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★ ★ ★ ★ ★
Keine Stimmen

Pflöckle



The well-known "Werwölfle" has been reinterpreted and placed in the context of youth choirs.

Pflöcklä

Introduction:

As Jungschi.büli, we were confronted with the fact that some of the younger children had had bad experiences with the ever-popular game "Werwölfle". This led to sleepless nights and nightmares. For this reason, we have reviewed our attitude to this game and have come to the conclusion that, in addition to these experiences, we have simply ignored the spiritual side of this game. Mythical creatures, such as werewolves, which do have a demonic origin, or the witch, who has a positive role within the game, but in real life relies on demonic powers with dark magic, are formative for the game. That is why we have taken the game principle within our youth group, deleted unnecessary things and renamed and reinterpreted all the roles. The purpose of this is to ensure that our children and we as leaders can still enjoy the game, but that it takes place in a spiritual setting that we can represent. We call the game "Pflöckle".

Game principle:

The game principle is pretty much 1:1 with that of "Werwölfle". However, the storytelling couldn't be more different.

Youth group XY is on its way to camp. They are looking forward to spending time together, having good conversations and lots of action. All the participants have their own bivouac. But the joy doesn't last long, as it becomes clear on the first night that there are some people in the camp who are more interested in tearing down the tent than in the camp itself. Youth group XY is confronted with the task of finding the troublemakers and sending them home. The aim of the game for all normal youth leaders is to send all troublemakers home and thus win the game. The aim of the "pegs", as we call the troublemakers because they peg the tents (= pull pegs out of the ground so that their tent collapses). Every morning there is a vote on who has to leave the camp and is sent home.

Game preparation:

- Tell the story
- Explain roles
- Close eyes

- Roles are distributed by the game leader (tap or playing cards)

Procedure during the night / start of the game:

- (in the 1st round, all roles wake up once so that the game master has an overview)
- "Mommy" chooses 2 "best friends" & "midwife" identifies the "twins"
- Sleepwalker chooses his bivouac, where he spends the night.
- Esri chooses a person who has to do the dishes (this person may not speak during the accusation)
- Stakes choose the bivouac they want to stake
- The night watch decides whether to intervene (rebuild the tent or stake another tent)

Procedure during the day:

- Events are revealed by the game master.
- Special functions are carried out:
  - Leader takes someone home
  - Twins are mixed up
  - Best friends go together
  - Camper still has an inner tent (therefore a "2nd life")
  - Watch out for sleepwalkers!
- Afterwards the assembly takes place.
- 1 person has been designated by Esri to wash up and must therefore be quiet, must not defend themselves, bring charges or vote.
- accuse 3-4 people who are suspected of having pegged during the night.
- Majority decides who goes home. (Attention: main leader!)
- Afterwards, everyone who is still in the camp goes back to sleep and a new night begins (see procedure for the night after sleepwalking).

End of the game:

When all the "stakes" have been sent home or there are no more JS players left.

Roles

The role cards are available for download.

Stake (former Werewolf)
Every night they "stake" the bivouac of a JS-Ler.

JS-Ler (former villager)
Person participating in the camp, has no other special function. Goal: To send all the pegs home.

Main leader (former mayor)
Has a second vote in the event of a tie during voting. Additional: can send someone home directly after the 3rd round. Role is handed over to someone else when going home.

Leader (former hunter)
Can also send someone home if he/she has to leave during the night.

Night watch (former witch)
Has the ability to prevent a bivouac from being "pegged" once per game and to "peg" someone themselves once.

Mommy (formerly Cupid)
Determines two best friends (BFF). When 1 BFF goes home, the other person goes too. They can't do without each other.

Midwife

Determines two twins whose tents are swapped at night. If one has to go home (only at night!), he/she gets mixed up with the other.

ESRI (new)
Every night, ESRI chooses someone who has to do the washing up the next day. This person cannot take part in the vote and is not allowed to say anything for the day. Every night a new person is appointed to do the dishes.

Camper:in (former tree)
Has an improved bivouac with an outer and inner tent. Has a second life if his tent is "pegged" during the night. If sent home the next day, he/she must leave anyway.

Sleepwalker (former pilgrim)
Selects a bivouac each night in which he/she sleeps. If his/her own tent is "pegged" during the night, nothing happens. However, if the chosen bivouac is "pegged", the person goes home with the owner of the bivouac. The role has no influence during the day.

Schnurri (former mushroom)
Must support the first accusation that takes place during the first vote, and must support it every day thereafter. The action ends when the accused person has been sent home.

Sources
Picture: BESJ

Game: Ideas Market BESJ Team Weekend

Weitere Informationen

Categories
Games and activities

Tags
Werewolf
Youngstars
Role play
Group stage match
Game

Age
8–12 years
13–16 years

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

Bible
This information is missing.

Duration
Up to 1 hour
1–2 hours

Material
None

File download
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