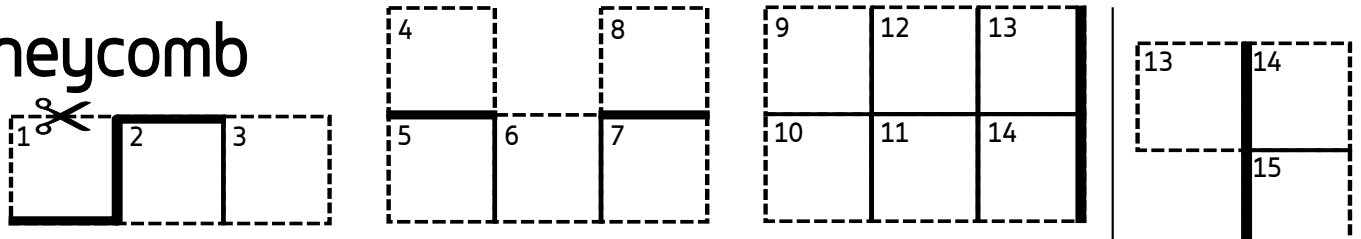


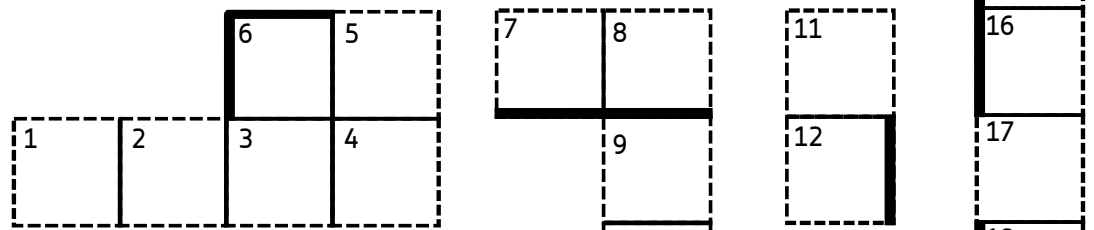


Squid, a Korean tag game, pits together offensive and defensive teams, who start at the squares marked “O” and “D”, respectively. After first moving away from the defense, the offense’s goal is to cut through the shaded defensive zone and return to their starting position, without crossing the dark lines on the field. They must also never cross their own path, except on the square marked “+”. The defense’s goal is to stop them without leaving the defensive zone. VIP spectators dressed as animals are seated around the perimeter of the field watch the game. The number by each VIP shows how many times the offense is in their direct line of sight (counting once for each “O” and “D”, and twice for the “+”). As the offense moves about the field, they have flashbacks about the reasons players were eliminated in the earlier games.

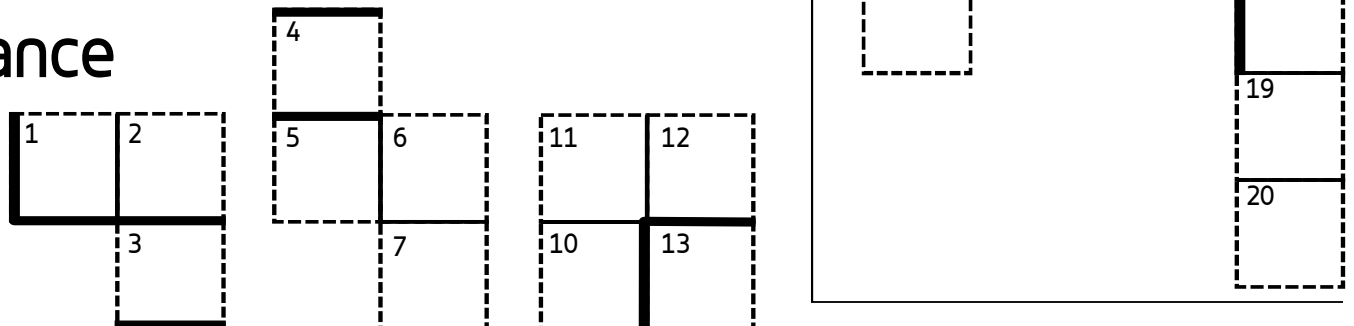
Honeycomb



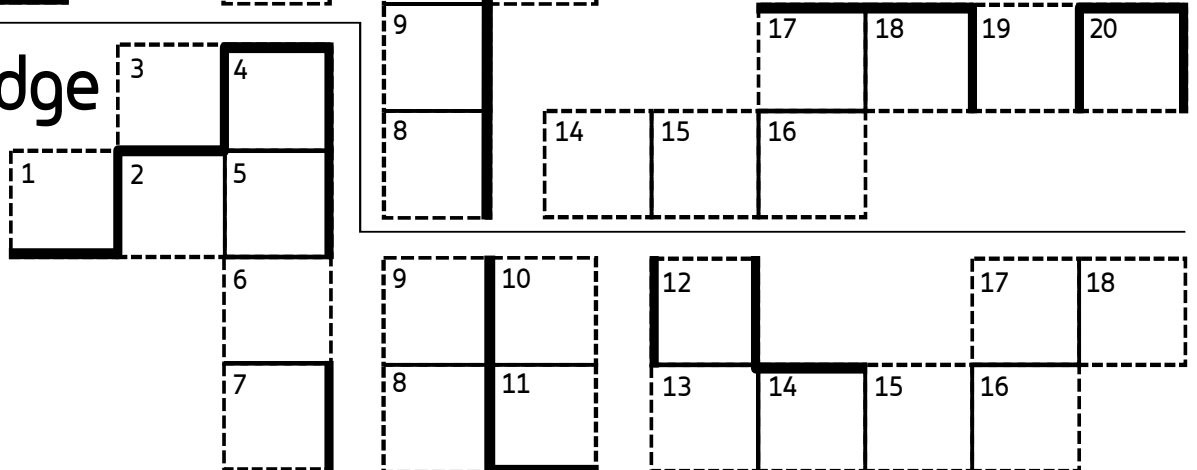
Tug of War



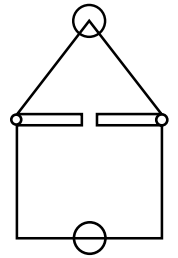
Games of Chance



Glass Bridge



SQUID [META PAGE 2]



What aggressive technique does the offense employ inside the defensive region to win Squid?

