ERSTELLT VON
MariES

ON
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★ ★ ★ ★ ★
Keine Stimmen

Der Gefängnisausbruch



Welche Gruppe schafft es als erste, mit dem selbstgeknüpften Rettungsseil aus dem Gefängnis zu entkommen? Dies ist ein bewegungsintensives Geländespiel, in dem gesammelt, gekauft und gerannt wird, was das Zeug hält.

Material

- many shorter threads
- objects to be collected (e.g. bottle caps, beer mats, etc.)
- Bags for employees who hand out items
- Marking for base stations
- Bibs or similar to mark catchers
- Bibs or similar to mark dealers

Preparation

- find a suitable playing area (e.g. larger meadow)
- Mark the players' bases
- determine "prison" and place of refuge (e.g. two trees some distance away)
- distribute items to be collected in bags and give them to employees (number of employees to hand out varies depending on the number of participants)

Implementation

- The participants are divided into at least 2 groups.
- One player from each group is selected to be the catcher. The two catchers each receive a bib. If the groups are very large, more than one catcher can be chosen.
- Each group has its own base where it stores the collected items.
- There are several employees in the game area who hand out the items to be collected. If a player comes to one of these employees, he receives **an** item from them. The player tries to transport this item to his own base without being caught by the catcher of the opposing group.
- If he is caught by the catcher, he must hand over his object to him.

- The trader in the group can now go to the point of sale with a number of items previously determined by the game master. There he receives one or more threads in exchange for the items, depending on the amount.
- Each group has an additional bodice, which the traders must wear to protect themselves from catchers on the way to the point of sale.
- The group must use the purchased threads to tie a "lifeline" that leads from the prison to the place of refuge.
- The group that arrives at the place of refuge first wins.
- The catcher can also be changed after a while. The dealer does not always have to be the same person either.
- Once the catchers have taken some items, they take them back to the employees who handed them out.

Proof of source

- Cover picture: MariES

Weitere Informationen

Categories
Spiele und Aktivitäten

Tags
Γeland-Spiel
Strategie
Geschwindigkeit
Сътрудничество
Tims Spiel

Alter
8–12 Jahre
13–16 Jahre

Anzahl Teilnehmer
1–20
20–30
30 – 100

Bibel
Diese Information fehlt.

Material
Eine Menge Arbeit

Dateidownload
Keine Dateidownloads

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