

### 3rd Poole Sea Scouts Wide Games



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### **1 Bonnie prince Charlie**

A recruit or Tenderfoot acts as Prince Charlie. Three or four of the best Scouts in the Troop act as his attendants. The remainder of the Troop represent the Army. (The number of boys detailed to act as the Prince's companions depends upon the nature of the ground and upon their experience in Scouting as compared with the other Scouts in the Troop.)

In the simpler form of the game, the Prince's attendants have to prevent his capture for a given period. In the more complex form they have to convey the Prince to any one of a number of given places within a certain period. In the first form of the game the Prince's party loses only if the Prince is captured. In the second form, only if he fails to gain one of the given places within the time limit. During the game the Prince will do whatever his attendants request and will not act on his own initiative. The Prince will wear a neckerchief loosely slipped through the back of his belt, and if this is removed he will be considered "captured"!

### **2 Smugglers over the boarder**

The smugglers have got their contraband hidden among some rocks, and it is entrusted to one smuggler to take to their hiding-place, a building or some place marked by flags or trees, about half a mile inland.

One patrol act as smugglers and the one chosen to carry the contraband wears tracking irons and has to carry a small sack or parcel containing the contraband. The "border" is a certain tract of land, a road, or stretch of sand along the shore between the smugglers and their hiding-place inland.

The coastguards (two patrols) have to guard the border with sentries, and keep their main reserve bivouacked some little way inland. As soon as a sentry sees the tracks of the smuggler (wearing tracking irons) crossing the "border" he gives the alarm, and the coastguards have to catch him before he can get his contraband to the hiding-place.

It should be agreed that the smugglers cross the "border" between two boundaries. The length should depend upon the number of sentries--one sentry should have a beat of about 200 yards.

The smugglers have to bring their cargo up from the rocks within a certain time, because the tide is coming in. They should assist the one chosen to carry the contraband by distracting the coast-guards and leading them in the wrong direction, because they do not know at first who is wearing the tracking irons.

### **3 Treasure Island**

A treasure is known to be hidden upon a certain island or bit of shore marked off, and the man who hid it left a map with clues for finding it (compass directions, tide marks, etc.).

This map is hidden somewhere near the landing-place; the patrols come in turn to look for it--they have to row from a certain distance, land, find the map, and finally discover the treasure. They should be careful to leave no foot-tracks, etc., near the treasure, because then the patrols that follow them will easily find it.

The map and treasure are to be hidden afresh for the next patrol when they have been found. The patrol wins which return to the starting-place with the treasure in the shortest time. (This can be played on a river, the patrols having to row across the river to find the treasure.)

### **4 Coastguards and Smugglers**

This is one of the simplest wide games and the basis for many of the more complex wide games. It is effectively an embellished version of 'Tag'

Players are divided into two teams, a small team of "Coastguards" and everybody else becoming "Smugglers". The number of coastguards depends on the terrain. In open spaces smugglers need the advantage of manpower while in woodland, etc where there are a lot places to hide coastguards need it!

Coastguards establish a base which becomes the 'jail'. Smugglers are given time to get away and hide.

Coastguards have to catch all the smugglers and play ends when this is done. In the event of this not occurring (as it does frequently) points are made on the number of smugglers still remaining in jail at the end of a time limit.

Smugglers once the game has started have the simple (or not so simple!) task of remaining uncaught. Once captured they can only be released from jail by being touched by a smuggler who is still free.

Coastguards can use what ever technique they want to try and capture smugglers, e.g. hunting as a pack, in pairs or singularly (Educational to find out which works best and why!). Capture is by touch (as in "Tag"). Once a coastguard has caught a smuggler the smuggler must go back to jail (players showing any resistance or cheating can be expelled from the game for not playing fair!).

Coastguards also have one trick they can use to stop 'jail breaks'... jailers, one or two coastguards left to hang around the jail. But its worth while either limiting the number of jailers and/or only allowing jailers within a certain distance of the jail.

This game is best played in wooded areas or bracken heaths where stealth and the opportunity to hide is available. Very difficult to hide on a flat field with cut grass... but still possible!

## **5 Catch the scarf**

The Leader stands in the field exactly between the 2 teams, holding the scarf between two fingers, away from her/his body. Each team stand behind their "border-line" some distance away from the other team. The distance depends on the age of the participants, Beavers 5 meters, Ventures 10 meters.

The leader calls out 2 names, one from each team, and then calls "now" or whistles. As soon as the "now"/whistle has sounded, the 2 scouts run to capture the scarf, and run "home".

Let's say, that "A" captures the scarf. "A" hurries "home", - BUT if "B" touches "A" before "A" gets "home" then "B" wins. If "A" gets "home" without being caught by "B" then "A" wins.

BUT HOW DOES IT END? Let's say that "B" wins the first run, - then "B"'s prize is, to get "A" on his/her team.

Then the leader calls out 2 new names, and the game continues like this.... until there are no more players on one of the teams!!! This is the social version. There is no loser, because everybody is on the winning team in the end!!!

The game can be played in two versions: in the competition version, you stay at your original team and the winner of each little run scores a point to his/her team.

This game is good if a new leader needs to learn the names of everybody - quickly.

## **6 Mawgli's card game**

There are two teams A and B.

You need to start off by valuing the cards, starting off with low value points for the top cards and then higher values for the bottom cards, also you have a □Mowgli trick card□ which is worth 15 points and is placed anywhere in the pack.

Leader one sets off with all the cards, then team A must find Leader one and get a card off him, this card must then be taken to Leader two who then keeps it, then Team A get another card and so on. Team B must try and stop Team A getting their cards to Leader two by tagging them, or by a bit of force, dependent upon ages, once team B have the card team A can not get the card back. Team B must then take the card to Leader three who keeps it, to make the game harder all the leaders are constantly moving about so the teams find it difficult to find the Leaders. The game finishes when the whistle blows.

Some Rules:-

No un-necessary violence

Only Leader one can give out cards

No guarding the leaders

The team collecting cards off Leader one cannot take cards off of the other team.

Cards cannot be counted if handed in after the whistle.

Only one card to be in any person's hand at one time.

Teams (and Leaders!) must keep to the set boundaries

## **7 Stalking**

Each team is assigned to a Leader/helper/Venture Scout and given a copy of the map and a pencil.

Each Leader is given a copy of the map and a set of instructions, such as 'go to the gate in the SW corner of the field, stand on one leg and sing Rule Britannia'. (Each Leader should be given the same instructions, but the starting places can be different to avoid 'bunching'.)

As the Leaders make their way around the site/play area, they are followed/stalked by 'their' team. The team members should remain silent and keep out of sight at all times (impossible for cubs!), but they have to observe their Leader (foreign spy?), mark his route on the map and make a note of 'any unusual behaviour'.

Final instructions should bring the Leader and stalkers back to base where the organiser reviews each teams results to assign points.

The original idea was by Lain Logue, but it has evolved over the years. The instructions can be straightforward ('sit on the wall') or as bizarre as you like, as long as your Leaders are 'good sports'. The game can lead to legendary tales of improbable events, such as the time a family of picnickers was put to flight by the sight of a gentleman doing callisthenics in the middle of a stone circle.

## **8 Witch in the Woods**

Simple game that requires a playing area with a number of places to hide making it ideal for playing as a wide game... particularly at night.

Establish a base, one person is chosen to be the tagger or 'Witch' who goes off and hides. After a short while the other players then disperse from base seeking out the 'witch'. Once the witch is discovered players can run back to base. The object is for the witch to surprise the other players and tag as many possible before they can get back to base.

## **9 Hunt the leader**

The Leaders disguise themselves as well as possible and hide somewhere in the locality (a friendly town is ideal). E.g. Elderly lady at hairdressers, tramp in park, punks in phone box etc. (All been done before!).

Scouts have to find leaders and obtain password. I would suggest in small groups of 3-4 depending on age etc.

Works best when children are unaccompanied so older children are better.

Best bit is listening to the children debate who is to approach elderly lady/tramp/punk and ask if they are really a Scout Leader!!

Lots of preparation needed!!

Takes several hours, but combines well with a shopping trip.

Also long periods of boredom for leaders, punctuated by short periods of stifling giggles!

## **10 Operation code buster**

This is a Wide Game using CBs.

Each Patrol is given a sheet with the Rules of the Game as detailed below and a CB. Their challenge is to find a number of Sequence Codes in the correct order and communicate them back to the base. When all the codes have been received the Patrol returns to base and decipher the code.

The Code Sequences can be created to suit. An 8-character code will allow an 8 by 8 grid to be created, the codes the Patrols find are drawn down the grid and when all the codes are put together there will read left to right. The result should be a question for the Scouts to answer.

### **RULES OF THE GAME:**

Hidden in 8 locations are 8 sets of code sequences. Intelligence sources have located 4 of these codes, the rest have not yet been located. You must locate these codes one by one, and in the correct sequence. Intelligence agents have been unable to find out the correct sequence so this is also your job.

For example, if you are searching for the first code, and you find a code sequence located near the campfire circle, you must relay the code sequence back to BASE HQ over the radio using the PHONETIC ALPHABET. You will then be informed by BASE HQ if the sequence you have given is the correct code for code1 or not. If it is not the correct code you must continue searching. Do not forget where you have found previous code sequences!

If your code sequence is correct for the code you are looking for, BASE HQ will agree and write down EXACTLEY what sequence you relayed over the radio. The method of encryption used means that BASE HQ will accept one error per code sequence.

This is a timed exercise, the team must work together and must not split apart. Enemy field agents may be operating in the area and will arrest anybody on their own and detain them until the exercise is over.

Once all the code sequences have been found and relayed in the correct order, the team must return to BASE HQ, and decipher the code.

WARNING! Enemy field agents may be operating in the area and could try to jam your transmission. If this occurs, the whole team must return to BASE HQ to retune the radio. If radio communications is lost, the whole team must return to BASE HQ.

Your call sign is FOX ONE. BASE ONE will not respond to any other call sign. If radio reception is poor, it may be necessary to climb a tree to obtain better radio coverage.

## **11 The bomb mission**

This game needs to be played in an area with hiding places such as a wood.

Create a number of equal teams, each team will be sent off to a different part of the playing area.

A number of Leaders (or PL's) are given the task of either handing out the Bombs (balloons) or discharging them (popping).

Each balloon is marked by the team who is carrying it so it can be identified later.

The thing that makes this game harder is that the Leaders hide themselves so that the Scouts have to use their sense of hearing and sight to find them.

The disposal units have a whistle and the people who hand the balloons have torches. These are sounded at 1-minute intervals so that they can be found.

At the end of the game the team who has disposed of the most balloons are the winners.

To add a new element into the game you can have extra Scouts who can pop the balloons in transit.

Before starting define a game over signal.

## **12 Attack the lamp**

A team of leaders is to set out into woods and set up a position where the lamp is going to be.

Another leader is stationed at base and to give everybody playing the game a life (a piece of string around the wrist).

The scouts are sent out to retrieve the lamp but there are leaders who try to take the lives of the scouts. Only scouts with lives can retrieve the lamp.

If a scout loses his life he or she must return to base and answer a question before they can receive another life.

The winning team is the one who returns with the lamp and their lives.

### **13 Fox and Hounds**

From Your group select from 1 to 5 older scouts (fast, stamina useful) to be foxes, around 1 or 2 if your group is small or 3,4 or 5 if it is a large group. The foxes run off with a 2-4 minute head start and hide or keep moving around, a wood or field with long grass is good. The foxes have a whistle and a piece of wool round their arm. After the foxes go send out the hounds (the other scouts) to find them and rip the wool off that is tied round their arm (Their lives). The foxes can run and hide but must put up an effort to run away if found. The foxes will blow the whistle or howl to give the hounds a hint. When all foxes are caught the game ends

### **14 Smugglers**

In two teams, one team are smugglers, the other are customs, Inland Revenue or whatever.

Best played in thick woods, the smugglers must try to sneak a single item such as can of plutonium or a bag of diamonds, etc through a particular area of woods where the other team lie in wait, to a finishing line. Tactics include sending off decoys, guarding the courier, having 'scouts' going up ahead of the cargo, caches, etc.

The game finishes when the cargo is captured or successfully smuggled, then swap team roles and start again.

Points to note -Clearly define the bounds for the game

-It's better to have a finishing line - e.g. edge of the wood, than a finishing point as the customs team will just 'goal hang' at the end otherwise.

-No torches

-Don't run in dense woodland at night because of the dangers - holes, branches and 'bogeymen' – leaders

### **15 Vampire**

This game is proven to work because I have played it with members of the County PLC. The game must be organised by the Leaders and the older Scouts before the other Scouts are informed of playing the game.

Someone, preferably somebody that the Scouts do not know (perhaps a Leader from another Troop), takes the role of "the Old Wise Man". The wise man has one of the CB Radios and the pieces of cutlery.

The older Scouts who are going to be organising the game with the leaders are "Vampires/Werewolves". They hide somewhere in the woods (preferably a clearing), and they set the candles up in a circle, with the stick in the middle, one of them has the other CB Radio. The "Vampires" then wait in that area until the game has started.

The Scouts, who are not aware, are told to walk into the woods. The wise old man who only gives them a fright jumps them. He then tells them that there are Vampires in the woods, and that the Scouts are the only ones who can stop them. He tells them that there is only one way to kill them and that is to get the sceptre of evil (the metre long stick) and snap it in half. There is one drawback, if the vampires catch someone from their team, that person will become a Vampire him/herself.

The wise man then tells them that two of the team (picked by him at random) are religious, and must stay here, he gives two other Scouts pieces of cutlery and tells them that if the cutlery touches the vampire, it will burn him, and he will run away. He advises that one of the Scouts holding the cutlery stays with the two religious people, because if the vampires catch the two religious people, the vampires have won and the whole team lose.

NOTE: THE RELIGIOUS PEOPLE CANNOT BE THE ONES WHO HOLD THE CUTLERY.

He then gets the CB radio out and speaks to the Vampire on the end of the line, who takes the role of someone trying to find the Vampires while he is on the line. The "Vampire" then screams and the line goes dead. The old man then leaves them to carry out the game.

### **16 The black spot**

The cubs are issued with scraps of paper, which they must not lose.

Leaders (bad pirates) will paint a 'Long John Silver' style spot on their scrap of paper to curse the cub if they can catch and tag them.

Any cub without a spot, or with the least spots, wins.

## 17 The trip to mars

A sealed envelope is given to each of the two-team leaders to be opened at a specified spot at a specified time.

Each envelope contains a marked map sketch, and one only of the following two messages:

Message for TEAM I (to be opened at I on map).

**Story:** I am the famous aviator, Colonel Bud Stoop. With you, my brave fellow airmen, I have just completed a flight to Mars where we have landed our stratoplane (indicate by placing four signal flags on 5-foot poles at the corners of a 15-foot square). Unfortunately, in landing we smashed our water tank, and since there are no rivers on Mars we are in a dangerous position. We have seen from the air NE from here one of the portable tanks in which the Mars people store their artificial water, but it will be dangerous to reach it since the Mars men are violent enemies of the Earth people.

**Objects:** We must capture the water tank (marked by four 5-foot poles to which are tied signal flags which must all be pulled out) and bring it to our stratoplane. At the same time we must defend our plane. If the Mars people take it we shall forever be prevented from returning to Earth again.

**Score:** Water tank captured (all 4 poles) = 20 points

Stratoplane held intact = 20 points

Each Mars man captured = 2 points

**Special Rules:** (Method of capture). If stratoplane is captured it may be recaptured. Game starts at (time). Stops at (time). Troop gathers at (place) at (time).

Message for TEAM II (to be opened at II on map).

**Story:** I am the king of Mars. Some of the vicious Earthmen have just landed on our globe SW from here. They came in one of their great metal birds that rumbles like a volcano. My spies have just told me that they are looking for water and that they may try to get one of the tanks in which we store our artificial water (indicate by placing it. the ground four 5-foot poles to which signal flags are tied. These poles are placed at the corners of a 15-foot square).

**Objects:** We must prevent them from capturing our water tank. With its water they will live and kill us all. But they shall not succeed. We shall take their metal bird (marked by 4 signal flags which must all be pulled up and brought into the water tank square) and we shall destroy every one of the ghastly Earthmen.

**Score:** Metal bird captured (all 4 poles) = 20 points

Water tank held intact = 20 points

Each Earthman captured = 2 points

**Special Rules:** (Method of capture). If water tank is captured it may be recaptured. Game starts at (time). Stops at (time). Troop gathers at (place) at (time).

## 18 Runners

The runners are issued with scraps of paper, which they must not lose. Chasers will mark a 'Gotcha' style spot on their scrap of paper to indicate a runner has been caught/tagged. Once a runner has been caught three the must return to the base for an additional scrap of paper.

Can be played individually or as teams. The winner/winning team is the one with the least number of spots.

Runners can be pirates, aliens, robbers and Catchers can be sea captains, planetary defence, cops etc depending on any general camp theme.

## 19 Capture the flag

Split players into two even teams and then set the boundaries for the game. Each team selects a base (jail) and decides on a location anywhere within the boundary to place their flag. They have to show the other team where the flag is. Once the flag is placed the defending team players cannot be within 5 meters of the flag.

Once this is done, each team goes to their base. There is a safe area of between 10-15 meters around a base. When the game begins, the teams are free to go after the others flag. If a team members life is taken, that player will be sent to jail. This player must go to opposition's base and must stay in contact with it until either the game ends or he is freed by a member of his own team. To be freed, a 'live' member of his own team who has not been tagged must touch the caught player. The freed player must go back to his own base to get another life before rejoining the in the game. The person freeing the player is on his own, he may still be caught and put in jail. The winning team is the one who capture the other teams flag or has captured the most amount of lives when the time is up.

If a player loses his life whilst carrying the flag, then the flag is left at the contact point, as exposed and accessible as possible. The defending players must again remain at least 5 meters from the flag.

It is up to the team on how they want to place their members. Teams can decide how many jailers, roaming guards, and attackers are deployed.

## **20 Double money**

The players are split into two even teams and each chooses a base (their bank), and a playing area is defined. Each player is given/finds/earns starting money/token, usually of the minimum value.

Two bankers and a number of traders (leaders) are defined, and each is given one or more stacks of non-adjacent valued tokens/money. These traders then move randomly around the playing area.

The players must then find the trader with the next highest note/token. The trader will check the current value held and providing the trader is the right one will give the player the next highest value money/token. The player must then take the lower value token/money to their bank. The player can then go on to find and increase their currency with other traders going up in value. If they find the highest possible note/token then this is taken straight to the bank and can be used to mark the end of the game.

The winning team can either be the one that is the first to return a maximum value note/token to their bank, or the one with the highest value in their bank at the end of the game time.

## **21 Jailbreak**

There are two 'cops' and one 'jailor'. The rest of the people are 'robbers'. The number of 'cops' and 'jailors' can vary depending on the number of players. One (or more) bases are used as the 'jail'.

All robbers are given some designated time to go hide (60 seconds). After the appropriate hiding time, the cops go looking for the robbers.

The cops catch a robber by one of many methods (this is where the variations come into play). The robber may be tagged, life taken, hit with a light beam, person identified correctly, or combinations of these. When a robber is caught, they are taken a jail by the cop. Once in jail the robber must remain in contact with the jail.

If a robber can sneak up into jail without being caught whilst touching with both hands shout "JAIL BREAK!" then all who are in jail are FREE. The jailor must give everyone that was in jail and the breaker some time to get away (maybe 15 seconds).

## **22 Game of life**

All the players save one (or a couple) start the game touching one of the bases (dens). They are considered the prey of the forest (deer, antelope, small game). In the playing area are placed a large number of objects (ideally bread, potatoes, carrots, sprouts [we suggest biodegradable/edible objects just in case some are not found) which represent food. The prey must go into the forest and gather three items of food (and return them to the safety zone) or risk starvation during the winter. They have a time limit, representing a year, in order to find their food and return to their den.

The players who are not prey are predators (wolf, grizzly, eagle, etc). The predator's job is to capture the prey. The predator does this by removing 'life' markers from the prey.

The prey has three methods of defence: Run, Hide or Freeze - Prey that is totally immobile is considered to be camouflaged, and cannot be touched by the predator.

Each prey carries one object to symbolize himself or herself. If they are 'eaten' by the predator, they must give their life token to the predator that got them. They then become a predator for the next year. The predator must get three prey within the time period (year) or it starves for the winter. Any predator that starves becomes prey for the next year.

The game should start with only a small amount of food in the forest the first year (maybe only twice the number of prey- they need three to survive). The game ends when either everyone is a predator, or prey. The game can be restarted with different amounts of food or different numbers of predators.

### **23 Monsters**

Divide the players into a number of equal teams (ideally 5 or more, but does depend on the number of players). Each team member is the same type of monster. Suggested monster types are: Vampires, Werewolves, Ghosts, Zombies, Skeletons, Ghouls, Frankenstein's, Accountants etc.

Each player has three lives/flags/tokens representing their type of monster. One is their own 'life' the other two are 'infections'.

Decide which types of monster infect each other and which ones share a den/lair (base or other defined item within the playing area). Monsters should not really live with the creature it can infect. A 'head' monster (leader) is required at each den/lair. The head monster hands out 'own monster' infections and stores any captured ones.

So for example if there are 5 teams,

Vampires, Werewolves can tolerate each other,

Ghosts and Ghouls can tolerate each other,

Zombies have no friends

Vampires infect Ghosts,

Ghosts infect Zombies,

Zombies infect Werewolves,

Werewolves infect Ghouls and

Ghouls infect Vampires.

Each type of monster can only catch and infect their chosen 'enemy'. When a monster is caught by its enemy it surrenders its flag/life/token and any tokens from monsters it has previously captured to its captor which is replaced by the 'infection' flag/life/token of that capturing species.

Captured species tokens should be returned to the head monster for safekeeping.

The recently infected monster returns to the den of that monster type to pick up its own 'infections'. The capturing monster must also return to its den for new infections if both of its original infections have been passed on.

If a species is wiped out then the infection rules will need to be changed. There is no natural ending unless one species infects everyone else.

### **24 The postman**

The players are split into two equal teams and a playing area defined. Each team is allocated told what colour their postcards are and one of the bases selected as a post-box.

If there are two leaders, then one has a supply of both coloured postcards, the other has stickers (to act as stamps).

The leaders are free to roam around the playing area, and to swap what they are carrying. If there are more leaders, then they can act as the franking machine, or airmail stickers.

When the game begins the players must find the leader with the postcards, they must then find the leader with the stamps, and optionally the airmail stickers and finally the franking machine. Each leader should verify the stage before has been completed before adding their 'bit' to the postcard. It may be necessary for the final leader in the chain to keep a count of completed cards, or have another leader act as policeman around the post-box!

Once a postcard is completed it can be posted in the post-box. The team who has posted the most complete postcards wins

### **25 Nigel's Navy**

Each team is given a set of cards with numbers on them with values ranging from 1 - "n" with some numbers repeated.

The players run about in a field and when they meet each other, they look at each other's card and the highest number "captures" the lowest number and takes him back to his base. (Card 1 captures card "n"). Once the captor is in the opponent's base, he stays there whilst the person that caught him goes off to find somebody else.

Once there are no more captures possible (i.e. one person left, or everyone has been captured) you count up the captures, the highest total wins.

NO swapping of cards mid-game, although probably best to swap after each game.

### **26 Palette Ball**

The group is split into two teams and at each end of a field a folded groundsheet or a palette is placed. A ball is placed in the centre of a field.

The idea of the game is to get the ball onto the opposing team's groundsheet or palette. The rules are:

Players can run with the ball

Players can pass / throw / kick the ball

Players must drop the ball as soon as they are tagged

Players must drop the ball when they cannot move forward anymore

Once a goal has been scored, the teams return to their home palettes and the team who lost the last round starts with the ball.

### **27 Robbery**

The selected location is the grounds of the home of lord and lady Trumpington. They are asleep in the house when intruders enter, and steal lord Trumpington's secret government papers. The members of your organisation are called in to track down the robbers and recover the property. Strict secrecy must be observed, as the papers are very sensitive, and nobody else must know that they have gone missing. Meanwhile, Another team has been tipped off that the robbery is likely to take place, and they too are after the intruders to get their hands on the papers for their own dastardly ends! They are aware of the fact that the robbers are to rendezvous with their accomplices at the set time but have incomplete details of the location.

The game will comprise the tracking of the robbers by the two pursuing teams, who must be unobserved by each other, and the robbers' attempt to get the documents to the rendezvous by the prescribed time.

### **28 Romans and Celts**

The teams comprise a tribe of Celts, and a Roman legion (Somewhat reduced in number!) rival British tribes may be added if more than two teams are required. The purpose of the Roman team will be to establish a fort in a specific location. Perhaps they will be required to build some type of structure. The British will try to stop them, perhaps by stealing the materials. However, if caught, The British tribesmen are conscripted into the Roman army and have to help them. If Roman is caught he is despatched back to Rome and has to make a full return journey before participating again. There may be the possibilities for additional pioneering exercises in the game, incorporating the construction of chariots, stockades etc.

### **29 The ark**

This is a wide game for individual teams. Every player is given the name of an animal, such that there are 2 of each. You will need to decide whether they identify themselves by making that animal noise, by stating the name of that animal when challenged, or by wearing a badge with a picture of the animal.

The range of animals is carefully chosen, and their relationship to each other explained. Some animals can 'kill' others on their own. Others need to team up with one or more of another species to 'kill' a larger beast. Some are immune if up a tree others if touching water, and so on.

The objective of the game is for each player to try and cross from one side of the game area to the other to board the ark and on route, to find their matching pair, as they can only enter the ark in those pairs. This is a slightly complicated and requires some setting up; it also requires that the players remember a lot of information. It is probably played best in a group of 16 or less.

If an animal is killed it must return to the start and collect a new life.

### **30 Cowboys and Indians**

The Indians occupy a tract of land, which the cowboys want for themselves. The cowboys have much ammunition that which the Indians badly want to get their hands on.

The cowboys try to capture individual Indians and remove them from their territory. Once captured the Indian is placed in a compound. The Indians in the compound can only be released if the total number of rescuers plus the number of Indians in the compound exceeds the number of cowboys actually defending it at the time. The cowboys can only venture into Indian territory if they are wearing their cowboy hat and carrying a band of ammunition. The Indians can scalp the cowboys by snatching their hats. Once hatless the cowboy must surrender his ammunition and return to base for more ammunition.

### **31 Strike**

Some of the leaders have decided to go on strike for better pay and conditions (JOKE) and have barricaded themselves inside the meeting place. It is the job of the other players to get them out. This is particularly good for organisations that meet in rambling premises with many points of entry. Strict control may be needed, to ensure that over zealous players do not cause damage to property! An alternative would be to organise a lock out, with the leaders directly confronting the players to prevent them gaining access to the property. The players will have to use ingenuity, Cunning and guile to enter.

### **32 Emergency!**

A small group of scouts (Guides, Boys Brigade etc.) is encamped in a field, some way from habitation. Unknown to them a military dictatorship has been declared (no transistor radios at the camp!), and uniformed organisations such as these have been banned. They are in great danger.

The dictatorship has been announced in such a way that the vast majority of the population believes that it is a good thing, to help the country through a difficult and unstable time, and that it is only a temporary measure. Most people, therefore, support the dictatorship and unthinkingly conform to its many principles, including that of outlawing the uniformed organisations. Surprisingly, the organisations do not share the naïve belief and determine to carry on.

The local leader decides to call together all the members of the organisation secretly and inform them of the plans for resistance. It is then realised that some of the members are still camping locally. They must be reached, warned, and returned home without being seen by anyone, in case they are turned over to the authorities. The mission is one that cannot be undertaken by adults. The youngsters themselves must plan and execute the rescue, whilst the leaders try and organise some form of diversion. What can they do?

### **33 The missing mascot**

Rivalry with another local organisation has reached a peak and your mascot has disappeared. This is discovered on the night that the other organisation is due to go on an expedition and it is decided that they must be followed, at a distance, and the mascot retrieved unnoticed if you are to save face. The other leader is aware of the drama going on around him and arranges for frequent events to set a trail - steps which attract much public attention – leaving notes so that other members of the organisation can catch them up later, and so on.

Your members have to bide their time and recapture the mascot unseen. Suitable precautions against high spirits should be taken!

### **34 The pioneer spirit**

An eccentric designer offers a reward to the team who most successfully build a tower out of pioneering spars, to a design, which he supplies. Unfortunately, he only provides sufficient material to build 1 and a half tower, and those materials are hidden throughout the area of the game. Two teams compete (more teams can play, with a greater supply of materials) to build their tower first.

This inevitably means that at some point they will have to start raiding pieces of apparatus from each other. Rules need to be stated that no player may carry more than one piece of apparatus at a time (however small it is), and that 'stockpiled' materials cannot be guarded.

The only materials that can be legitimately defended are those already built into the structure, or those being built into it at that moment. If attacked by the enemy, the defenders have to release up to 1 piece of equipment per attacker, if the attacking force is larger than the defending force. If the defenders are greater in number, the attack is completely thwarted.

This game perhaps works best with 3 or more teams, as each will have to keep a careful watch on how many people go foraging and attacking and how many remain to defend and build.

### **35 The Martians are coming**

Readers of mature years may recall that, during the second world war, road signposts were turned round or removed in an attempt to confuse any German spy, or parachute troops who might be likely to rely upon them. The principle of this game is much the same, although we would not recommend that this precise action be taken!

One team of players are Martians, Who are deemed to be far from friendly. They have landed at a given spot, and set out to achieve some objective. It may be the capture of a famous scientist or political leader, or the theft of some vital mineral or piece of equipment.

The only defence against the Martians is to point a torch straight into their faces, which causes them to be temporarily drained of power and flee back to their spaceship to recover. However, if a Martians ray gun (which bears a remarkable similarity to a torch!) lights upon a member of earth defence forces, that person becomes immobilised. If the Martians succeed in getting him back to the ship he immediately becomes a clone, and joins the Martian team!

The confusion arises because the Martians are naturally unfamiliar with the artefacts on earth, and the defenders can try to confuse them by making things seem not what they are. Precisely how they do this will depend on their imagination, and what you will allow, but they might make earth appear to be a pond, or a sheet seem like a wall.

### **36 Kidnap!**

A VIP has to be escorted from one end of the game area to the other by one of the teams. There are a number of hazards! A second team is deputed to kidnap the VIP without any harm befalling him in the course of the operation. A third team is aware of the kidnap plot (but not how it is to be carried out), and must foil it, without enlisting the direct assistance of the VIP's escorts, as to alert them would spark off an international incident. Additionally, a protest group has learned of the VIP's journey, and is instructed to cause as much disruption along the way as possible, without directly blocking the journey.

The confusion and excitement is added to greatly if no team is aware of any other team's mission or purpose! Additional obstacles can be placed along the way, such as rope bridges to be crossed, minefields to be negotiated, etc.

### **37 Escape from the east**

At its simplest, this game will comprise one team trying to cross a lengthy border, without being caught by the border guards. The escapers will doubtless make full use of burned cork, or bootblack, to camouflage themselves in the dark, and the guards will be equipped with powerful torches.

The game can be made as elaborate as you like, with 'mines' being laid for example, in the form of tripwires and bundles of tin cans. Other simple booby traps will give the guards hours of amusement in their devising! Perhaps you will wish to provide everybody with forged passes etc., and suitable escapers' clothing. The guards may challenge anybody they catch, but if they catch and falsely challenge one of the judges (an undercover member of the KGB testing border security) they are relieved of their guard duty and sent behind the lines – to become disaffected and join the party of escapers, no doubt!

### **38 Prohibition**

The scene is Chicago in the 1920's, when rival gangs fought to be the sole suppliers of illegal drink. The players are divided into three teams. Two are warring gangs who

- a) Want to get their illegal supplies across the territory, and
- b) Want to wipe each other out. The third are the police, who want to prevent them achieving either aim!

The gangsters smuggle guns and bottles in any way they like, setting up diversions, decoys etc. as they wish.

Where they spot a member of a rival gang they attempt to immobilise him by whatever means you have decided upon. Once drink is deposited in their hideout it is safe. If it is captured by the rival gang they can add it to their store. If the police capture it, it is taken back to the police station at the start.

Immobilised gangsters, and gangsters captured by the police are returned to the police station, where they can be 'sprung' by their colleagues according to any rule you set.

### **39 At the eleventh hour**

An enemy is to rendezvous with his undercover team at a specified time. British intelligence are aware that the meeting is to take place, but not the location or time.

One team of players are British intelligence, who are instructed to trail the team of agents, but not to prevent them making their rendezvous as the man they are to meet is the most important of them all. The other team are the enemy agents, who must arrive at exactly the right time at the rendezvous, but must make certain that they are not followed there, for obvious reasons! They may well decide to split up into smaller groups, or even to operate singly, but they must all arrive at the same time.

Additional factors might be that the agents have to carry out certain tasks en route, and these must be observed and reported on as fully as possible by the security forces. Again, the agents must not be hindered in their work.

### **40 Search party**

A scientist at a research laboratory tried out a top-secret potion on himself, and went berserk! He rushed out of the laboratory and into the country around. One team must find him quickly so that an antidote can be administered and he can continue his vital research. Another team would rather capture him and hand him over to a foreign power because of all the valuable information he has. Because he is temporarily crazed by the potion he cannot be expected to co-operate with either team or to behave in a rational way! Perhaps one of the more imaginative and awkward leaders would play the part of this walking liability!

The teams know who they are looking for, and the approximate area in which he will be found. They also know they are not the only ones after him. Their first objective is to track him down and capture him (he may or may not need restraining, gagging etc!). Their second objective is to return him to their respective starting place, and they can still be attacked by the other team en route. So you can see, their problems are only just beginning then they locate the scientist!

### **Setting out the rules**

As we have stated earlier, it is important that the rules of the game are not too complicated, but at the same time it is important that everybody understands all the rules there are. It rather spoils the atmosphere, which will have been cultivated up to and through the game, to have a stand up argument as to whether a particular player is 'dead' or not! We would suggest that the following parameters are understood by everybody:

- 1) The territory. The area in which the game is to be played must be clearly defined, either on a map, or by virtue of natural or man-made features, or by your own boundary markers. 'Safe' territory, such as each team's home base, also needs to be defined and the rules pertaining to that base need to be explained (e.g. can it be attacked under any circumstances?)
- 2) Lives/scoring. It is probable that you will need to rely, at least to some extent, on the honesty of the players when it comes to direct conflict between members of opposing teams. It may be necessary to spell out that the game is only playable and enjoyable if all players operate to the spirit of the rules. Again, it must be clearly understood what constitutes a 'kill' or a successful 'challenge' and that all players must be prepared to concede if they are successfully 'killed' or 'challenged'.
- 3) You will need to decide how much information each team is to be given about its opponents, and then supply that information. If opposing teams are, perforce, to start from the same point (such as your meeting place, or camp site), it may be as well to stagger the starting time, or to transport one team elsewhere. Teams should be of roughly similar sizes, and more or less equivalent in terms of age, brain and brawn! And the best of luck in achieving that!
- 4) All players should be acquainted with the judges (unless the judges play a secret part in the game, of course) and with their powers. There should also be a referee or umpire, whose decision is, of course, final.
- 5) Time limits. Sometimes the story line you have selected will provide a ready made time limit. On other occasions you may have to set one. There may be intermediate time limits, by which a primary objective

has to be achieved, for example. Before you start you should ensure the every team has at least one watch, and that all watches are synchronised.

- 6) Signals. It is essential that the organiser(s) have a method of communicating with all the players at any given time. A whistle is often the simplest method. There should be the minimum of signals, and these should be as simple as possible. For example, 1 long blast = game commences, (where teams start from different points); 2 long blasts = game is over, return to start. Each team may have a whistle with them to signal for emergency only, in which event they might use continuous rapid blasts to summon help. It must be a firm rule that whistles signals are never used as a method of misleading the opposition.
- 7) The objective. Amidst all the excitement of planning the game, and of organising the various elements, do not lose sight of the purpose. The players need to clearly understand what they need to do to win! Should they capture as many of the enemy as possible, compile the most accurate description of an incident, build the most technically correct structure, or just be the first to build any old structure? If the objectives are clear on these points, the game will be far more successful. Some of the games we have outlined suggest two or more objectives. If there is to be more than one, make it clear which is the most important, or that both must be achieved.
- 8) Additional complications. Some of the outlined we have suggested include extra factors added to complicate the game and make it more interesting. Clearly, many of these can be interchanged from game to game. In the early days of your wide game career, keep them simple, and only add these extra elements when you are sure you can arrange a basic wide game efficiently. This also applies to the players. If they have never played a wide game before they may have their work cut out staying in the game, never mind achieving an objective! Once they become more experienced, complications can be added. It is often best to use leaders or other adults in the complicating roles, as they may best be able to cope with any unintended confusion that arises.
- 9) Role reversal. Do bear in mind that in some of these games, one team has either a more exciting or a more interesting role than the other .it is therefore a good idea, where practical, to allow time to play the game again, with teams swapping roles. This also allows for better development of strategy, and ironing out any quirks that may have marred the first playing.