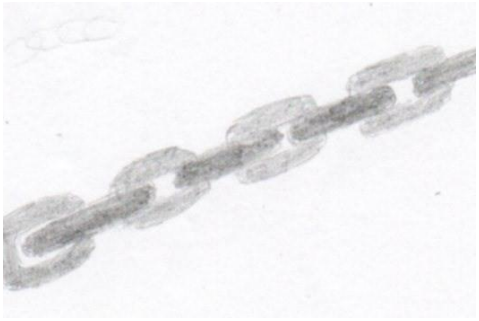
ERSTELLT VON
MariES

ON
12.02.2013

★ ★ ★ ★ ★
Keine Stimmen

# Versklavt



Bei diesem Spiel ist ein gutes Gedächtnis sehr hilfreich. Es geht darum herauszufinden, hinter welchem Namen welcher Mitspieler steckt, um diesen auf seine Seite zu ziehen.

## Material

- small pieces of paper
- Pens

## Implementation

- The participants sit in a circle of chairs.
- Everyone receives a small piece of paper and a pen.
- Everyone now thinks of a name (e.g. of famous people or comic characters) and writes it on the piece of paper.
- The game leader collects the slips of paper and shuffles them.
- He reads out one piece of paper at a time loudly and clearly. The players try to memorize the names.
- One player begins. He tries to assign one of the names on the slips of paper to one of the players. E.g.: "Michael, you are Asterix."
- If the statement is correct, the player being asked must sit next to the guessing player. He is now no longer an individual player, but the "slave" of the said player and helps him to unmask the other participants.
- A player may keep guessing until he assigns a name incorrectly. Then the player in question continues to guess.
- If a player who already has several "slaves" is unmasked, the whole group switches to the guessing player.
- The player who is the last "free person" left at the end and has all the others as their "slaves" in their group wins.

## Proof of source

- Cover picture: MariES

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