

SUBMITTED BY
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★ ★ ★ ★ ★
Keine Stimmen

Smuggling



The aim is to see which of the two groups can smuggle the most without getting caught.

Match details

- Duration: Can be adjusted, but I recommend 2 x 30 minutes
- Players: at least 4 per group

Materials

- 1 bag of hydro beads
- 2 containers

Playing area

The playing area can be chosen freely, but it is advisable to play the game in the woods, as there are plenty of opportunities to evade your opponents there.

The size of the playing area can be chosen freely.

Instructions

Two groups are formed, and these two groups position themselves anywhere in the woods. One group has the bag of hydrobeads, the other an empty container. Once the whistle blows, the members of the group with the sack of hydro beads can hide as many beads as they like in their own pockets, shoes, etc. The aim is now to smuggle the hydro beads into the opposing group’s container without being caught by the opposing group, who are trying to catch the group with the beads.

If a smuggler is caught, they may be thoroughly searched, and any beads found may be kept.

After about 30 minutes, the teams swap roles and the game is played the other way round.

The aim is to smuggle as many beads as possible.

The team that has smuggled the most wins.

Rules of the game

- If you've caught someone, don't throw the little balls away.
- Don't hide the marbles in your underwear.
- Fair play

Image credit

- **Cover image:**Courtesy of ML3000. (ml.3000 (at) hotmail.com)

Weitere Informationen

Categories
Games and activities

Tags
Competition

Age
13–16 years
from the age of 16

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

Bible
This information is missing.

Duration
No data available.

Terrain / surroundings
City

Material
None

File download
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