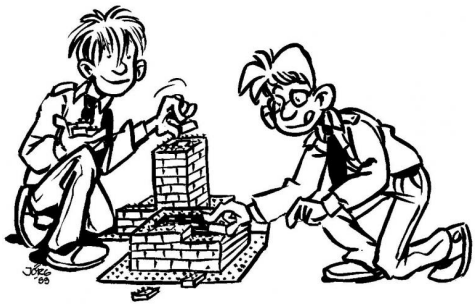
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★ ★ ★ ★ ★
Keine Stimmen

Palace building Babylon



The aim of this terrain game is to create a model of a magnificent building for the king. Let your creativity run wild and impress the king with your work of art.

Materials

- Barrier tape, flags or similar to mark the group stations and to mark out the playing field
- Building blocks in yellow, green, blue, brown (= raw materials grain, wood, ore, clay)
- Ribbons (crepe paper or similar)
- Wooden boards (=foundation)
- Cotton buds (=pillars)
- Glue (=cement)
- Slips of paper, each with information about the king's preferences

Preparation

- Mark the group stations
- Distribute the main traders (=employees) evenly in the marked-out playing field X. The size of the playing field and the number of main dealers depends on the number of participants.
- Attach life ribbons to the players' upper arms
- Distribute building blocks evenly in the playing field

Implementation

- The participants are divided into groups of equal size.
- Each group in turn is divided into : Builders, merchants and architects (the division is left to the players themselves and can be changed during the game)
- The task of the builders is to collect raw materials (= building blocks) in the marked field X. Only **one** raw material may be carried at a time, which is then taken to the quarters. Each construction worker is given a life ribbon, which can be torn off by opposing players, after which the raw material must be given to the attacker. However, you may only "raid" if you are not carrying any

resources yourself. New lifebands are available in the group quarters.
- These collected resources can be exchanged for building materials (e.g. 1 grain + 1 ore = 1 pillar) at certain prices (which can vary during the game) at the main traders . You can also trade between the tribes (trader to trader). Bargaining is also allowed.
- The architects have the task of planning a building that is stable and magnificent, meets the king's wishes and has a very individual advantage (planning = building).
- To find out the king's wishes, the players can run to the king on the playing field, who gives them slips of paper on which he reveals one wish each.
- After a set time (e.g. 30-60 minutes), the king (= game master or employee) decides which model best corresponds to his idea of a magnificent palace.

Proof of source

- Cover picture: Cover picture: **Clipart** courtesy of the publisher buch+musik ejw-service gmbh, Stuttgart - www.ejw-buch.de **from: Jungscharleiter Grafik-CD plus**; Second revised edition 2002 **© buch+musik ejw-service gmbh, Stuttgart**

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