

# Kämpfe um dein Feuerholz



## **Game data**

- Number of players: 5+ per group
- +1-2 catchers

## **Material**

- Firewood
- Tape
- Paint to mark the wood

## **Playing field**

The playing field can be freely chosen as far as best simply so that you can still run well back and forth.

## **Explanation**

There are 2 groups. Both groups have a home, which is about 6 m<sup>2</sup> and is marked out. In both fields (home) there is a box with firewood, which is marked with a color (each group has a different color) to be able to distinguish it. Both groups have to fetch a maximum of 2 sticks at a time from the opposing group and return to their home without being caught. Between the two homes, the players can be caught by the opposing group, or have the ribbon pulled out of the back of their pants, as soon as this happens, the sticks must be returned. The aim of the game is to get as many timbers as possible in a certain period of time - which can be chosen or adapted to a certain theme, for example a story.

## **Rules**

- Basically, fair play
- In addition, the ribbons must be visible and not turned on so that you can't pull them out.

## **Other**

The game can be modified individually

## **Image credits**

- **Title image:** Provided by Patrick Ackermann