

The Kidnapping Of Sita



This game requires at least eight people. By reciting one Hare Krishna mantra a player is chosen to be Sita, another to be Ravana. The other players represent Jatayu, the devotee vulture, who tries to save Sita from Ravana. They join hands and form a circle.

Ravana chases Sita around the circle. The children playing Jatayu help Sita escape by raising their arms to let her in and out of the circle. They try to keep Ravana out by lowering their arms, representing the flapping of Jatayu's wings in his fight with "Raghupati Raghava Raja Rama, Patitapavana Sita Rama/Sita Rama, Jaya Sita Rama, Sita Rama, Jaya Sita Rama."

When Sita gets caught, the child playing Ravana becomes Sita, and a new child is chosen to be Ravana. The first joins the circle, and the game continues.