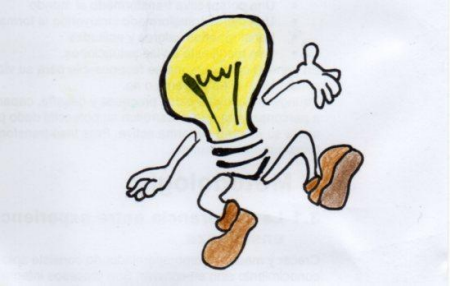
SUBMITTED BY
MariES

ON
2013.01.25

★ ★ ★ ★ ★
Keine Stimmen

Quick feet & bright minds



Nobody will get bored with this cross-country game. It requires not only fitness, but also logical thinking.

Barrier material

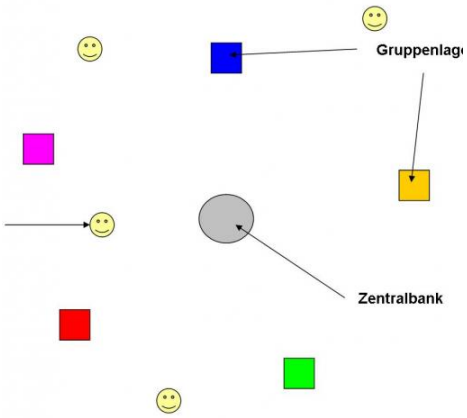
- Barrier material for the site
- tarpaulins, cords in case of rain
- Start signal (horn, whistle or similar)
- First aid box
- Play money (lids, corks, etc. can also be used here)
- Clues, name cards, puzzle forms (on colored pieces of paper for each group)
- Pens, erasers
- Plastic sleeves to protect the slips of paper
- Bags for mobile banks in which to transport the play money
- Plastic sleeves for mobile banks in which they transport the clues
- Price

Preparation

- find a suitable play area (forest)
- mark a camp for each group
- Mark the central bank in the middle of the playing field
- Create clues, name cards and riddle cards and print them on colored paper (a different color for each group)

Files to download

Game plan



Name cards

Namenskaertchen

Aim of the game

- The aim of the game is to solve a puzzle as quickly as possible. To do this, the participants must buy clues to solve the puzzle.
- It is also possible to "earn" additional clues.
- In this game, the individual groups can win through both sporting and intellectual achievements.

Implementation

- The participants are divided into groups of equal size.
- Each group has a camp. The camps are grouped in a large circle around the central bank station, which is located in the center.
- Before the game begins, each group has some time to set up their camp (if it is raining, put up a tarpaulin) and devise a strategy.
- At the same time, some of the staff spread out in the forest as "mobile banks".
- The start of the game is signaled.
- The players' task is now to withdraw money from their accounts at the mobile banks. The amount of money that can be withdrawn at once is limited.
- In order to reach a larger sum, several banks must be approached.
- Not only can you withdraw money from the banks, you can also buy crucial clues for the puzzle.
- However, the price for the clue is significantly higher than the maximum amount that can be withdrawn. The price for an additional clue may be even higher.
- Money must therefore be collected until there is enough available.
- Money may only be exchanged between the players of a team at a bank or in their own camp.
- The groups can try to raid or knock off opposing players at any time.
- Each group receives a set of cards with 11 names on them. One of these names is printed in bold in the middle. This name determines the value of the card.
- Each player always carries one card with them. Cards can be exchanged at all banks and in your own camp.

- If there is a robbery, the cards of the two players are compared with each other. The higher-ranking name always beats the lower-ranking one.
- If there is a draw, the opponents part without further consequences. Otherwise, the winner takes all the money from the loser. Clues are not exchanged!
- A raid is not permitted in the following places: Within a radius of 5 m 1. around the mobile banks and the central bank 2. around the group camps and 3. around two dueling players who have just knocked each other off.

In general:

- A player carries either money or a clue.
- If players have just withdrawn money from a bank, they cannot immediately buy a clue there. They must go to another bank to do so.
- The solution to the riddle is handed in to the central bank. The first player to hand in the correct solution wins.

End of the game:

- The game ends as soon as a group has handed in the correct solution to the riddle to the central bank.
- If the game ends early, the number of correct solutions on the solution sheet is counted.

Instructions for solving the puzzle

- The individual clues can be entered directly into the diagram: A definite "YES" can be entered as a plus sign in the corresponding box, a definite "NO" as a minus sign.
- Further information can then be logically inferred from this information. For example, a plus sign in a column or row means that all other boxes in the same column/row can be marked with a minus sign, as only one combination is possible in each case. This means that if x=y applies, then x=z cannot apply at the same time.
- All information can be deduced logically, i.e. you do not have to guess at any point.
- The puzzle can be solved with the clues alone. However, the additional hints can make it easier to solve. They each give a positive solution in a box.
- In principle, of course, any puzzle can be combined with a terrain game in this way.

Proof of source

- Cover picture: MariES
- listed files: MariES

Weitere Informationen

Categories
Games and activities

Tags
Кръстопът
Logical thinking
Физическа подготовка
The challenge
Strategy

Age
8–12 years
13–16 years
from the age of 16

Number of participants
No data available.

Bible
This information is missing.

Duration
No data available.

Material
A lot of work

File download
File download available

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