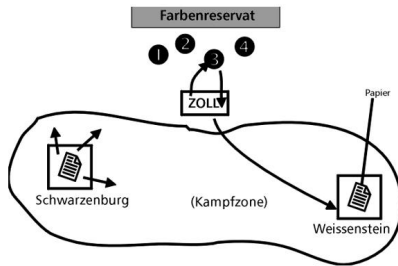


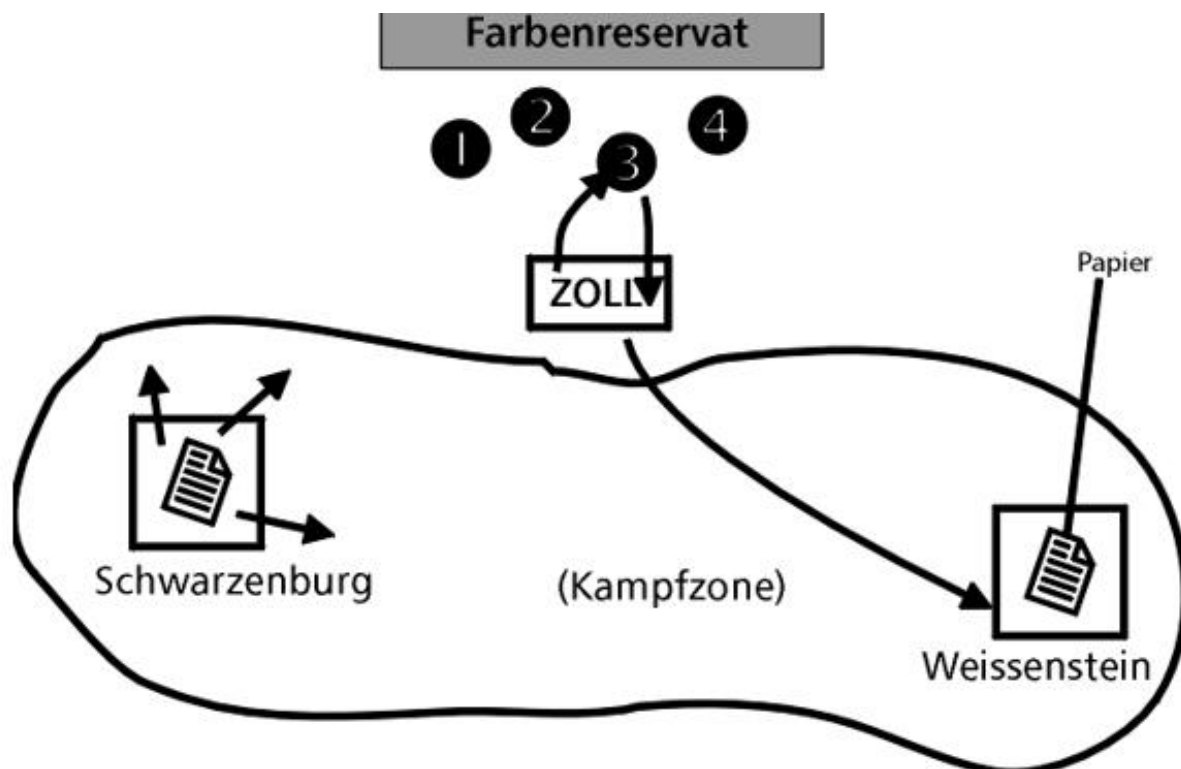
# Schwarzenburg and Weissenstein



Terrain games with color / many colored dots

## The story

The people of Schwarzenburg want to give their neighbor Weissenstein a little pleasure by painting colored dots on the white paper of the people of Weissenstein. But the Weissensteiner have the same in mind with the Schwarzenburger. Both countries therefore defend their country against the colored dot bringers of their neighbors and try to bring as many colored dots as possible to the neighboring country. But first they have to hunt the color points in a finger paint can reserve.



## The gameplay

- The players of one country divide into two groups, one of which guards the country and the other one gets a finger full of color in the color reserve. They then try to get this color onto the paper of the opposing group.
- To enter the color reserve, each player must pass through customs. At customs he has to hand in his passport. He gets two rondos (= round wooden discs that serve as a point), one black and one white. The customs officers write down the time at which he leaves customs.
- Now the player goes to the reserve and looks for a finger paint can (= ladder). When he finds a can, he gives it the two rondos and the can then does the "in-which-hand-is-which-rondo game" with the color hunter. If the player guesses correctly, he can take color from the can with his right index finger (only enough color to score a point). If the player did not guess correctly, he has to look for another can.
- When the player has the color on his finger, he goes back to the customs. There he hands in the two rondos again and takes his passport with him. The customs officers write down the time at which the player leaves the reserve again. From the time of entry and the time of exit the time of stay in the reservation can be calculated. The stay times are added up at the end for both groups.
- The player must now fight his way into the opposing country. If he succeeds, he can draw one (only one) point on the paper (with his colored finger). The whole thing is supervised by a player of the opposing group. Afterwards he has to clean his colored finger on a rag (at customs). However, if he does not succeed in breaking through the opponent's defenses, he must return to the customs, clean his finger and grab a new woolen thread.
- Fighting (ribbon fight) is only around the land. The area around the customs and the color reserve are combat-free zones.
- Scoring: Each colored point on the paper counts as one point of the opponent (e.g. one colored point on the paper of the whites, counts as one game point of the blacks). The totaled dwell times count as the opposing group's game points. The scale for points/time must be adjusted (e.g. 5 minutes = 1 point).

## **Posts/Ladders** (see sketch)

### **No. 1,2,3,4:**

Four leaders with finger paint who move around the color reserve and always have a can of finger paint with them. They do the "in-which-hand-is-which-rondo game" with each player who comes to them.

### **Inches:**

Three leaders who control the passes, hand out rondos and keep time. Players also get new wool ribbons at customs.

### **Schwarzenburg:**

Land of Schwarzenburg with color dot paper (circle marked with marker tape, black paper in the middle)

### **Weissenstein:**

Land of the Weissensteins with color dot paper (circle marked with marking tape, white paper in the

middle)

## **Pass :**

Each player has a passport with his nationality (Schwarzenburger or Weissensteiner)

## **Wool ribbon:**

Each player has a woolen string around his left arm. The wool string counts as one life.

## **Combat Zone:**

Ribbon plucking is only allowed around the two countries. So not in Schwarzenburg or in Weissenstein itself, and also not at the customs or color reservation

## **Material**

- Marking tape
- Cardboard/paper (black, white)
- Rondos (black, white)
- Finger paints (at least 4 cans)
- Rags
- Woolen threads
- Passports
- Stationery
- Calculator

## **Source reference**

Cover picture: Courtesy of [www.spielboerse.ch](http://www.spielboerse.ch) - Spielideen für die Jungschar!

Game idea: Courtesy of [www.spielboerse.ch](http://www.spielboerse.ch) - Spielideen für die Jungschar!

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