SUBMITTED BY
Hesi07

ON
2013.01.25

★ ★ ★ ★ ★
Keine Stimmen

All money or what?



The aim of this terrain game is to have as much money as possible at the end of the game. In addition to speed, luck also plays an important role in single combat.

Material

- Name cards
- 2 flags per group
- Ribbons in different colors (e.g. colored crepe paper, Lego bricks, etc.)
- Cloths in the same color as the ribbons
- Play money
- Barrier tape to mark the group bases
- First aid kit

Preparation

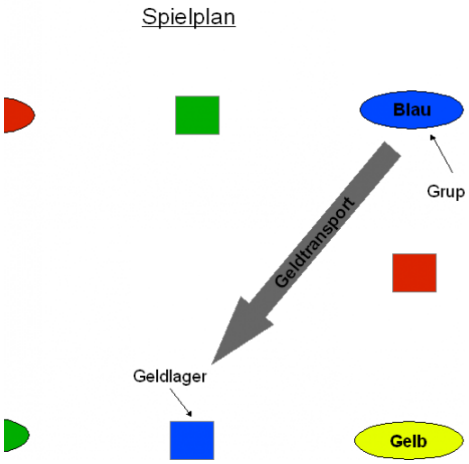
- find a suitable play area (forest or meadow)
- Mark bases and money storage areas
- Create or print out and cut out name cards

Implementation

- The participants are divided into groups of equal size (at least 2).
- Each group has a group base and a money store.
- There are €3500 (10s, 20s, 50s) in each money store. Only the members of a group may enter the money store. You are safe there and cannot be knocked off, just like in any base.
- Bills are now transported from the money store to the corresponding base.

- Each player may carry a maximum of 2 bills (regardless of the amount). However, after he has knocked off another player, he may also transport 4 or 6 bills (with 2 opposing life ribbons) with the opponent's life ribbon. If a player has 2 life ribbons after being knocked off, he may not knock off anyone else and must return to his base, but can be knocked off himself.
- If a player reaches his base, he must hand over his money and the opponent's life ribbons. There are twice as many life ribbons per group as there are players.
- Each player may only carry 1 of their own life ribbons. If a player loses his, he must return to his base immediately. They may not leave their base without a new life ribbon (even for defense).
- **Knock off (see example below):** Each group receives a deck of cards (7 cards) with 7 names at the start of the game. All players receive one card. The **middle framed** name is your own. The names above you are higher/stronger, the names below you are lower/weaker than your own name. If two players from different groups meet (by knocking each other off as in a game of tag), they compare their cards. The winner of the "fight" is the player whose name is at the top. The loser must give him his money and life ribbon. Both must return to their respective bases, but can still be knocked off. If the names are the same, no one wins and both go their separate ways. The name cards can be exchanged in the base. The remaining cards, if available, are also there.
- **Flag theft:** There are 2 flags in each group's base, which are worth €500 at the end of the game. The aim of each group is to protect their own flags and at the same time steal flags from opposing group bases. However, flags can only be stolen if the opponent's flags are not blocked. Such a blockade is simbolized by a cloth in the team's own color, which is tied to the flags. The blockade of an opponent's base can be lifted by buying back your own life ribbons that were stolen from this group (€40 each). If a player has more than one life ribbon after a free purchase, the opponent's base from which the life ribbon(s) were purchased may not be raided by that player's group until that player is in his base. The blockade cloth must be removed once all the ribbons of one color have been bought back. This leaves the base unprotected and the flags can be stolen. The flag theft can be prevented by knocking off the intruder before he touches the base barrier. The intruder is considered safe when he touches the base barrier. The flag thief may be knocked off again on the way to his own base.
- **Free pass (see example below):** If all players in a group run out of life ribbons, they can use the carte blanche **once** to get 3 life ribbons of their own color from the other groups free of charge. However, it can also be used at any time (even if there are still ribbons left).
- **End of the game:** The game ends after approx. 30-45 minutes, the money of each group is counted and a winner is chosen.

Possible game plan



Possible game plan

Carte blanche
Carte blanche

Example of name cards

Example of name cards

Proof of source

- Cover picture: Theresa Kluding
- listed pictures/files: Theresa Kluding

Weitere Informationen

Categories
Games and activities

Tags
Strategy
Късмет
Speed
Ґeland game
Competition

Age
13–16 years
from the age of 16

Number of participants
No data available.

Bible
This information is missing.

Duration
No data available.

Material
A lot of work

File download
File download available

KI Generierter Inhalt
Contents
Categories
Tags
Age
Number of participants
Bible
Duration
Material

© YoungstarsWiki | https://youngstarswiki.org/en/wiki/art/all-money-or-what