



MAGIC TAG

1. Magicians use butterfly tags to turn runners into magic wands.

2. If a player gets tagged by the Magician, they turn into a magic wand and freeze.

3. Players stay as magic wand until two people join hands to create a circle around you and say "Abracadabra!" to undo the spell.

4. If players are not tagged, they're avoiding the magicians and undoing the spell for the magic wands.