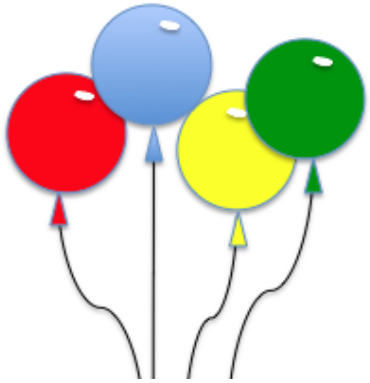
ERSTELLT VON
Irmgard

ON
28.10.2015

Keine Stimmen

Richard Löwenherz



Eine interessante Spielidee für 4 Spielparteien

Terrain Game: Richard the Lionheart

An interesting game idea is the basis of this game. Four parties each have a different mission to complete, of which the other game groups have no knowledge. The winner is the first to complete the mission

Procedure of the game

Crucial procedure

Grouping (four groups)

Distribute the game ribbons (four colors)

Distribute "life cards

and give instructions:

- After the mission has been taken (first phase of the game: finding the casket), stake out your own castle in a previously determined location (route tape) and distribute the 10 flags (one specific color per group) in it.
- Tie an inflated balloon to each player's hip (inflate yourself)
- Tape a pin to the tip of the sword
- Designate "princes" and "dukes." The Prince is the leader of the band of knights and is responsible for reporting the completed mission to King Richard the Lionheart (game master). The duke is the deputy if the prince should fall. If he also falls, any knight may take over this function.
- Read the order together in the group. Note: Other groups must not learn of this order under any circumstances!

Planning game strategy:

- One leader per group is responsible for the correct execution of the instructions. He also has the appropriate material.

1.**Playing phase**

Everyone works together to find the casket that has been hidden in a pre-determined play area. Inside are the group orders.
The first person to find the casket thereby has one more life during the game (4 instead of 3). The finder calls everyone together and distributes the orders to the four parties and takes the extra life cards.

2.**Playing Phase**
The four parties now go to their castles (location previously determined) and follow the instructions given at the beginning: Set up castle, assemble balloons, attach pin, insert flags, determine "princes", read order and plan strategy.
The group now has to ensure the following during the game:

- Protect own life (balloon must not burst)
- Protect own castle, i.e. guard the flags
- Complete own mission as quickly as possible

3rd game phase
On the whistle of the game master, the game begins! Each party now begins to fulfill their mission. Players who have lost a life go to a central location to sit out for two min and receive a new balloon. At the same time they hand in a "life card" (checking the number of lives). After two minutes the game continues for them. Players who have finally died gather in the same central place.

End of the game
As soon as an order is fulfilled, this is reported by the "Prince" to the King "Richard the Lionheart" (game master). The latter checks the correctness and calls off the game.

||

Rules of the Game

The following possible orders exist in the game:

- Destroy the ... Party completely (i.e. no players from that group are allowed to play anymore = have no lives (balloons) left.
- Robble 5 flags each from the ... Party.
- Robble 10 flags each from the ... Party.
- Robber 3, 4, 3 flags from the ... Party, etc.
- If the **order has been fulfilled**, that party has won. If the order is accidentally fulfilled and executed by someone else unintentionally, the party that owned the order won.
- The **robbed flags** are deposited in one's castle and pocketed. If a party has flags to rob, which are not in the enemy castle at all, it has to look for these flags possibly at other castles together!
- **Each player has three lives!** Exception: the player who first found the casket (first game phase) has four lives! Lives are controlled by the life cards.
- Attempts are made to destroy the **balloons with the sword.**If a balloon is accidentally broken due to carelessness, it can be replaced without damage.
- If the **balloon is destroyed** (life lost), the player must go to a central location, sit out for two minutes, re-inflate the balloon, and then may be allowed back into play by the leader. A life card is

surrendered in the process.

- The correct progress of the game is checked by the **game leader** and assistant leader.

<||

Game preparations

In addition to the game materials listed below, the main thing to do is to select and mark the game area specifically. The casket is also hidden in the terrain before the game begins. With advantage, the locations of the castles are already marked before the game starts.

Short:

- Mark out the play area
- Hide the casket
- Determine locations of castles
- Set out central gathering place

<||

Game materials

- Life cards (number of players x 3 + 1)
- Casket of order envelopes (per group) and an additional life card for the finder
- Orders (4x)
- Trace tape
- Four different colors of flags (minimum of ten per group)
- Balloons (number of players x 3 +1 plus reserve)
- Pins (number of players)
- Four rolls of tape
- Game ribbons (number of players) in four colors
- Swords (number of players) if available, otherwise e.g. sticks

||

Target group

- Suitable for: Youth group, Teen
- Number of players: unlimited
- Effort: medium
- Possible use: for camps and teen afternoons
- Duration: approx. 1 to 2 h

||

Notes on the game

Experience has shown that the orders need to be targeted beforehand, depending on the playing strength of a group. For example, if a group is made up of smaller and weaker players who need to "destroy" a massively stronger group (or vice versa), they are unlikely to succeed (and vice versa)

Richard Loewenherz_YW

YoungstarsWiki.org

Source reference:
Content: Copyright BESJ, www.besj.ch

Author: Daniel Kunde, Jungschar Aarau

Cover: www.juropa.net

Weitere Informationen

Categories
Spiele und Aktivitäten

Tags
Spielidee
Spiel in der Gruppenphase
Spiel
Programm

Alter
Keine Daten verfügbar.

Anzahl Teilnehmer
1–20

Bibel
Diese Information fehlt.

Material
Fast mühelos

Dateidownload
Dateidownload vorhanden

KI Generierter Inhalt
Contents
Categories
Tags
Alter
Anzahl Teilnehmer
Bibel
Material

© YoungstarsWiki | https://youngstarswiki.org/de/wiki/art/richard-loewenherz