

Wide Games

Wide Games	1
Bigfoot.....	2
Activity Bases with mixed up names.....	2
Incidents	3
Wide Game Pairs	6
Photorelativity.....	7
Radio Wide Game.....	9
Rockets And Interceptors	10
Hunt & Chase	10
Stratego: Wide-Area Game	11
Troglodytes	14
Wide Game Bootleggers	16
Card Challenge.....	16
Elephant Hunt	17
Operation Heavy Water.....	17
Rockets and Interceptors	18
SAS laser guided bomb run.	19
Water billies.....	20
Wolf Pack	20

Wide Games

Found from various sources, credit given where I can.

Standard wide game rules: Define playing area objectives and rules of game. No whacking, hitting, kicking, biting, gouging or grabbing people's soft bits. One whistle to start, three loud blasts to stop and return to base.

Bigfoot

"Big Foot" is loose! (Otherwise known as the "Sasquatch" a large hairy manlike creature said to inhabit parts of Ruislip and recently discovered in this area. It has never been captured and only spotted a few times. Your mission should you wish to accept it is to capture it. However Big Foot is notoriously hard to find because it can take the form of any animal at will and when cornered it has the ability to paralyse others by freezing them.

In order to trap it you not only have find Big Foot you'll need to have life bands and enough energy to keep you warm enough from being frozen by its power. To do this you need these energy tokens. You will only survive from being frozen and over coming it if you have enough energy tokens.

Distribute out small cards with various amounts of energy on them (1 to 5) and give everybody a life band (coloured cotton to go around the wrist or other method).

Before they go out warn them that not only will failure to capture Big Foot every time result in loss of their life band/s needing them to return to base for a new one. Big Foot will also steal all their energy and have their power increased by that amount.

One of the Leaders / Explorers is playing 'Big Foot'. It would be useful for one or two Leaders / Explorers who are known to the youth to be mysteriously absent (and in the woods) so the youth immediately suspect them. In addition Big Foot is given a high energy rating of 15 or so to start off with.... So the youth have to discover not only who Big Foot is, but to capture them they have to collectively work together to have enough energy tokens between them to win.

When the groups disperse into the woods the Leaders / Explorers playing Big Foot sets the game in motion, waiting for an opportune moment to freeze the members of a small group.

Big Foot has one other trick up their sleeve.... on meeting another leader they make the other leader become Big Foot (and hand over the power tokens) so that youth don't always know who Big Foot is.

Effectively if approached/challenged Big Foot must announce truthfully if they are and then find out what the collective power rating of the hunters is... So if Big Foot has a 15 energy rating and a group of players challenges with a collective energy between them of 12. This is lower than 15 so they all loose their life bands and power cards. Big Foot keeps these and now has an energy rating of 27!

In the event of a tie where its equal power rating... Players loose their life bands forcing them to return to base and get new ones, but not their power rating cards

Activity Bases with mixed up names

You will need:

A name card for each activity base leader and an activity for them to run at that base.

Each of the leaders or the people manning the bases is given a card similar to the ones described below:

You are "THUNDER FIST". Tell them they must find "THE KRAKEN".

You are "THE KRAKEN". Tell them they must find "THORIN".

You are "THORIN". Tell them they must find "THE HULK".

You are "THE HULK". Tell them they must find "ROBIN HOOD".

You are "ROBIN HOOD". Tell them they must find "THUNDER FIST".

You can of course vary the number of bases that you have. Each person manning a base is also given an activity that the cubs or scouts have to complete at that base. The base men are sent out and hide within a given area. The patrols are then sent out, each having been given a different "NAME" to find. When a baseman is found, the scouts or cubs have to ask him if he is the name they are looking for. If he is not then they have to keep looking. If he is then he asks them to complete a simple scouting exercise such as tying a bowline. He then gives them the name of the next person they have to find. A point is given for completion of an exercise to the satisfaction of the baseman. The winning patrol is the one that finds all the basemen and completes the most tasks.

Incidents

Signalling

Send a message using either Morse code or semaphore across a 15 meter gap without the examiner being able to intercept it. Examiner can read Morse and semaphore.

Primus Stoves

Light a Primus stove inside a given time.

4 Spar Stretcher

Lash a square out of 4 spars and carry the smallest member around a course on top of it.

Kit Check

Checking that we knew, and could easily find emergency equipment such as first aid kit, bivvy bag and emergency food and drink.

Archery

Shooting at targets over short range. Arrows home made as are bows. Do not fly straight. This is apparently a regular on the hike.

Old Times

Identify the silhouettes of six dinosaurs and say weather or not they are meat eaters. Make a flint axe with short poles and string. Breaking and sharpening your own flints.

Slings.

One member of the team has a broken elbow. Place in a sling and explain what you are doing and what else you would do after this.

Sounds

Listen to a tape and identify the sounds that are played. Some household sounds others

are TV tunes.

Bearings

Take bearings and distances of poles in the ground. Transfer this to the map and work out what places they are.

Easter card.

Use bits of paper and pencils to design an Easter card with a two line rhyme in it.

Kites.

Design and make a kite that will fly. Use canes, black bin bag, sellotape and string

Food

Identify eight different exotic fruits and vegetables, state weather or not it was a fruit or vegetable and suggest a use for it.

Stretchers

Make two stretchers. One using two spars + jumpers the other using only one long piece of rope.

Tilley Lamps

A Tilley lamp is stripped and the team has to re-assemble it. Also one extra part is added that does not need to be used and the mantle is left out. The team have to identify the missing piece and work out which is the unnecessary object.

Split into:

PUMP:- Casing, Spring, Leather washer, Nut + washer at end of pump.

VAPORISER :- Casing, Valve, Inner

Glass removed from casing, top taken off with handle separate.

Gun Shot

A man describes hearing a bang and reveals a wound with a small entry hole and large exit wound. Teams must guess the cause and apply the correct treatment.

Clouds

Pictures of cloud formations to recognise and some weather forecasts cut from a newspaper to work out what they mean.

Kim's Game.

25 objects placed on a 5x5 grid. Teams have to identify what was there and where it was.

Fire

Two members are blindfolded and sent into a tent that is supposed to be full of smoke. They are told to make their way to the other side and deal with anything they find. Some obstacles put inside the tent and also a man with a damaged leg who cannot walk. The pair must get him out.

Golf

Teams must get 4 balls into a laid down bean tin from 10 meters. As many hits as needed. The faster the better but only one person at a time.

Twists

Teams must make twists, identify the best sort of fire and twig to use and then start cooking it on a pre-made fire. The team make their own green stick from a selection of twigs provided.

Surprise Checkpoint.

A man (pretending to be nothing to do with the hike) claims you are on his private land. Given a phone number to give to the organisers. Marked on politeness and on remembering to give in the phone number.

Knots

Six knots, Reef, Clove hitch, Bowline, Double figure of eight, Sheet bend and Sheepshank. Teams must correctly tie and give a use for the know.

Compass

A team must complete a 60 pace triangle. Teams start by going north and must turn left at each corner. Visibility is bad so teams must send off their own people and not use trees etc.

Tasting

6 types of cheese & 6 flavours of crisps are shown to the team. They must identify them.

Shelter

Teams must make a mini shelter out of 2 bin liners some rope and some stones. They may use any trees, fences etc. that are near by.

Taped Advert

Teams are to make a thirty second taped advert for scouting.

Spaghetti knots

Tie a reef knot from spaghetti. (TIP: Slightly undercook the spaghetti for best results)

Tripods

Teams build two tripods out of staves/broom handles and have to transport billie of water across 5 metre gap.

One handed bowline

Tie a bowline with one hand

Jail Break

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. A fairly central location is designated as "jail", The jail should be fairly out in the open and the boundaries definite. A picnic table can work great as a jail (those in the jail would sit on top of the table).

All robbers are given some designated time to go hide (like hide-and-go-seek maybe 30-

60 seconds). After the appropriate hiding time, the cops go looking for the robbers. The robbers usually are not in the same spot all of the time for reasons I will describe in a minute. The cops catch a robber by one of many methods (this is where the variations come into play). The robber may be tagged, hit with a light beam, person identified correctly, or combinations of these. When a robber is caught, they are taken to jail by the cop.

The big difference between this and hide-n-seek is, if someone is quick and sly (someone being a robber), they can cause a "jail-break" and let all that are in jail get out of jail. This is done by sneaking up into jail (not being caught by the jailor), stepping IN the jail (or touching the table with both hands), and yelling "JAIL BREAK!" At this point, all that 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). Sometimes this game has gone on for hours for one game. Sometimes it is a fairly short game (but not too often). If you want, you can have the game continue on by having the final (in this example) 3 people to be the cops and jailor.

Naval Combat (Nigel's Navy)

- Coloured wool for lives
- 6 Cards bearing the name "DESTROYER"
- 4 Cards bearing the name "SUBMARINE"
- 2 Cards bearing the name "BATTLESHIP"

Instead of cards you could use coloured counters or plastic clothes pegs.

This is best played with three or more teams. Each team is given a base which is their naval shipyard. Each player is allowed to take one card from their shipyard to take part in the combat. When they take a card, they also take a length of their teams coloured wool to tie round one arm. A combat area is marked off in the centre of the field and combat may only take place within this area. Combat takes place in the following manner, a player will tag a player from an opposing team. Both players then compare their cards as follows: A battleship takes a destroyer, a destroyer takes a submarine and a submarine takes a battleship. The losing boy hands over his piece of wool to the winner and returns to his shipyard for a new piece of wool. Combat can only take place between two players who are each wearing a piece of wool. If both players have craft of equal status such as two submarines then it is an even match and there is no victor, they then have to go and challenge somebody else. A boy can exchange ships only at his shipyard when he is getting a new piece of wool. The winning team is the one which has collected the most pieces of wool at the end of the game.

Wide Game Pairs

Somebody was asking, a few days ago, why we're all so serious on this newsgroup so, as a break from the serious stuff of how you get teenagers to stand in holes, I thought I'd share a game we played last night.

You all know how to play Pairs - you know, pairs of cards with various pictures on them, two of each, face down on the table, look at them one at a time, remember where they are and when you can remember a pair you can pick them both up.

Print cards with pairs of pictures (I did them A5 size, an A4 with two copies of the same picture, then cut in half). 40 pairs worked out about right for 5 Sixes.

Take your Pack to the woods. Get a couple of adults to distribute the cards at random all over the woods, in fairly obvious places.

Working in Sixes the Cubs have to find the cards, remember where they are, and collect pairs. They are not allowed to carry a single card with them unless they are going straight to it's pair and know where it is.

When they have two pairs they can bring them back to base (so we can keep a tally, and call a halt when all cards have been paired).

Watch the Cubs run backwards and forwards through the woods for an hour.

Good fun.

--

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<http://www.pinhoescouts.org.uk/cubs/>

Cubs don't care how much you know, but they need to know how much you care.

Photorelativity

Preparation

1. Scatter photos and money around the wood. Hide scientist's equipment.
2. Brief teams and leaders.

Teams' Briefing

Each Patrol is a team of agents representing a different country. The game is set in a fourth country, known as Woodland, which consists of the wooded area at the back of the hut. This country has just five inhabitants of any interest, who look surprisingly like the five of us here.

They are

- 1) a top scientist.
- 2) an illegal passport supplier.
- 3) a drug dealer.

and two policemen.

Unfortunately, you don't know what any of these people look like and will have to find out either by observing their behaviour or by trial and error.

Your mission is to smuggle the scientist out of Woodland. The knowledge this scientist has is essential to your own country's future. Unfortunately, the scientist has recently tried out a new invention - by drinking it - and as a result has gone temporarily insane. Before you can smuggle him out of the country, you will need to administer the antidote. You will also need to provide a passport for the scientist.

Each person has a wool life, which is to be worn on the left arm, outside clothing and above the elbow. If you lose your life, you may not take an active part in the game and must immediately drop any equipment you are carrying and acquire a new life.

Other countries' agents will try to prevent you achieving your aim by removing your own agents' lives.

The passport supplier (obviously enough) supplies passports. The drug dealer supplies the antidote to the scientist's potion, and can also administer drugs to heal injuries (such as the loss of a wool life). They are however both on the run from the police and will try to keep a low profile.

The policemen are fine, upstanding citizens who will arrest wrongdoers, such as anyone seen cavorting with known criminals, or anyone who attempts to bribe them. Such individuals will then be taken to the prison for a fixed period of time.

Being helpful people, they will take anyone who has no wool life to the hospital to be treated. The hospital, due to a shortage of building supplies in Woodland, is the same place as the prison.

If however, an injured person approaches a policeman and asks for First Aid, they can administer this on the spot.

The policemen are also very helpful and will generally give you information if they know the answers to innocently-phrased questions.

The criminal fraternity will take a dim view of anyone seen talking to the police and may institute punishment beatings (involving the removal of a life).

Money and photographs are scattered around the wood. You may find these useful.

The Scientist

You are currently under the influence of a very powerful potion which makes you act in a very strange manner. You may therefore do anything you want. e.g. run around, hide, climb trees, make lots of noise, pick up money and photos, throw them away again, steal team members' lives or whatever else you feel like at the time.

The only thing you will not do is to leave the country (the wooded area).

When you are fed the antidote, you instantly become sensible again. However, if a second team also feeds you the antidote, it has the same effect as the original potion and you go mad again! (The teams don't know this yet.)

You will not voluntarily leave the country without your scientific equipment. (The teams don't know this bit either.) Unfortunately, you have forgotten where you left it (it's in the wood somewhere) or what it looks like.

The Passport Supplier

You supply illegal passports. To do so, you require a photo of the appropriate person and a sum of money. In supplying a passport, attach the photo to the passport and sign across it so it can't be re-used.

As a wanted criminal, you should try to keep a low profile and hide for much of the time. If challenged, you can also deny that you are the passport supplier. You take a dim view of anyone collaborating with the police, and may remove their lives as punishment if you see anyone in this situation.

The Drug Dealer

You supply the antidote to the scientist's potion. In return you need a passport (you want to flee the country).

You can also heal team members who are injured (have lost their wool lives) by supplying a replacement. For this service, you accept either money or a passport.

As a wanted criminal, you should try to keep a low profile and hide for much of the time. If challenged, you can also deny that you are the drug dealer. You take a dim view of anyone collaborating with the police, and may remove their lives as punishment if you see anyone in this situation.

The Policemen

You wander fairly openly around the country, aiming to arrest wrongdoers and to help innocent citizens. You can arrest anyone seen dealing with known criminals (i.e. the passport supplier or drug dealer) or who asks you for drugs, passports, attempts to bribe you or performs any other illegal action.

When you arrest anyone, take them to the prison (top of the steps to the Scout Hut) and keep them there for a time (say 5 minutes) before letting them go.

If you see anyone without a life trying to take an active part in the game, you will take them to hospital to get a new life. The hospital is also the top of the steps; hold the casualty for 5 minutes and then let them go with a new life.

If someone not taking an active role in the game asks you for a new life, you can administer First Aid on the spot.

You should generally be as kind and helpful as possible without giving too much away. Carefully phrased, innocent-sounding questions can be answered (e.g. "I've lost my money - have you seen it?" "Yes, I saw some in that bush!"), but it is unlikely that you will easily divulge more vital information such as the identity of the scientist.

Radio Wide Game

3 teams

1 Leader base

1 radio per team + leaders radio

Alpha numeric codes on CDs spread around playing area

Alpha codes spell out secret message (i.e. "baked beans for dinner")

Numeric values on CDs to validate accuracy

Teams set off in different directions to locate codes and radio back to base

Teams leave CDs in place to be collected at end game

"This is Eagle Patrol, disc number 99, code is Quebec, describe location.

Leaders acknowledge transmission and write down message details

Points awarded for number of discs found, correct transmission and solving final message.

Game ends when message solved or leaders use radios to call game end

At end game teams should collect as many CDs as possible for bonus points.

Rockets And Interceptors

- 1 Bucket or large tin
- Large number of coloured balls or plastic clothes pegs all the same colour
- Skittles or rope to mark off the target area

This is played by two teams.

The attacking team are called the Rockets

The defending team are called the Interceptors.

The target area is marked off and the bucket or large tin is placed in the centre.

Only rockets are allowed to go inside the target area.

Up to four interceptors are allowed to hover around the target area.

The rockets have a base at which they pick up their warheads. Each

rocket can carry only one warhead to the target area.

If a rocket is tagged by an interceptor before going inside the target area, they must hand over their warhead and return to their base.

20 warhead units in the bucket or tin destroy the interceptor target area. All the coloured balls count for 1 warhead unit.

The five white balls are special multi warheads and count as 5 warhead units for each white ball.

If the interceptor target area is not destroyed after 20 minutes then change over the teams so that everyone has a turn at attacking and defending. This game is best played where there is a bit of cover for hiding and creeping up on the target, or at night when visibility is reduced.

Hunt & Chase

From: robert.fulton@giz.com (Robert W. Fulton)

- Many different coloured 'flashes' or 'flags'

We play a game called Hunt and Chase. We divide into an 5 teams. All the members on each team have personal flags of the same colour they tuck into their belts. Each team can catch team members of one other team, and can be caught by the team members of a different team. When you are caught, you surrender your flag and are given the flag of the capturing team. There is no natural ending unless one teach catches everyone else. We usually play it for an hour or so, and then see which team is the largest. For "flags" we use things like pieces of twine, clothesline, manila rope, green garbage bags and brown garbage bags. Then the "twines" chase the "clotheslines," the "clotheslines" chase the "manila ropes," the etc. Some teams usually try to get other teams to help them. For example, the manila ropes could conspire with the twines to entrap the clotheslines. It is much more fun in that respect if you have 5 teams rather than 4 or fewer.

Smugglers and Spies

- Pieces of paper with the following smuggled items with point values written on each:
 - 10 x Chocolate (50 points)
 - 8 x Sugar (75 points)
 - 8 x Animal pelts (100 points)
 - 6 x Gunpowder (150 points)
 - 3 x Designs for new secret weapon (300 points)
 - 1 x Map to buried treasure (500 points)

Divide the group into two teams. Have each team put on its armbands. One team becomes the smugglers - the other the spies. After the rules of the game are given, each team retreats to separate ends of the playing area (3-20 acres with open woods is ideal for the game.)

The smugglers each receive the tiny pieces of paper, which they are going to try to carry into enemy (spy) headquarters. The spies set up their headquarters inside a 10' by 10' square area that has its definite boundaries. The scorekeeper sits inside spy headquarters.

After each team has been given the opportunity to devise a strategy, play begins. The spies fan out away from their headquarters and try to intercept smugglers as they attempt to take their goods inside.

When a smuggler gets caught (tagged), he must stand still and permit a one minute search of his person by the spy who caught him. If the spy cannot find the piece of paper within one minute (paper has to be hidden in external clothing layers), the smuggler is free to try to advance again into the headquarters. If the spy does find the 'loot', he takes the piece of paper into spy headquarters and gives it to the scorekeeper, while the smuggler returns to his headquarters to receive another piece of paper.

If a smuggler penetrates inside the spy headquarters, he gives his goods to the scorekeeper, and is escorted back to his own headquarters by a staff person or leader supervising the game.

The game continues for a set period of time. When it ends, goods (points) are totalled, and a winner is declared.

Stratego: Wide-Area Game

The game can be played with any number of teams. This way you can keep the interest level high, and you can key the number of teams to the number of players. The teams should be small enough that you can have at least three lives per person (although this can be helped along by increasing the number of chits available).

The Team Token can be a flag, however we played with colour coded letter-size pages #60 paper, which is pretty stiff, and kept it in a Ziploc freezer bag. This set-up is stiff enough that it can't be folded without the coloured token still showing in a player's hand. We got a variety pack of super-bright coloured #60 paper at an office supply centre that didn't cost a whole lot, and made one set from each colour (we still have more than enough for the next time). I used a Windows word processor and a laser printer to make the tokens and chits.

Set up the chits in numbers that are fairly reasonable for the game's organisation (1 Field Marshall, 2 Generals, 3 Colonels, 4 Majors, 6 Captains, 10 Lieutenants, 15 Sergeants, 25

Corporals, 10 Engineers, 40 Privates, 5 Bombs, and 5 Spies make a pretty decent set, but you can decide how you want to set it up.

Provide the adult administrators with a set of the game rules and brief them before the Scouts arrive at your game's centre point. We divided the teams after the Scouts had picked up all the litter on the activity field (inducement to get a good clean-up done quickly and more or less willingly, though a few Scouts left the area when they learned that this was the "admission fee" to the game...).

We first placed the four adult administration teams in four corners, away from the herd, and made certain the Scouts knew which team was which number (and we still had Scouts asking which was which after the count). Then we had the Scouts form a single line, and went down the line making the teams by counting, "One, Two, Three, Four" to divvy them up. I find the swiftest and least confusing way to do this is to actually move down the line, nudging each Scout in the general direction of the team corner he or she will belong to...

ESSENTIAL! - Make sure you have a whistle that can be heard all over the area of play (I used an asynchronous referee's whistle that will put out a good 100 decibels or so of extremely piercing sound), and establish FIRM boundaries.

These are the game instructions as we gave them to the Patrol Leaders on Friday evening (to ensure they had time enough to go over the rules and reduce the time required to get the game going).

Stratego is a wide game that can be played with two or more teams. Each player has a coloured chit that identifies who he or she is in the game. We are giving you the game play rules early so that you will have every opportunity to study them and get to know the game before you play.

Please follow all instructions immediately. The sooner you do what you need to do, the more time you will have to play.

All areas of the facility are fair play zones with the following exceptions:

Buildings are Out of Bounds.

Campsites are Out of Bounds.

Car parks and equipment storage areas are Out of Bounds.

You will be given a token for your team that the other teams will be attempting to capture.

This token will be placed wherever your team decides to place its administrative area.

(You don't want the other teams to know where this is.)

Two adults will supervise your administrative area.

Teams will be selected by counting off. Please co-operate with this process, because the sooner your teams are chosen the sooner we can begin.

Your team's administrators (the two adults) will have a bag of chits for your team.

The Game Leader will give you a start command. From this point you have five minutes to hide your administration area and the two adult administrators. The token has to remain in the administrative area within 20 feet of the administrators, who are not allowed to move the position. Once the game begins, you are not allowed to move your administrative area. As soon as you are in position, you will reach into the administrators bag to get your first chit. (Administrators will do something to make sure there is a fairly good mix of ranks for the start of the game.) You can use any spare time to come up with a strategy for finding the other administrative areas.

The Game Leader will blow a whistle once. This is your signal that the game will begin in two minutes.

When the whistle blows again, the game begins.

The Game:

You are trying to capture the tokens from opposing teams. You are also trying to gain points for your team by "capturing" other players. A "capture" begins when one player TAGS another. Tackling is NOT allowed! When you tag a player from another team, both players show each other their chits. If you are "captured", you have to give up your chit.

"Capture" rules are:

The higher number "captures" the lower number EXCEPT for the following:

Any player except the FIELD MARSHALL can "capture" the SPY.

The SPY "captures" the FIELD MARSHALL.

The BOMB "captures" anyone except the ENGINEER.

The ENGINEER "captures" the BOMB.

When you are "captured", you give your chit to the other player. You DO NOT give up any chits you have "captured".

If you have been "captured", you have to return to your administrative area for another chit. You are NOT allowed to try to find another team's administrative area while you do not have your own team's chit.

Remember that you are trying VERY hard not to let anyone from another team know where your administrative area is and sneak back accordingly. You are OUT OF PLAY until you have another chit in hand. This means that you cannot chase other players while you do not have a chit (although you CAN allow them to waste time by chasing you).

When you return to your administrative area, turn in any "captured" chits to your administrators. Get a new chit and go out again. Remember that other teams will be trying to find your administrative areas by looking for the area everyone is coming from, and plan your route back into play accordingly.

If your administrators are out of chits, you are required to sit quietly in your administrative area until the game is over.

If you find another team's administrative area and token:

You take the token to the Game Leader immediately. (You have to have your own chit to be eligible to "capture" the token.)

You are NOT allowed to put the token in a pocket. You MUST carry the token in your hands.

The token is NOT to be removed from its packet.

Token "Capture":

If a player is "captured" while holding the token, the token must be given up with the chit.

If you "recapture" your own token, you need to return it to your administrative area immediately. Again, you are not allowed to put the token in a pocket, you MUST carry it in your hands.

If you "capture" someone who is carrying a token, you are allowed to take it to the Game Leader immediately.

The Game Leader will blow the whistle two times (two long blasts) to signal the end of the game. When this happens, all players and administrators return to the game start area immediately (on the RUN, guys!).

The Game leader will end the game if:

You are not playing by the rules (A Scout is Trustworthy, and cheating will not be tolerated.)

One of the Team Tokens is turned in.

The game's time limit is reached.

When you are all at Game Centre, you are required to turn over the chits you have "captured", along with your own chit.

All the "captured" chits are counted up to arrive at your total score for the game. Once counted, all the chits will be turned back to their teams. Once we have the scores figured out, we play again! The more time you dally, the less time you will have to play!

The description of the wide game stratego was very good. Our troop often play a similar game called Frontiers.

You divide the boys in to teams. Each team is given a small "home base". In the "home base" each team is given 10 - 15 tokens (flags).

The playing field is divided in to parts with a home base on each. (The game is best played in a area with trees and bushes).

The goal of the game is to sneak into the other teams area and capture a token. If someone from the other team is being able to tag you on their side of the field you are taken as a prisoner to their "home base".

Now when a member of your own team reaches the "homes base" he is able to free you instead of taking a token.

If you have a token or a "free" prisoner you are free to go back to your own home base.

The game lasts for a specified time and the team with the most tokens wins.

Norman J MacLeod gave a very nice description of the Stratego wide game. In our Pack we have used a couple of variations to keep the game interesting :

The "administrative areas" of all teams are known, but the token is hidden somewhere in a 20 by 20 meter area. This makes the game somewhat easier, since you can walk straight back to get a new chit.

Every team has a number of flags/tokens to hide. Once a flag is captured, you should bring it back to your team's administrative area, and hide it. The game ends after a certain amount of time, and the team with the largest number of flags is the winner. When two or more teams have the same number of flags, the number of conquered chits determines the winner.

[My personal favourite !] Use only 3 ranks : e.g. General, Engineer and Bomb. The General wins over the Engineer, the Engineer wins over the Bomb and the Bomb wins over the general, so essentially all ranks are equal !! (But it takes the kids some time to figure that out).

Troglodytes

(Burning Bridges, Murder In The Dark)

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- 1 Candle
- 1 Box of matches

- Some torches

Here is a wide game that we call "Troglodytes" although I think that it's common name is burning bridges. The premise behind the game is that Troglodytes have landed on our planet from another galaxy and are preparing to take over the world. The troglodytes have a faulty spaceship which will explode if it is set on fire.

The scouts job is to sneak up to the troglodyte ship and blow it up. However, The troglodytes are more advanced than humans and have laser blasters that can kill the scouts.

The game is played on a dark night in a large field with many hiding spots.

The leaders place a candle and some matches at a designated location. The leaders then pick a place near the candle but not right up close to it. Each leader carries a flashlight and is not allowed to move from his/her location.

The scouts start at one location and must sneak up and light the candle. If a leader hears a scout he/she turns on his/her flashlight and blasts the scout. If a scout is hit with the flashlight then he is out.

The game continues until a scout can light the candle or until all scouts are dead. Note that the flashlights can only be used for a short burst

Arms Race

Equipment required:

2 firework rockets

8 staves

16 lengths of sisal, about 1 metre each

2 plastic tubes for launching the fireworks

matches & tapers

It is best played in an open area, free from overhead obstructions.

The Kingdom of Zonga and the Republic of Walabaloo are at war with each other as a result of a dispute over the price of smoked haddock. Each country has a nuclear missile, which is cunningly disguised as a firework rocket. Neither country has the means yet to launch their rocket. Both governments are aware that if they are the first to fire their missile they would inflict devastation on the other country and thereby win the war.

Unscrupulous Weapons Dealers plc have a depot in the vicinity and they have all the staves, sisal etc. that each side would need to build their launch facility. The weapons dealer is prepared to sell the equipment to both sides, knowing perfectly well what each country intends to use it for. The launch facility, when built, looks surprisingly like a Flagstaff.

The soldiers of each side have a "life", which consists of a piece of coloured wool on the sleeve (or another type of thing as you wish) and they can only participate in the game as long as they are wearing it. If they lose it, they must return to their own base for another one. Each side has a differently coloured "life". The lives are also currency to buy items of equipment from the

weapons dealer. The items of equipment are sold for one enemy life each. The price may go up or down at the weapons dealer's discretion - after all he is not called unscrupulous for nothing! Players may only use reasonable force to take a life from an opposing team member.

The first team that builds the flagstaff launch facility correctly (using knots and lashings that are tied properly) and then launches its rocket, wins the game.

You would need at least 3 adults to run this game. One at the weapons dealer base and one at each of the teams bases. Great care would have to be taken when lighting the firework. Only allow a supervising adult to do it, with the Scouts kept a safe distance away.

So what happened to the smoked haddock? Nobody really knows or cared too much after the war. Most of it was blown up in the explosion and the rest was contaminated by radioactive fall out.

Standard rules: Define playing area. No whacking, hitting, kicking, biting, gouging or grabbing people's soft bits. One whistle to start, three loud blasts to stop and return to base. Only suitable people to light matches and fireworks.

Wide Game Bootleggers

Equipment

Food dye coloured water in old squash bottles

Plastic cups

2 Whistles

Empty Squash bottles with lids

Game Description

Two leaders roam an outdoor area (preferably woods). Each blows whistle blasts at 3 minute intervals (staggered). They should try to remain in hearing of each other. One leader blows 2 blasts, the other leader 3 blasts.

One leader has a large squash bottle of coloured water and a supply of plastic cups. The other leader starts with one empty squash bottle per team, with the each team's name written on their bottle. Teams ferry water between the two leaders, at the end of the game (signalled by long whistle blasts) the team with the most water is the winner.

To encourage teamwork it is a good idea to rule that water will only be given to or received from complete teams (or groups of 3-4 scouts).

Teams are allowed to break each other's cups, but are not allowed to lurk around either of the two leaders.

Card Challenge

Teams

Two teams (red and black)

(Four teams if using 2 packs of cards with different back colours)

Equipment

Pack of cards split red/black.

Aim

To collect as many cards as possible.

How to Play

Each team has a base at the opposite ends of the space you are playing in.

Each Team has their pack of cards which they must get from A to B. Only one card can be carried at a time. If a member of the other team challenges them a high card takes a lower card.

Ace is high except against picture cards. Joker is lowest except against picture cards when it wins.

Set time limit and boundary area and at the end of the game count the cards which got 'home'. (complete royal family = double score)

Elephant Hunt

You will need:

Coloured wool to match up with six's colours

talcum powder

plastic plant identification labels

TIME to lay the trail

Tell story to the pack about the elephants who have escaped from the local circus, who have asked for the cubs help in getting the elephants back. The circus tell us that each elephant is wearing a coloured mat on it's back, each mat matches one of the sixes colours. So each six can look for the elephant wearing their sixes colour on it's back. The cubs then follow a trail of wool, picking up their colours as they go. They must not pick up any other colours. You could tell them how many pieces they should find. The trail divides and finally the coloured wool disappears. All that can be seen is large (talcum powder) elephants footprints on the ground. These all lead to one place where the elephants can clearly be seen, wearing tatty mats on their backs, (parents or leaders). But the elephants have been caught by a gang of thieves who will sell them back to the cubs for £200 no more, no less. The cubs are then told that they can gather this money from around a certain bush. This money is the plastic plant tabs, stuck into the ground around the bush. Each label is marked with an amount of money. Each six must only take labels to exactly £200 and pay the thieves for their elephant . They then take their elephant back to the circus where there is sure to be a reward.

Operation Heavy Water

The Trovak and the Cominski nations have been at a stage of Alert Code Red Four for the last 12 weeks. Matters have now escalated and they have both decided to initiate direct action against one another.

Before their respective partisan armies can go in to battle an elite force of special forces troops must destroy their opponents communications base. These bases are so heavily built that they can only be blown up with a plasma explosive combined with heavy water.

Each special forces patrol must first of all build a stable transportation device (STD) to move the heavy water. This special transportation device appears similar to a four sided pyramid and has to be constructed from hyper tensile steel and carbon fibre strands. To the untrained civilian eye these look very much like broomsticks and string.

Once the STD has been constructed each patrol may begin their raid on the enemy. The STD must be carried by a minimum of four people, the remaining troops may be deployed by their patrol leader to thwart the enemy's attempts at exploding their own bomb.

Given the extremely volatile nature of the heavy water all special forces must wear a protective armband to prevent them from being subjected to the lethal levels of Dispetide 468 radioactive material which is the base element of the heavy water. To ensure that civilians are not unduly alarmed by troops wearing protective armbands these have been cunningly camouflaged to look suspiciously like pieces of wool tied around the upper arm of each person. Should the protective armband be stolen by an opponent or lost in battle a new armband may be collected from the home base. Without the armband you cannot play an active part in the operation.

If a Special Forces Team loses their heavy water they can obtain more from their home base. Due to the volatile nature of Dispetide 468 it has to be transported in small quantities in special containers which have also been camouflaged and look like drinking cups.

The winning side will be the first one to destroy the enemy base. To do this their patrol must arrive at the base with their heavy water intact, carried in a Stable Transportation Device by four people. Each person must have their protective armband intact. The Patrol Leader may then initiate the launch sequence which will fire the plasma rocket and explode the heavy water.

Equipment needed per team:

- 8 staves
- Sisal
- Billy can
- Fireworks
- Plastic launch tubes
- Matches
- Wool
- Water in container
- Plastic cups

Rockets and Interceptors

You will need:

- a bucket or large tin
- a large number of coloured balls or plastic clothes pegs all the same colour
- Skittles or rope to mark off the target area

This is played by two teams. The attacking team are called the rockets and the defending team are called the interceptors.

The target area is marked off and the bucket or large tin is placed in the centre. Only rockets are allowed to go inside the target area.

Up to four interceptors are allowed to hover around the target area.

The rockets have a base at which they pick up their warheads. Each rocket can carry only one warhead to the target area.

If a rocket is tagged by an interceptor before going inside the target area, they must hand over their warhead and return to their base. 20 warhead units in the bucket or tin destroy the interceptor target area. All the coloured balls count for 1 warhead unit. The five white balls are special multi warheads and count as 5 warhead units for each white ball. If the interceptor target area is not destroyed after 20 minutes then change over the teams so that everyone has a turn at attacking and defending. This game is best played where there is a bit of cover for hiding and creeping up on the target, or at night when visibility is reduced.

SAS laser guided bomb run.

Equipment per patrol - One mobile phone - map - compass - unfeasibly large maglite torch, 6 cell ones are great.

Select a clearing in the woods and place a large object to represent the target, a toilet tent is good.

The scouts start off 20 minutes walk away from the target, dropped off at different points by leaders parents etc, then have to make their way to it using map compass and grid ref..

When they reach the target they turn on their torch "the laser target designator" to pinpoint the target, then ring up HQ (leader) to give them the bearing and call in the bombers.

If they are caught or spotted they lose marks, or get a time penalty added at the end. Once their laser has been on for 30 seconds they are "safe", the bombers have arrived and the target is destroyed.

You will need a leader (HQ) stationed at the target to verify that the torches are on target and to declare when the team is safe.

You will also need other "guards" to wander the area spotting the patrols. Simple to play, needs map reading, grid reference, compass bearing and sneaking skills.

Storm the Lantern.

A pair of adults/Ventures take a bright Lantern into the woods and set up a base which the scouts have to reach and give in a life (playing card, string with knot tied in etc). The leaders can record the individual or their patrols for a total score tally at the end. Person/team with highest score wins (obviously!).

Anyone who gets thru then returns to the start to get another life and go again.

Catch is, you have a team of Ventures/Patrol Leaders trying to catch them on the way and 'kill' them, i.e. remove the life, so that scout has to return to the start and try again.

Water billies

In a wooded situation, hide a number of billies filled with water.

In a central place, have an empty billy for each team (normally we only have two teams as it works out best)

The aim is to get more water in your team's billy than the others, and the tactics are to find the water sources without letting the other team know where the one(s) your team has found are.

Team members have cups to transfer the water, and while they can obstruct the other team making them spill the contents, they can't get physical with them.

At the end of the game, the team's billies are 'weighed' and the one with the most water is the winner.

The leaders running it get the teams to sit down in a straight line in front of their billy. The leaders then swap billies (so the team which collected the most water has the leader with the *least* water in front of them.)

The leaders then prove how much water there is in the billies (think about it)

Surprisingly enough, even though at the second time, they know the leaders are going to throw the water over them, they all sit there waiting for it to happen.

It has been known for the parents to get wet as well....

Water Bomb.

Each team has a base with an equal number of water bombs each. The winning team is that with most intact bombs at end.

Teams must seek out the enemy bases and steal their bombs. The bases may not be guarded. If caught with a bomb in transit a player should give it up, or at least not fall over with it while running away!

Use of bombs as weapons, is of course banned until the game is over.

Wolf Pack

Split into two teams. The two teams were cargo ships crossing the Atlantic, and German submarines. The game can be played in woods or open ground, with cover or without, in day or at night, and depending on those circumstances is either a running around game or a stealth game.

Three Leaders required - one is America (in the Wolf Pack version), one is Britain (widely separated from America, of course) and the third is Germany. America has a supply of cargo tokens (cards labelled "cargo") - 25 to 35. The cargo ships have to get the cargo - each ship can only carry one cargo at a time - from America to Britain.

The German submarines are not allowed within 20 paces of either America or Britain, and have to intercept the cargo ships and take the cargo. Now, submarines hunt in Wolf Packs. So when a submarine catches a ship (touching is sufficient) the ship *has* to stop, but the submarine cannot take the cargo until he calls up two other submarines. When there are three submarines the ship has to hand over the cargo.

The ship can now return to America to take another cargo. One of the submarines has to take the cargo to Germany, taking him out of the hunt, briefly. The submarine can only carry one cargo at a time.

Count the number of cargoes that get through, then change the teams over and count how many the others can get through. It doesn't take long to realise that, while a Wolf Pack is forming to take the cargo off one ship, the number of hunters is reduced and another ship can slip through. And it doesn't take much longer for the idea of a convoy to form, where the first ships sacrifice themselves to draw off the submarines from the others. And finally some of the ships will twig that they can dummy, and draw off submarines when they are only pretending to carry cargo.