Build a house... or would you rather build a castle?

A game based on popular computer strategies.

Basic information

Age: *10+*

Number of players: *10+*

Location

Number of leaders: *2(basic)+for every 4 children 1 leader (i.e. with 13 children we need min. 5 leaders (13/4)+2=5 -> approximately ;-))*

Duration: *30 - 60 min.*

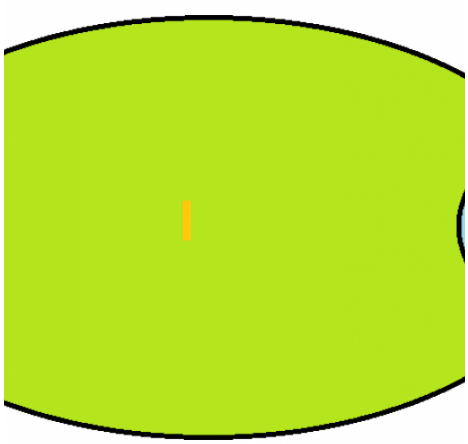
Material: *2 ropes (approx. 10m and 20m), a bag (backpack), slips of paper with material, list of buildings (description below)*

In short...

As the name says it is a building game, players are divided into two teams and have to build as many buildings as possible. To build you need certain resources(wood, stone, bricks), these can be obtained in the inventory the problem is that between the building site and the inventory there are guards who try to prevent the builders(players) from getting to the inventory. Whoever builds all the buildings first wins.

Preparation

First, find a suitable area for the game. A meadow with a few natural obstacles is ideal. Then we place the Construction Site and the Supplies on the flat (see picture).



Site - the place where the main architect (supervisor) is located to whom the raw materials for the construction will be delivered. Each team collects its resources, so the architect also collects resources on different piles. The architect also has a list with the buildings that need to be built and their prices.

Eg: Players have the task to build - granary(2 wood, 2 bricks)

- palace(2 wood, 2 stones, 3 bricks)

- pyramid(4 stones, 6 bricks)

Total:- 4 wood, 6 stones, 11 bricks

Note: - adapted to the theme Egypt - Israelites in Egypt but can be adapted for many other themes.

- the number of buildings or their price can be changed at will (or need to be) if the game is played by more players.

Supplies - here is the storekeeper who "issues" the resources. Resources are represented by small slips of paper on which resources are written or shown. Wood, Stone, Bricks(or other). There should be more resource slips than are needed to build all the buildings.

For example: if one team needs 4D 6K and 11T (D-wood, K-stone, T-brick) to build all the buildings then we will need at least 12D 18K 30T. Why????

The stackmaster has all the resources together in one bag. So the player chooses 1 raw material at random and then takes it to the construction site accordingly. So it is possible that one of the groups will collect more wood(or other raw material) than it needs, so it is good to have this reserve(so that also rival teams don't hold back the raw material that the other team needs).

The appropriate way of carrying the raw material means that the player does not just run to get the raw material and walk back to the construction site, but also carries it in a certain way.

For example: wood - the player has to run back to the construction site (backwards)

Brick - the player waits for another teammate who runs to the supplies and has to carry it on his back to the construction site

Stone - if a player pulls out a stone he must wait for two teammates. With one he creates an improvised seat for the other to sit on and then the other is carried to the construction site.

Playground - an area on which guards move around and try to catch players. If someone is caught (touched) the player in question returns to the construction site and tries again to break through the guards to the supplies. The guards catch players only in that direction(to the supplies), players with supplies return unhindered.

Game flow(summary)

1.step- division into groups (2-3 groups)

- explanation of building construction and other rules

- all players start on the building site

2.step- players try to get past the guards to the supplies

- a player brings a resource to the construction site or waits for a teammate and they bring the resource together (they are not chased by the guards when they return)

3.step- players try to build their buildings as soon as possible to win