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★ ★ ★ ★ ★
Keine Stimmen

# Conquer the city



This article presents a terrain game in which the aim is to supply the citizens of a town with food and water.

## Game data

- **Age:** from 7 years
- **Number:** no matter
- **Terrain:** Forest,...
- **Leader:** 3
- **Duration:** 60min - 120min

## Material

- 30 board pieces
- 2 cups for the table ladder
- 2 leaves
- Cups for transporting water
- approx. 3 large stones
- Barrier tape
- Playing cards (ore, water, food)

## Preparation

Two areas must be cordoned off in advance. The first area is used to complete three posts. The game table is located in the second area.

The following ideas can be used for the posts:

**Ore:**

- Carry stones
- Throwing stones

**Food:**

- Prepare a snack

**Water:**

- Transport water with a cup/tube
- drink 1 cup of water
- Carry water balloons

## Game procedure

- The children are divided into two groups. Each group is assigned a city and a table leader. Now the game can begin.
- All children must first make a post to get ore, food or water. With these materials, they run to the game table.
- At the game table, the children have to roll a dice. The city has 6 gates. If the number 4 is rolled, the card must enter the city via the 4th gate. If an opposing soldier is positioned in front of this gate, this card enters the opposing city. The dice must also be rolled there (if it is intercepted there, it goes back to the other group). Once the card reaches the city, it is safe and can no longer be lost.
- The aim is to have 1 water and 1 food for every citizen in the city at the end of the day. If this is not the case, all citizens who have not received everything will defect to the opposing city. With 5 ore, the table leader may roll the dice once; if he rolls an odd number, one citizen may be stolen from the opposing group. For each citizen that is taken care of, you receive 1 point.
- Once the points for one day have been counted and the citizens who defect have been divided up, the next day begins. Food and water spoil after one day.

## Figures

**The citizen, the people:**

The aim of the game is to have as many citizens (Töggeli) as possible in order to score as many points as possible. The people are always located within the city walls. You receive one point for each citizen.

**Soldier:**

Each group has 3 soldiers (also Töggeli) who lay siege to the opponent's gates. They intercept the cards that try to pass their gate. The soldiers can be repositioned in front of a gate every day (place them in front of one of the six entrances).

**City:**

The city can easily be drawn on paper. It has a closed city wall and 6 entrances.

## End of the game

After a defined number of days, the game ends. The points of the two groups are counted and the group with the most points wins.

## Picture credits

- **Cover picture**: © Rahel Szielis / pixelio.de

## Weitere Informationen

*Categories*
Games and activities

*Tags*
Outdoor play

*Age*
No data available.

*Number of participants*
No data available.

*Bible*
This information is missing.

*Duration*
No data available.

*Material*
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