not a form of, hide-and-seek. It isn't considered proper ringoleavio etiquette to disappear into a secluded spot for several hours. Rather, the object is to make frequent appearances, to tease and draw out the enemy. Valor is demonstrated by agility, speed, and daring moves made just beyond the grasp of enemy players. Don't be mistaken: physical endurance is highly valued among the ringoleavio playing elite.

The last word

Ringoleavio can be played anywhere—but the city environment really gives it character. Cars, benches, fences and other urban features frame the "fields" and add excitement to the chase. It is the ultimate urban cat-and-mouse game.

This Streetplay Rule Sheet is available at: http://www.streetplay.com/rulesheets/ringoleavio/

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