SUBMITTED BY
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Keine Stimmen

Buffalo off-road game



A terrain game on the theme of Indians/Cowboys/Wild West or similar...

Game data

- **Age**: 6+
- **Number**: 20+
- **Terrain**: Meadow, forest
- **Management**: 5+
- **Duration**: 1h+

Material

- Gold nuggets (for example, stones that are painted gold)
- Small cards (horse, spear, moccasins) - enough of these
- Buffalo head (for example a target)
- Bow (or darts or similar)
- Barrier tape
- Buffalo dots (for example, cards with a buffalo on them)

Preparation

- Mark different hunting grounds/areas (group areas/tribal areas, Silver Lake, trading center/headquarters and the place where the buffalo is shot) clearly visible with barrier tape in the terrain.
- Place gold nuggets by the silver lake.
- Give small cards (horse, spear, moccasins) to the leader in charge at the trading post/headquarters.
- Secure the buffalo head (e.g. a target) at the place where it is to be shot and place the bow (dart arrows or similar) and the buffalo points (e.g. cards with a buffalo on them) ready/give them to the responsible leader there.

- Form/divide groups. For example, if there are more than 20 children, form three or four groups/tribes. The more children, the more groups are possible. Each group needs an identifying sign (for example, all children in a group/tribe have a ribbon of the same color. The group/tribe area should also be marked with this color)
- Identify coyotes (leaders) as such (e.g. with a special ribbon or headgear) and explain their function to the children.
- Explain the rules of the game (if possible with a game plan)

Course of the game

- The children go in their groups/tribes to their group/tribe areas. If there are enough leaders, one leader per group/tribe can be responsible and go to the area with the children. He stays there during the game. As soon as all the children and leaders have reached their starting location, the game leader (who is usually in the center/at the trading post during the game) can start the game with the agreed sign/signal.
- Children look for gold nuggets in the silver lake and bring them to their group area.
- The children can use the gold nuggets to buy cards (horse, bow and arrow, moccasins) at the trading center. The prices vary depending on the course of the game.
- If the children have all three cards, they can shoot at the buffalo head (target) three times with the bow (dart).
- They receive one buffalo point per hit (= one buffalo hunted).
- During the game there are 3 coyotes (catchers). They catch the children between the safety zones (the children are protected in the group areas/tribe area, at the silver lake, trading center/headquarters and when shooting buffalo). If the children are caught, they must hand in everything (gold nuggets and cards: horses, arrow bows, moccasins). If the children have all three different cards on them to shoot the buffalo, they do not have to hand in the cards. The children do not have to hand in the buffalo points either. They have them for sure.

End of the game

After the set time (e.g. one hour), the game leader ends the game with the agreed signal. All children return to their group/tribe area. All the buffalo points collected per group/tribe are counted. The group with the most buffalo points is the winner of the game. If desired, there can then be a prize-giving ceremony.

Game plan

Bueffel-Gelaendespiel-Plan.pdf

Picture credits

Cover picture: © by Anja Fritz, Kidscamp Lithuania 2011

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