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MariES

ON
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★ ★ ★ ★ ★
Keine Stimmen

Das große Mafia-Spiel



Dies ist ein Spiel für Jugendliche, bei dem "Mords"-Spaß vorprogrammiert ist! Jederzeit kann es soweit sein, dass einer deiner Freunde deine "Lebenszeit" erheblich verkürzt. Wer ist schneller? Wer ist cleverer?

Materials

- a small object for each player (e.g. party kebab skewers)
- a small piece of paper per player
- List with all the names of the participants

Implementation

- Start by folding small pieces of paper (one per player). Draw a symbol (e.g. a star) on one of the pieces of paper. The rest remain blank. Each player draws a piece of paper. He looks at it for himself, but does not show it to the others. The player who drew the piece of paper with the star is the policeman. However, he does not reveal himself to anyone. He keeps his piece of paper as a police badge.
- Each player now receives an item. This item is the players' weapon with which they can "kill" others. It is also the life of each individual.
- The aim of the players is to survive and be the last player standing.

The following scenarios are intended to explain the course of the game:

- **Scenario 1**: Player A can kill Player B by poking him with his weapon and saying, "Killed!" Player B must now give Player A his item, i.e. his life, and is eliminated from the game.
- **Scenario 2**: By chance, player C sees player A kill player B. He says: "I saw you!" Now player A dies and gives his life to player C. Player B lives on.
- **Scenario 3**: Player B unknowingly tries to kill the policeman. If he has his badge with him, he shows it to him. Player B is now taken into custody. The policeman takes away his weapon for a week. During this time, player B cannot kill anyone, but can be killed himself. After the week, player B gets his weapon back.

- **Scenario 4**: Player B unknowingly tries to kill the policeman. However, the policeman does not have his badge with him. He dies and gives his item to player B. The game now continues without the policeman.

- **Scenario 5**: Players A, B and C join forces to kill the policeman. They all poke him with their weapon at the same time. The badge does not help the policeman in this case. He dies and gives his life to one of the others.
- *Generally speaking*, to kill the policeman (with the badge), 3 people need to poke him with their weapon at the same time.

- **Scenario 6**: Players A, B and C kill the policeman together, but are caught by player D. Players A, B and C now all die.

- This game can last one day, one week or several weeks. Depending on how quickly the players "get each other around the corner".
- The game is not only played during the youth hour, but also continues outside the church. If you meet by chance on the street during the week and have your weapon with you, you also have the opportunity to "kill" the other person.
- Players can also make contracts and pacts with each other if they wish.
- Once a week (e.g. during the youth lesson), those who have "died" in the meantime are asked to remove themselves from the list. This helps to keep track of who is already dead and who is still alive.

Proof of source

- Cover picture: MariES

Weitere Informationen

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ab dem 16. Lebensjahr

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