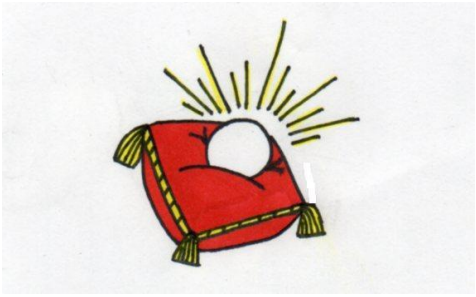
SUBMITTED BY
Hesi07

ON
2013.01.23

★ ★ ★ ★ ★
Keine Stimmen

Pearl dealer



The aim of this night game is to collect as many pearls as possible in order to fulfill the king's orders. Which guild is ahead?

Materials

- Flags or similar to mark out the stations
- Lights to make the stations recognizable
- Flashlights
- Beads in different colors and multiple copies (e.g. 4 groups = many beads in 4 different colors)
- Bibs/jerseys with numbers
- different colored crepe paper
- First aid kit

Preparation

- Mark out stations in playing field X (size depends on number of players)
- Place materials in stations: *pearls in the respective mines, body/jerseys in the fountain of life.*
- Position king (=employee) in capital city
- Provide an employee at each group base
- Attach crepe paper to the upper arm or similar of the group members (blue group = blue crepe paper)

Game introduction

- The king has called on the guilds of pearl merchants to bring him a certain number of the 4 most precious pearls (the number of different pearls depends on the number of participants).
- **Aim of the game:** To fulfill the king's orders and score the most points.

Implementation

- The participants are divided into 4 equal groups (= guilds) (the number of groups can vary).
- The 4 guilds are named after the color of the pearls they can mine in their guild's own mine (blue, yellow, red, green). Each guild member is equipped with crepe paper in the respective color, which he must wear visibly on his body throughout the game.
- In addition to the group base, each guild also has a mine that cannot be entered by any other guild. Each group is therefore already in possession of one of the 4 precious pearls.
- But how does a guild obtain the other 3 colors?
- Your own guild has a certain relationship with the other guilds:

hunted: The guild is hunted by another guild that is trying to steal pearls.

allied: The guild can make friends with another guild, exchange, trade...

combat: The guild can steal pearls from another guild.

- If a player is in possession of a pearl (his own or another player's), he carries it to his group base. A maximum of 3 pearls may be transported, but only one type of pearl at a time!
- Once at the group base, no more pearls may be stolen from the players.
- Beads can be stolen by reading the numbers on the jerseys/shirts of the opposing players and shouting them out loud. The exposed player must then hand over all the pearls they are carrying to their opponent and collect a new number from the fountain of life.
- However, it is important to note that you may only steal pearls from guilds that you can fight. You can tell which guild you belong to by the colored crepe paper.
- If allied guilds meet, they can trade/exchange or form an alliance against the enemy guilds.
- At the end of the game, the groups receive the following points:

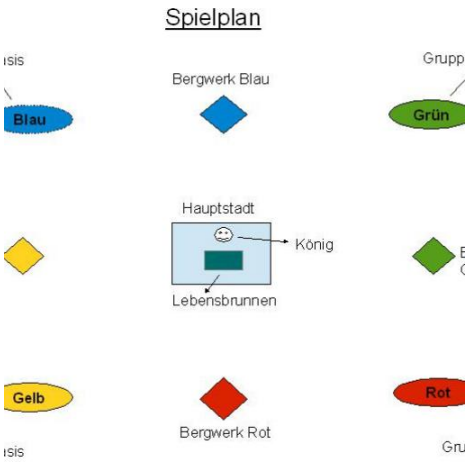
1 point for each pearl you own

for each pearl traded: 3 points

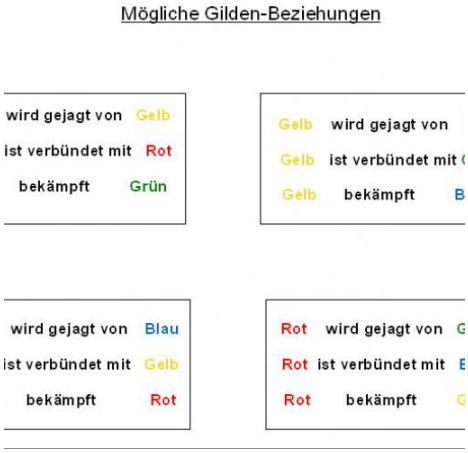
for each stolen pearl: 5 points

- More points can be collected by fulfilling the king's orders. He is in the capital and asks the guilds for a certain number of pearls (e.g. "*Bring me 5 of your own pearl and 3 of each of the others!*") If the order is carried out, the respective guild receives 150 points! Pearls delivered to the king are not included in the final score at the end of the game.

Game plan



Possible guild relationships



Proof of source

- Cover picture: Theresa Kluding
- listed pictures: Theresa Kluding

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