# SCARYMONSTER INTOWN "CREATURES"



Standard With the support of the Fundacja Rozwoju Systemu Edukacji and Ministerstwo Edukacji Narodowej.

We that nay be made of the publisher and the Fundacja Rozwoju Systemu Edukacji and Ministerstwo Edukacji and Ministerstwo Edukacji.

TARGET GROUP: 6+

number of players: min. 10 people

#### **OBJECTIVES:**

- To integrate players
- To teach how to cooperate in a group
- To build positive atmosphere
- To compete
- To have fun

**DURATION:** non-limited

SCENERIO: wherever where is enough space,

METHOD: interactive family game

ITEMS NEEDED TO PLAY:

long twine, some gift from the princess as prize

- 1. The main aim is to save the princess.
- 2. There is only one princess, one monster.

Other players are divided into groups of two or three (depending on number of players).

- 3. The players have to reach the princess to save her. They start game about 10-15 metres in front of the princess and they have to move towards her slowly with tied ankles. Game users can set any obstacles between the players and the princess. A group which first reach a princess win a gift from her (What will be a gift all players have decided before a game).
- 4. The monster wakes up every 10-15 seconds and at that moment the princess warns players about that screaming "Watch out" (or something like that) and the players have to stand still so as to not being 'captured'.
- 5. The players can move only when the monster is sleeping and when he is awake they have to stand still. Who makes any movement when the monster is looking at the players, loses with his whole group

#### **ROLES:**

Princess:

- she just seats and warns players about danger from the monster Monster:
- it stay opposite to players and looks scary

## Story about... THE SCARY MONSTER IN TOWN (SMIT)

Long, long time ago in small town on the cost of Baltic sea lived Prince who had a beautiful fiancé who had a long blonde hair and blue, like a sea, eyes ...

One day, when they have come to a haunt,
a very ugly and scary monster show up. He had three eyes,
four hands. He was coming from his cave on the swamp.
He captured the princess and for years
the princess was imprisoned.

Prince tried do everything to free the princess. But all knights lost "the game" with a monster and died on the swamp...

One day he gave a message to Darlowek (the capital of sweet kingdom of the coast of Baltic Sea) where are living the famous knights team.

We hope that this mission will be successful and monster will be defeated!

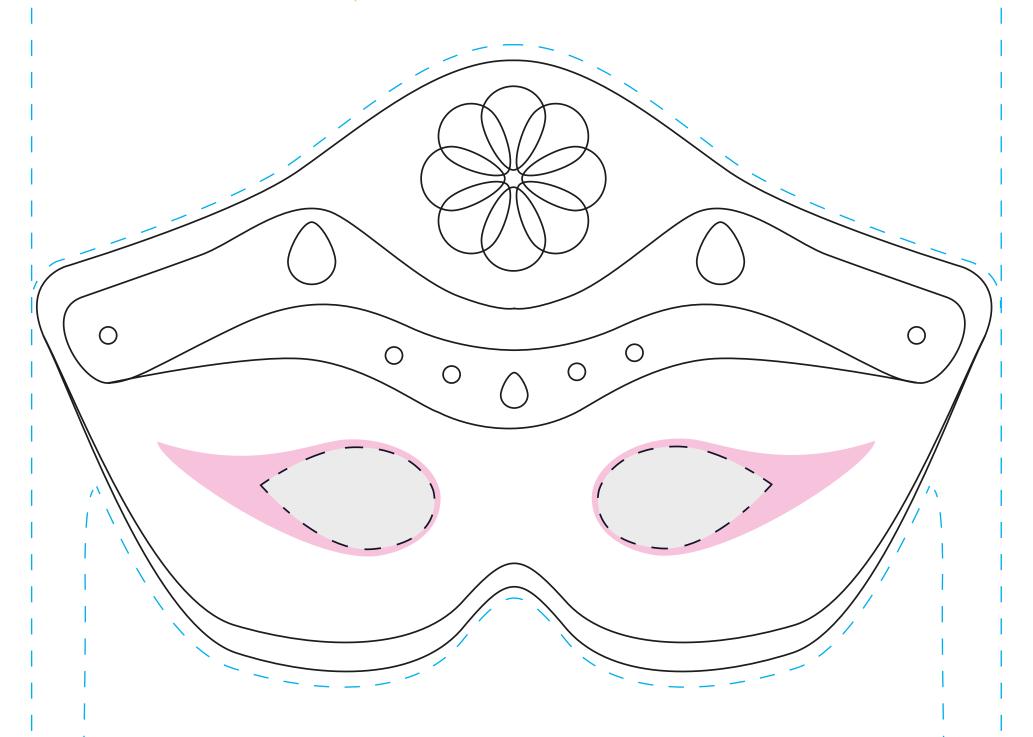
ition is the sole responsibility of the Fundacja Rozwoju Systemu Edukacji and Ministerstwo Edukacji Narodowej.

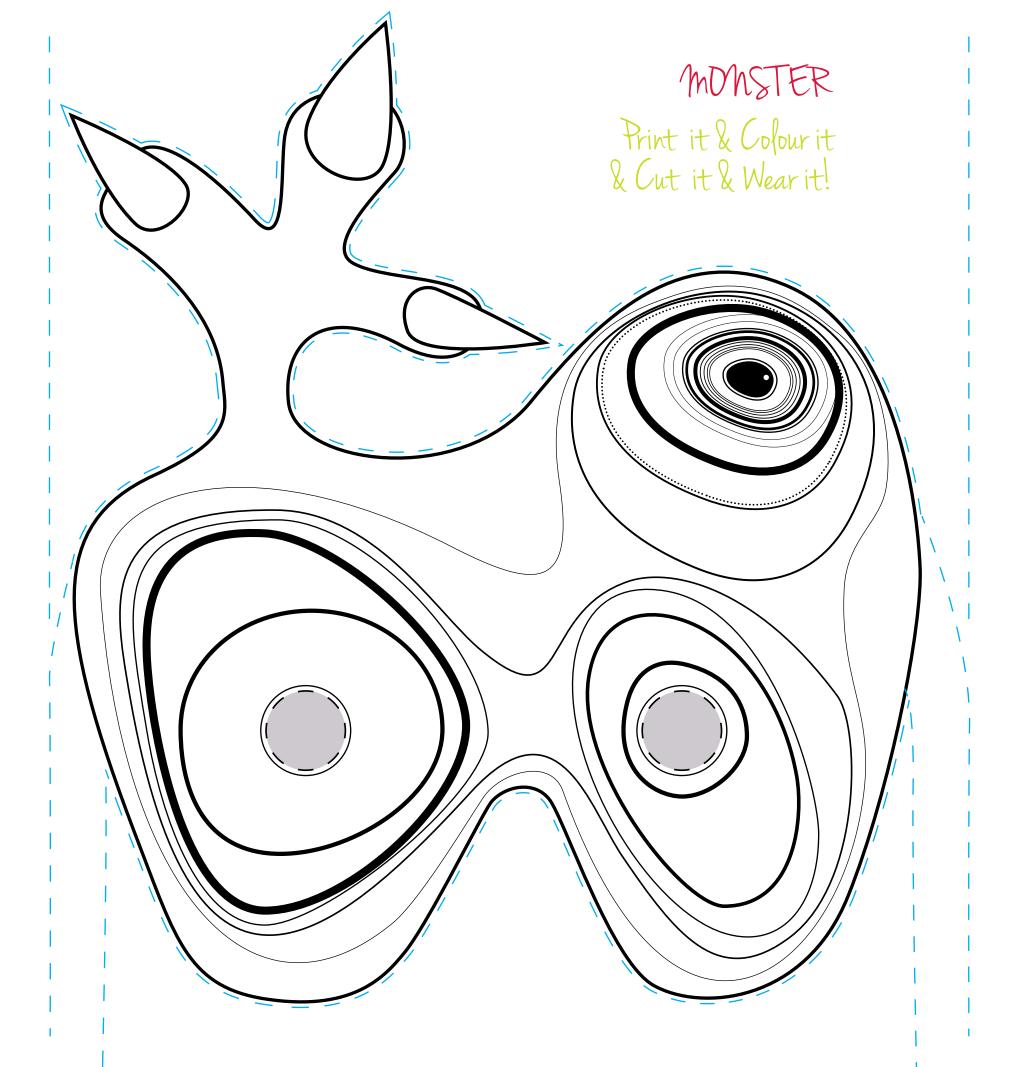
The information.

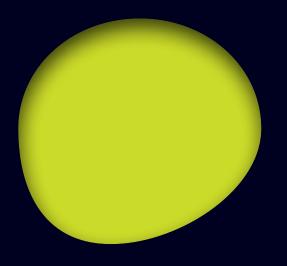
The information is the Fundacja Rozwoju Systemu Edukacji and Ministerstwo Edukacji Narodowej.

PRINCESS

### Print it & Cofour it & Cut it & Wear it!







Created by Gosia, Ewelina, Lukasz & Mateusz Graphic designed by Ora SMIT 2013