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ON
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★ ★ ★ ★ ★
Keine Stimmen

Fingerabdruck



Dieses Geländespiel ist eine Kombination aus Renn- und Taktikspiel, bei dem es gilt durch Fingerabdruck-Vergleich zu einem Lösungswort zu kommen. Lasst die Agenten los!

Materials

- Per group: 1 fingerprint template
- 1 Morse code alphabet for decoding per group
- Small fingerprint cards with Morse code (marked on the back with group colors)
- Life ribbons
- Stopwatches for staff at base stations
- Pens
- Markers for group base stations (barrier tape)
- Markers for the beer coaster distribution station
- Beer coasters or similar
- Sticks for special agents
- First-aid kit

Preparation

- Think of a solution set
- Create a Morse code alphabet to be used to encode the set of solutions
- Make copies of the Morse code chart based on the number of groups
- Collect different fingerprints and arrange them in a specific order. Make copies of this template according to the number of groups.
- Now write the encrypted message in the original template below the fingerprints. There should be 1–2 Morse letters under each fingerprint. Copy this labeled template again according to the number of groups (you might even use paper in the group colors). Cut out the fingerprints with their corresponding Morse code letters into small cards. If you didn’t use colored paper, you’ll need to mark the back of the cards with the respective group colors.
- These cards are given to the special agents hiding in the forest.

- Mark off the playing area (preferably played in the woods)
- Make life ribbons (e.g., using crepe paper)
- Mark the group bases and the beer coaster distribution station
- Materials to be placed at the group base: blank fingerprint template, pen, Morse code chart (provided to the staff member!)

Procedure

- Participants are divided into groups of equal size. They are agents on a mission to track down criminals.
- Each group has its own base. Each base has one staff member and life ribbons.
- Before the game begins, each player receives a life bracelet, which they must attach to themselves in a clearly visible manner as instructed by the game leader (e.g., by putting it in their pants pocket).
- Special agents (staff members in the forest) have taken fingerprints from the criminals being hunted. However, these agents are hiding in the forest and make their presence known only by tapping sounds (e.g., tapping trees with a stick). They do not stay in one place but keep moving.
- At the starting signal, the agents set out to search for the special agents. If a player locates one, they receive a fingerprint in their group's color from that agent. However, if several players from the same group arrive at an agent together, they still receive only one fingerprint. (Otherwise, the game would end too quickly.)
- There is only one of each fingerprint for each group. They are mixed together, marked on the back with the respective group color, and distributed among the special agents.
- Below each fingerprint are 1 or 2 Morse code symbols, which represent letters or words in the solution phrase.
- The player takes the fingerprint back to their group's base. There, the players can use the fingerprint template to figure out where the Morse code symbols should be placed in the solution phrase.
- Of course, the Morse code still needs to be deciphered. This is where the beer coasters come into play: In addition to the fingerprints, players must also collect beer coasters or similar items, which represent time.
- For each beer coaster, team members have 5 seconds to try to solve the puzzle using Morse code. However, the staff member at the base has the code. He will only reveal the Morse code for the time earned in exchange for beer coasters.
- Players may only carry one beer coaster at a time.
- Players from different groups can take each other's life ribbons. If a player's life ribbon is taken, they must give the attacker their collected beer coaster, provided they are carrying one. Fingerprints cannot be taken!
- If a player's life ribbon is taken, they must retrieve a new one from their group's base. Only then may they rejoin the game.
- Fingerprints and beer coasters may not be carried at the same time, unless the beer coaster was acquired during a life ribbon battle.
- You may not enter the opposing teams' bases!
- The game ends when a group has figured out the complete set of solutions and brought it to the staff member at the beer coaster distribution station.

Note: This outdoor game can be played both during the day and at night. However, at night, the special agents must flash a flashlight instead of knocking, and the various stations must be equipped with lighting.

Possible playing field
Spielfeld_Fingerprint

Fingerprints
Fingerprints

References

- Cover image: Theresa Kluding
- Files listed: Theresa Kluding

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