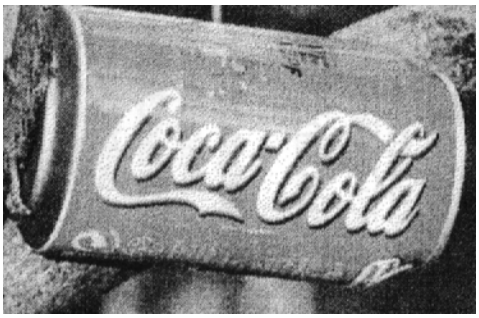
ERSTELLT VON
Irmgard

ON
18.11.2015

★ ★ ★ ★ ★
Keine Stimmen

Schwarzes Gold



Möglichst viel Öl (Cola-Dosen) zum Versiegen bringen und als Erste im Ziel sein - dies sind die hohen Ziele, die sich die Teenies bei diesem Spiel stecken.

Wer wagt, gewinnt!

Material

- Cola cans (tin) (15-20 cans, depending on the number of players)
- Tape and other fixing material
- 1.5l PET bottles (empty) (number according to the pairs)
- long nails
- paper
- pencils

Target group

- Suitable for youth group, teen
- Number of players unlimited
- Effort: medium
- Possible use: for camp or teen afternoon
- Duration: variable (guideline time: 1 1/2 to 2 hrs)

Preparations

Before the game, the Coke cans (approx. 15-20 depending on the number of players) are well hidden in the game area and well fixed. Advantageously, they are placed at head height (or higher) or in places where it is not easy to reach with a nail. Players should not be able to reach the can with ease.

Four cans are deliberately shaken vigorously beforehand so that they are under pressure. This requires all players to tap each can carefully, as they have no way of knowing which of the cans is under pressure. This action adds extra tension to the game.

Process of the game

Enter

Divide into pairs of two and two. Each group is given an empty 1.5l pet bottle, a long nail, a sheet of paper and a pencil. The rules of the game are explained. Among other things, the four cans that are under pressure are pointed out. This adds excitement to the game.

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1st phase of play

Each group puts together three biblical questions (e.g. on the current devotion or current topic) without any aids, which they could also answer themselves. This gives the questions the level of difficulty of the group. The questions are written on a sheet of paper. The questions and the corresponding answers must not be shown to any other group. The clocks are tuned and the exact end of the game is announced (time).

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2nd phase of the game

All games proceed to the playing area. On whistle, players begin to fan out in the area looking for the hidden Coke cans. When a Coke can is found, an attempt must be made to tap the can with the nail and pour the contents into the Pet bottle. The can may not be taken from its place.

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3. game phase

Should another group discover this "petroleum extraction", this can interrupt the oil extraction and exploit for themselves by a player taps an opposing player on the back, whereby this then has to interrupt the filling process immediately (hold finger on opening). The added group only asks their three questions. If these are answered incorrectly by the opponent, he must vacate the oil field, otherwise he may continue to exploit the oil well.

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End of the game

At the appointed time (time and loud whistle), each group has to appear at the finish line. The big race begins, as the order of the arriving groups determines the amount of points. The amount of oil found also gives points, and empty "oil wells" found also give points credits. In this way, tactics can be used in the course of the game: e.g. not filling the PET bottle completely, but arriving first as a result. Or fill the PET-bottle completely, but risk not crossing the finish line first. Or play time completely and try to get plus points by empty Coke cans. Or combinations thereof.

Rules

- The group does not have to stay together while searching for the oil wells.
- The cans may only be opened with the nail. The cans must not be removed from their place in order to get to them better.
- A "tap" is interrupted by lightly tapping an opposing player on the back and asking them three questions. If these are answered incorrectly by the opponent, that player must give the oil well to the others. If the answer is correct, the oil well is saved and can be exhausted.

- Empty Coke cans may only be collected by the groups that have not exhausted this oil well themselves until the end.
- The end of the game is announced by a loud whistle, or before the game starts in time. It begins the great race to the finish.
- A group is not stopped until the last person in the group has run through the finish line.
- Scoring is done according to the following grid:

1st arriving group: 15 points
2nd arriving group: 14 points
3rd arriving group: 13 points
etc.

Each empty Coke can: 2 points

Quantity of oil brought: highest score: 15 points

next lowest amount: 14 points

etc.

*Note:*The score for running in, as well as the score for evaluating the amount of oil brought in, is based on the number of groups playing.

Notes on the game

- The bottled Coke is not poured away, but subsequently drunk!
- The empty Coke cans are disposed of properly!
- In this game, honesty and discipline of the players is required (e.g. no taking of empty cans if you have emptied them yourself and mutual answering of questions, etc.) since the game leader can not be everywhere at the same time.

Black Gold_YW

Source reference

- **Content and cover image:** Copyright BESJ, www.besj.ch
- **Author:** Daniel Kunde, Aarau

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1–20

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