SUBMITTED BY
Hesi07

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★ ★ ★ ★ ★
Keine Stimmen

Demolition squad



The aim of this exciting terrain game is to prevent an important "building" from being blown up. The question of all questions: When does the alarm clock ring?

Material

- Alarm clock
- flashlights if necessary
- Map
- Pencil

Preparation

- find a suitable play area
- get a map of the terrain or draw one yourself

Implementation

- The participants are divided into two teams of equal size and taken separately to different locations.
- Group A attaches an alarm clock to a tree or similar, which is set to a specific time. The tree represents the structure that will be blown up when the time runs out.
- Group A draws the location of the alarm clock on the site plan and then moves away from the blasting site with the site plan.
- Group B's task is now to find group A and take the map from them in order to switch off the alarm clock before the time runs out.
- Group A must make themselves known every minute by flashing (at night) and/or knocking/shouting (during the day), but may then move on in any direction.
- If group A is spotted by group B, the map must be handed over.
- Group B then goes to the blasting site using the map.
- If the alarm clock is found and "defused" in time, group B wins.

- However, if it rings, Group A is the winner.

Proof of source

- Cover picture: Theresa Kluding

Weitere Informationen

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Tags
Гeland game
Напрежение
Strategy
Tim's game
Време

Age
8–12 years
13–16 years

Number of participants
1–20
20–30
30 – 100

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