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★ ★ ★ ★ ★
Keine Stimmen

Werewolves - Village game



This terrain game is based on the card game "Die Werwölfe von Düsterwald" (also known as "Werwölflä"). It should be played in a village or town. With the help of various people, the participants have to find the werewolves and

Aim of the game

The participants are divided into several groups. The aim of the groups is to catch all the werewolves. The werewolves have an obvious sign (e.g. a tail and wolf ears).

Implementation

There are 2 phases of the game, which always alternate:

- Day (15 minutes each): The children try to catch a werewolf. The werewolves are somewhere in the marked area. To do this, one member of the group who is not yet wounded must steal the werewolf's tail. The werewolf gives the group something as proof (e.g. colored ribbon) and gets its tail back in return. Each wolf has its own color, so the group tries to get each color once. It is not worth catching the same wolf several times, as you have already unmasked it. The children can go to a seer for help. Each seer knows the current location of a wolf (there is a useful function in Whatsapp called "live location", you can of course also communicate the location in another way). If a member of the group was wounded last night, the whole group can go to the healer. At the healer, the wounded must drink a healing potion and are then treated (the healer can stick a plaster on the wound). Once a group has caught all the wolves, they can go back to the agreed meeting point (e.g. to the healer).
- Night (5 minutes each): During the night, the group must sleep, i.e. all participants must lie or sit on the ground. If a werewolf sees a group, he can catch them (the participants are not allowed to defend themselves, they are asleep). If he catches a participant during the night, he wounds him (e.g. by drawing a cross on his hand). He may only wound one participant per night.

The game is over as soon as one group has caught all the wolves or the time has run out.

Variation

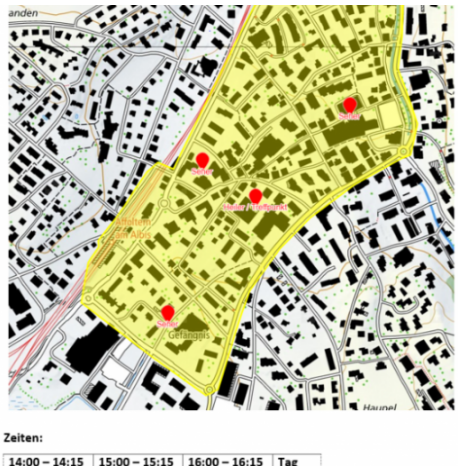
- We played the game with 3 wolves, but it can also be more or less.

- You can either have just one seer, who is in contact with all the wolves, or several seers, who then only know the location of one wolf at a time.
- Our seers had sunglasses in the color of the werewolf's reward, so it was easier for the groups to find all the wolves.
- In addition, introduce other roles, e.g. the dog, which also runs through the village in disguise and lures the children onto a false scent; if it is caught, nothing happens.

Materials

- Identification feature for wolves e.g. tail and ears (with a hairband and cardboard/leather ears attached to it)
- Reward when a wolf is caught (e.g. colored ribbon, sugus etc.)
- Pens to draw injuries
- Patches to "heal" injuries
- Healing potion
- Map with playing field boundaries / times (created with map.geo.admin.ch, example see below)
- Cell phones or radios to communicate the location

Example for card



Source reference

Cover picture: https://de.wikipedia.org/wiki/Wolf#/media/File:Canis_lupus_2_(Martin_Me...

Weitere Informationen

Categories
Games and activities

Tags
Werewolf
Game
Teams
Exploration
Adventure

Age
13–16 years
from the age of 16

Number of participants
No data available.

Bible
This information is missing.

Duration
No data available.

Material
A lot of work

File download
No file downloads

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