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★ ★ ★ ★ ★
Keine Stimmen

The prison break



Which group will be the first to escape from the prison with the self-knotted rescue rope? This is a movement-intensive terrain game in which you collect, buy and run for all you're worth.

Material

- many shorter threads
- objects to be collected (e.g. bottle caps, beer mats, etc.)
- Bags for employees who hand out items
- Marking for base stations
- Bibs or similar to mark catchers
- Bibs or similar to mark dealers

Preparation

- find a suitable playing area (e.g. larger meadow)
- Mark the players' bases
- determine "prison" and place of refuge (e.g. two trees some distance away)
- distribute items to be collected in bags and give them to employees (number of employees to hand out varies depending on the number of participants)

Implementation

- The participants are divided into at least 2 groups.
- One player from each group is selected to be the catcher. The two catchers each receive a bib. If the groups are very large, more than one catcher can be chosen.
- Each group has its own base where it stores the collected items.
- There are several employees in the game area who hand out the items to be collected. If a player comes to one of these employees, he receives **an** item from them. The player tries to transport this item to his own base without being caught by the catcher of the opposing group.
- If he is caught by the catcher, he must hand over his object to him.

- The trader in the group can now go to the point of sale with a number of items previously determined by the game master. There he receives one or more threads in exchange for the items, depending on the amount.
- Each group has an additional bodice, which the traders must wear to protect themselves from catchers on the way to the point of sale.
- The group must use the purchased threads to tie a "lifeline" that leads from the prison to the place of refuge.
- The group that arrives at the place of refuge first wins.
- The catcher can also be changed after a while. The dealer does not always have to be the same person either.
- Once the catchers have taken some items, they take them back to the employees who handed them out.

Proof of source

- Cover picture: MariES

Weitere Informationen

Categories
Games and activities

Tags
Γeland game
Strategy
Speed
Сътрудничество
Tim's game

Age
8–12 years
13–16 years

Number of participants
1–20
20–30
30 – 100

Bible
This information is missing.

Material
A lot of work

File download
No file downloads

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