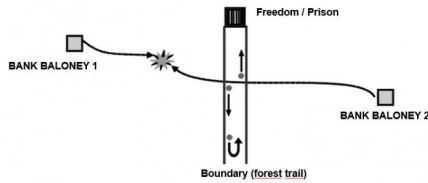


# The battle of baloney and baloney

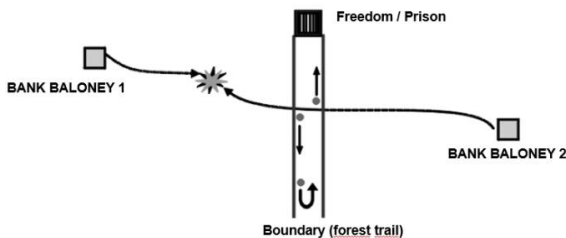


The inhabitants of Quark tried to sneak across the strictly guarded border and recover the money stolen during the many years from the bank in Quark. The inhabitants of Quark try to do the same with the bank of Quark.

## The prehistory

Two different quarters of FRii-TOWN, capital of the Republic FRii-DOMM, had been fighting each other for years. Therefore, the police erected a border between the quarters of Quatsch and Quark. However, under difficult conditions, the fight between the two parties continued. The inhabitants of Quatsch now tried to sneak across the strictly guarded border and to recover the money stolen during the many years from the bank in Quark. The inhabitants of Quark are trying to do the same with the Bank of Quark.

## The game sketch



## The gameplay

The inhabitants of one neighborhood (players) try to sneak across the border and break into the bank in the other neighborhood. They take the money they get back to their bank. Important: they should not be seen by the guards when crossing the border, otherwise they will get a penalty point for their quarters. In the whole area there is a "ribbon fight", which means that they have to try to pull out each other's tails (made of newspaper, tucked into the back of their pants). After a fight, the winner can decide what should happen: Either he can put the loser in "prison" or he can go to "freedom" himself.

"Freedom" means: after showing the tail of the newspaper that he has torn out the other, he can enter the bank unhindered with a flag at the opponent.

The game lasts until a bank is completely robbed (the captured money goes to a special account that cannot be robbed again by the other group) or is stopped after a certain time. All the money captured by a quarter is evaluated. The border crossings detected by the guards are counted.

- **Border:** On the border (forest path) there are always three to four border guards (leaders) walking up and down. They always have a pencil and paper with them. When they see a player crossing the border, they note a point by the quarter to which that player belongs. Players who are near the border may not be counted, only those seen directly on the border. However, the border guards do not try to capture the players. They look only in one direction and cannot see a player crossing the border behind them. The guards can identify players by their colored headband.
- **Prison:** Anyone who goes to prison must wait there for five minutes. He must also hand over his loot from the bank, if any.
- **Freedom:** Whoever gets to freedom can freely enter the enemy's quarters and the bank with the FRii-DOMM flag, without being stopped in any way by anyone. When going back, he must return the flag at the border.
- **Bank Quark and Bank Quatsch:** An area fenced in with marking tape that represents the bank. The bank is defended against intruders by the inhabitants of the quarter. If an intruder can fight his way into the bank, he gets a coin.
- **Ladder:** 1 prison, 1 liberty station, 3 border guards, 2 bank Quark/Quatsch

## The material list

- Marking tape
- Clock (prison)
- Flag and flagpole
- Paper and pencil 3x
- Strips of newspaper
- colored headbands (e.g. colored/dyed bandages)
- Pieces of money, two different colors (e.g. wooden rondos)

## 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!