

# Smugglers and Spies

## Equipment

Tiny pieces of paper with the following smuggled items and point values written on each. The quantities are based on 100 Cubs playing the game. The pieces of paper should be in separate labeled bags.

Item	Points	Quantity
Chocolate	50	40
Sugar	75	32
Animal Pelts	100	32
Gunpowder	150	24
Secret Weapon Design	300	12
Treasure Map	500	4

## Operation

Divide the group into two teams. One team is given plain clothes pegs, the other team is give green clothes pegs. 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 chief spy 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. The smuggler cannot be stopped twice by the same spy during a single journey. 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 returns to his own headquarters for another piece of paper.

The game continues for ½ an hour. When it ends, goods (points) are totaled, and a winner is declared. The spy and smuggler roles are reversed and the game run again.

### Chocolate - 40 Points

## Sugar - 75 Points

### Animal Pelts - 100 Points

### Animal Pelts - 100 Points

### Secret Weapon - 300 Points

## Treasure Map - 500 Points