

Einstein finds a rocket



Exciting off-road game with "Einstein, Madonna, Rambo, Schwarzenegger and 007"

Youth School Afternoon in the Forest

Late summer offers an opportunity to spend the youth school afternoon in the forest. The cross-country game is a good opportunity to really let off steam using a lot of "brains". In this game, tactics and cooperation within the group are especially important. So it is also interesting for physically weaker children.

The aim of the game is to score as many points as possible as a group. These can be won by capturing the opponent and by finding and firing the missiles.

Let's go

The players are divided into two groups and can then draw a role card. Each group has one in their assortment of cards:

- Albert Einstein
- James Bond

and about equal parts:

- Madonna's
- Arnold Schwarzenegger's
- Rambos

The role cards decide the "combat value" of the player and are basically non-transferable (exception James Bond, see below) the player must always carry the card on him.

From their base (neutral zone), both teams then launch into the field and attempt to locate the hidden missiles in addition to capturing opponents.

If an opponent is caught by a clear hit to the back, both stop and show their roll card. The losing player is then imprisoned at the winner's base. After about 2 mins, he gets a new one from the base leader (leader) in exchange for his old role card and starts back into the field.

The base leader makes sure that there are never two Einsteins or James Bonds of the same group in the field.

Who bats whom?

The value/rank of each role card is as follows:

EINSTEIN
MADONNA
RAMBO
SWARZENEGGER 007

Einstein beats all characters and is only beaten by James Bond

Madonna beats Rambo, Schwarzenegger and James Bond, but is beaten by Einstein

Etc.

Schwarzenegger can't beat anyone

If two of the same height meet, the one who beat first wins. This rule also comes into play between Schwarzenegger and James Bond.

A hit Einstein scores 8 points, all others score one point each. The respective base leaders add up these points.

Missiles

There are six to eight missiles hidden in the play area. There is also a small bottle and some matches in close proximity. If a rocket is discovered by a player, he ignites it and takes the fuse cover as evidence. He must take this to his base. Where his team is credited with 10 points. A fuse cover cannot be taken from its owner once it has been detonated, even if captured.

End of game

The game ends with a final signal once the time limit has been reached or the last missile has been fired.

Terrain

The game requires a dense and preferably uneven forest terrain. This allows players to hide often and well. The terrain should therefore also be rather generous in size. A neutral zone is set up in each of the two opposite corners of the field.

Material

- Roll cards
- Some rockets
- Marker tape
- Game ribbon to mark the teams
- Flares
- Some bottles

Tips & Tricks

Have a few roll cards with you as a reserve to replace them if lost Rockets are available at virtually every gun store. Don't go overboard with the size! The number of missiles, and the difficulty of finding them, will determine whether the junglers focus more on hunting or finding the missiles. Too many rockets are detrimental to the game. Variation: Of course, instead of rockets any other objects can be hidden (e.g. Toblerone wrapped in aluminum foil). It thus becomes possible to play the game with younger children as well.

Where can I get the roll cards?

If you have an above-average computer geek on your team, you can design your own cards (e.g., to match the theme of the afternoon or quarter). For everyone else: Copy templates onto strong paper and cut them out! Have fun!



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