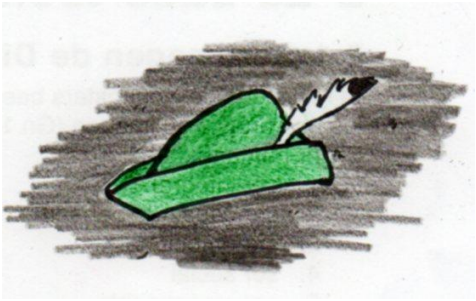
SUBMITTED BY
MariES

ON
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★ ★ ★ ★ ★
Keine Stimmen

Robin Hood - Night game



This racing and tactics game has already been played at a camp. Equip yourselves to help Robin Hood in his fight for justice!

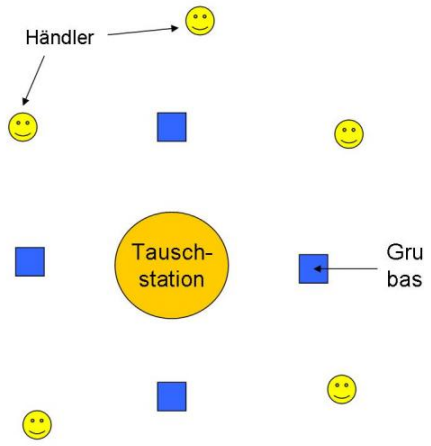
Material

- Life ribbon
- Barter material: pebbles, leather, wool, swords, skins, arrows, knives
- Ribbon of life for suppliers
- Marking for the traders
- Labeling of the stations
- Lamps in stations
- Marking of the patrol
- First aid kit

Preparation

- find a suitable play area (forest)
- Demarcate the play area if necessary
- Mark the bases of the groups
- Mark and set up bartering station (prepare weapons and skins)
- Equip traders with flashlights and bartering materials
- Distribute traders in the forest

Sketch of the game setup



Required number of employees

- 1 employee per group base station
- Commodity trader (adjust number to number of participants)
- 1-4 employees in exchange station
- Employees for patrol (depending on the number of participants)
- Employees who bring the removed life ribbons back to the corresponding base

Aim of the game

- Robin Hood wants to assemble an elite group of his people.

Implementation

- The participants are divided into groups.
- Each group plays on its own. Each group tries to obtain weapons (things that are important for survival in the forest) in the forest (e.g. swords, arrows, knives and skins).
- Of course, things don't just grow in the forest; you have to collect resources that you can then exchange for weapons.
- **Swords: 3 pebbles, 2 wool, 2 leather = 10 points**
- **Knives: 3 wool, 2 leather = 6 points**
- **Arrows: 2 pebbles, 1 leather = 4 points**
- **Skins: 1 leather, 1 wool = 2 points**
- The groups are distributed around a station in the middle of the forest. At this station, the collected raw materials can be exchanged for weapons and skins.
- The raw materials (wool, leather, stones) are available from employees in the forest, who announce their position by briefly flashing their flashlight.
- Each group has 3 traders who exchange the raw materials. They are marked with a ribbon around their heads. The traders can also swap their role with a supplier from their group during the game.
- The other group members are raw material suppliers. They may only transport one raw material at a time.
- The groups can also swap with each other.

- There are sheriff's patrols that are allowed to take the raw materials from the suppliers, but not from the traders. The patrols catch the suppliers by taking their life ribbon.
- If a supplier is caught, he gives his resource to the patrol and goes to his base to get a new life ribbon.
- The group with the most points wins.

Playing time

- The first option is to limit the duration of the game (approx. 30-45 minutes). Here it is important to have enough exchange material available!
- The second option is to end the game when all the weapons and skins have been bought up. In this case, too, it is important that employees take the collected resources from the exchange station and the patrols back to the traders so as not to interrupt the game.

Proof of source

- Cover picture: MariES
- Sketch: MariES

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