

Saul's donkeys



This is a night game that you need a forest or park to play.

Preparation

Saul is looking for his donkeys.

The group of leaders and/or helpers hides in the game area beforehand (some criteria can be set, e.g., not in trees due to the fact that donkeys do not walk on trees).

Each of the "donkeys" has a whistle with them.

When the group of participants arrives at the game area (this must take place after all the donkeys have hid and camouflaged themselves) the participants are divided into groups of 2-4 people.

Proceedings of the game

Participants in their groups split up and look for donkeys (it is advisable to have at least 1 flashlight per group)

Each of the hidden "donkeys" whistles once every minute. Based on these whistles they are to be found. If any team finds a donkey it is to bring it to the collection point (to the base).

When all the donkeys are caught the game ends.

It is worthwhile to have the collection point after the game is over signaled by a strong flashlight. Especially in the forest.