

Play Catch & Sting

Teleport to the world of Bikini Bottom with an activity that tests your ability to work together as a team!

Catch and Sting is a family and friends game that will test your ability to stay silent while working together to accomplish a goal. One player will play as SpongeBob, while the rest of the players will be sea jellies or “jellyfish” as you know them from the show.

OBJECTIVE

The objective of the game is for the Jellyfish to touch the person facing the wall (SpongeBob) without getting caught. ‘SpongeBob’ can turn around up to 5 times at any moment.

Jellyfish are able to move freely around the room, and the first one to touch SpongeBob without getting caught gets to play SpongeBob in the next round. If they are unable to catch any jellyfish, they get stung by the jellyfish and are out of the game. Then a new person will have the ability to play as SpongeBob.



NHM.ORG/slime

HOW TO PLAY

- For this activity, you will need 3–7 people to play
- 1 person plays as SpongeBob, and faces the wall to listen to the movement around
- The rest of the players are jellyfish, and their goal is to touch the person playing SpongeBob
- The person facing the wall can turn around up to 5 times
- When SpongeBob turns around, all jellyfish must freeze

