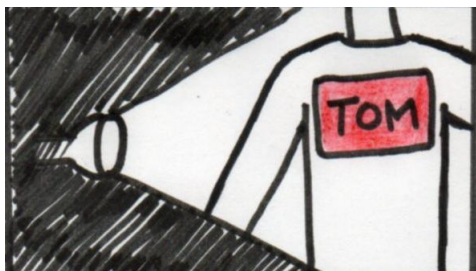


## On a secret mission



A cool get-to-know-you game where you don't just have to sit or stand still.

Can your group identify the other players without being identified themselves?

### Material

- colored sheets
- Felt-tip pens
- Lists of names of the participants
- Safety pins or adhesive tape to attach the paper
- Whistle or similar, to signal the start and end of the game
- flashlights if necessary

### Preparation

- Find a suitable area (forest, village) that offers plenty of hiding places.
- Mark out the playing field before the game begins (area: approx. 400 x 400 m).
- Create enough lists of names of the participants.

### Implementation

- At least 2 groups of the same size are formed. Each group is given a color.
- Each group looks for a secret meeting point on the playing field.
- Each group member receives a piece of paper in the group color and writes their name on it in legible capital letters. The piece of paper is attached to the back.
- Each group receives a list of participants and 4 colored pencils (group colors). The list must remain in the secret meeting place and may not be taken away.
- All players move freely within the playing area. The aim is to find out who belongs to which group without being "identified".
- At the secret meeting point, the names of the participants are then marked with the corresponding colors.
- The first group to match all participants is the winner and ends the game with a loud signal (e.g. whistle).

## Variations

The game can also be played at night with flashlights.

If the participants already know each other more or less by name, they can also just carry a sheet of paper in their group color (without a name) on their backs.

## Proof of source

- Cover picture: MariES