

SUBMITTED BY
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0% / 6 Stimmen

Spy game



This is a terrain game in which the aim is to find the hidden treasure of the opponents.

Game data

- **Age:** from 7 years
- **Number:** 12+
- **Terrain:** Forest, hilly terrain,...
- **Leader:** 1 game leader + 1 leader per group
- **Duration:** 60min+ (usually 3 rounds of approx. 20min each)

Material

- Barrier tape
- Spy game cards
- Treasure (Sugus pack, ... => 1 per group)

Preparations

Before the game starts, all prisons should be marked with barrier tape. The treasures should be prepared and the spy game cards should be available.

Game procedure

- The children are first divided into groups, which should be reasonably fair.
- Each group is assigned a prison and given the corresponding spy game cards (a color set). Of course, the treasure should not be missing.
- These cards can now be distributed to the groups. It is best to simply let the children draw a card. Any remaining cards must also be distributed.

- Now the treasure that was given is hidden. (See supplement for rules)
- As soon as the game leader starts the game, the children can set off from their prison. The aim is now to get to the other prisons and find the others' treasure.
- The children can of course catch each other. As soon as someone has checked someone else, they have the opportunity to choose one of their cards. When this is done, the cards are shown on the command: "one, two, three". (See addendum for rules) The winner must take the loser to the prison of the winner. The loser's cards are given to the winner.
- The prisoners can now search for the treasure in the closed-off area. But you can also free them again by handing them a previous card.
- When a treasure has been found, the finder can run to the game master and hand it in. The game master makes a note of which group found the treasure.
- The group that has found the most treasures wins.

Rules

When hiding treasure:

- The treasure may not be hidden more than 2m away from the prison.
- The treasure may not be hidden more than 2m from the ground.
- You must be able to see at least a five-franc area (approx. 3 cm in diameter) of the hidden treasure.
- The players are not allowed to look at each other's cards.
- The card must be selected before it is shown.
- If both players have the same card, they separate and have to catch another one first in order to catch the same one again.

When showing cards:

- **Mouse (1)** wins against elephant
- **Monkey (2)** wins against mouse
- **Gazelle (3)** wins against monkey and mouse
- **Zebra (4)** wins against gazelle, monkey and mouse
- **Elephant (5)** wins against zebra, gazelle and monkey**(not against mouse!**)

End of the game

The game ends when the game master stops the game or when all the treasures have been found.

Templates for spy game cards

Spionspiel-Kaertchen.doc
Spionspiel-Kaertchen.pdf

Sources

- Spy game cards.doc: Andi Dolf
- Spy game cards.pdf: Andi Dolf

Picture credits

- **Cover picture:** © Curdin Badertscher / Jungschar Pfiff Landquart

Weitere Informationen

Categories
Games and activities

Tags
Outdoor play

Age
8–12 years

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

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