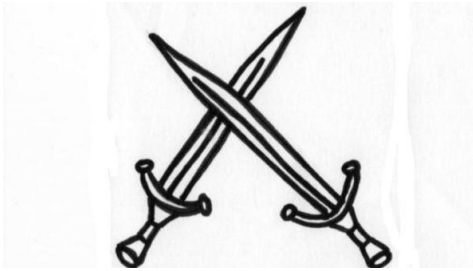


Ready for a duel?



Appropriate duels allow physically weaker players to triumph against stronger ones, as tactics, skill and, in some cases, chance play a key role. Here are a few ideas for exciting duels.

Material

- none

Show me your fingers!

- In this game, two people stand opposite each other and hide their hands behind their backs.
- Now one person says "even", while the other says "odd".
- Then, on a signal, they put their hands out in front of them. They use their fingers to indicate a number between 0 and 10.
- These two numbers are then added together and, depending on the result, the person who guessed correctly at the beginning wins
- For example, if the sum of the two numbers is even, the person who previously said "even" wins.

Gap filler

- Two people stand 5 paces apart and face each other.
- Now one person shouts "Hay!" and places one foot directly in front of the other.
- The other person says "Straw!" and also places one foot in front of the other.
- The person whose foot no longer fits into the gap loses.

Granny, warrior, dragon

- This game is similar to "Rock, Paper, Scissors" and is suitable for two groups.
- The two groups stand opposite each other (approx. 3-4m apart) and discuss in secret which figure they want to represent. They have the following to choose from:
 - **"Grandma"**: raises her index finger reprovingly and turns in a circle.
 - **"Warrior"**: Stands in a fighting pose and swings his imaginary sword.
 - **"Dragon"**: Spreads out his arms and lets out his most terrifying roar.
- **Winning rules**: The grandma is eaten by the dragon, but defeats the warrior by rebuking him and thus intimidating him. The warrior kills the dragon with his sword.
- At a signal, both teams simultaneously assume the posture of the character they have chosen.
- The team whose character is defeated must now turn around as quickly as possible and flee behind a previously determined boundary line. The winning team tries to catch as many

opposing players as possible by touching them before they cross the line.

- The caught opponents must now switch to the other team. A new round can begin!
- As soon as a group has no more players, the game ends.

Proof of source

- Cover picture: Theresa Kluding