Renne um deine Lichter

Im begrenzten Spielfeld einer Gruppe werden ca. 15 Knicklichter in der Wiese versteckt. Die gegnerische Gruppe muss durch das Feld rennen und ohne von der gegnerischen Gruppe erwischt zu werden diese Knicklichter zu seinem Spielfeld bringen und wieder verstecken.

Play Dates

- Number: 10-20 people per group
- Approximate game length: 45 minutes (adaptable)

Material

- Kink lights 15-20 per group
- Wool, yarn - something that can be easily torn

Playing field

The entire playing field is best chosen so that you can also run and run away. I.e. playing field about 50-100m long and 50m wide.

At the edges 2 group fields are delimited (radius approx. 5m in a semicircle), where the respective bend lights are hidden.

Explanation

First, the players are divided into 2 groups. The 2 groups are each given a roll of wool or yarn that can be easily torn. Each player will have the wool or yarn tied around their upper arm with the color of their group. When each player has a ribbon around their arm, the 2 groups are each given about 15-20 knick knacks to spread around their marked out group area and hide in the grass. Then the whistle blows, group 1 runs to the group field of group 2 and vice versa. Each player tries to steal the lights from the opposing group and hide them in their own field. The opposing players can be eliminated by snatching the ribbon from their arm.

Once you have lost your ribbon, you go to the game leader and get a new ribbon to continue playing. The game is over when a group runs out of wristbands or the game leader stops the game because it is going on too long.

The winner is the group with the most glow sticks.

Rules

- A maximum of 3 bend lights may be carried per attack.
- All bend lights must be surrendered when the band is torn away
- No force such as hitting or biting.

Other

- The game can be modified individually.

Image credits

- Cover photo: Provided by Patrick Ackermann