

Animal Survivor

Overview

Camp Staff will assist you with running this game and provide all the equipment. The game involves large numbers (20 to 80 persons) playing in a large area. We usually play amongst a large grove of trees in a nearby paddock and takes between 2 and 3 hours. This game can be done for fun or used as a teaching aid on conservation, effect of predators and man on the bushes native animals.

Details

Each individual is given a bib representing an animal, man or event in one of the following categories based on the Bush food chain. They have a certain amount of lives assigned to them represented by rings of their colour attached to their bib by a karabiner.

Small Native Herbivores and Insectivores (Green - 8 Lives)

This is the largest group. There are 4 animals Kiwi, Weka, Skink and Frog. This group is sent out first and have to find food stations to eat (Click their card) while surviving from any predators or natural disasters.

Small Carnivores (Red - 4 Lives)

Next largest group made up of cats, rats and stoats. This group is sent out about 2 minutes after the small herbivores. Their aim is to 'eat' as many of the first group as they can by tagging them. The tagged 'herbivore' must then give the 'carnivore' one of their lives (rings) who then puts it on their 2nd karabiner. These carnivores cannot attack each others and must give those that he has 'killed' time (1 minute) to get away before attacking them again. This group also have to survive bigger predators or natural disasters.

Large Herbivores (Black – 4 Lives)

Up to 8 Deer or Goats. This group also need to find the food stations to eat while surviving. They cannot be killed by the Small carnivores. *Can be sent in with the small carnivores.*

Large Carnivores (Blue – 2 lives)

8 Dogs. Sent in about 2 minutes after the large herbivores. The dogs can kill (by tagging) any of the above groups. Aim to 'eat' as much as they can while surviving. These animals cannot be killed by any of the above or other dogs.

Natural Disasters (Yellow – 2 lives)

2 x Floods (water) and 2 x Bush fires (Fire). This group can kill all the above by Tagging them. They cannot be killed.

Hunters (Yellow – 1 Life)

2 Hunters. Hunters can kill any 'animal' and as they have a GUN they do not need to tag to 'Kill' but just point their gun and 'shoot'. The target must then stop and wait till the hunter comes over to collect their life. The hunter can 'kill' more than one animal before collecting the lives. The hunter cannot be killed.



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The game continues as long as you want, the person running the game will give the signal (whistle blow) at the game of the end. If someone loses all their lives they return to the starting point and wait until the end of the game. You can repeat the game as many times you want swapping the people around the categories.

Debrief

Once everyone has returned to the starting point at the end of the game you can find out who found the most food stations, made the most kills and who was the best survivor. If you choose you can talk about effects of the predators, disasters and man on the native animals, best surviving strategies and conservation issues.

Variations

You can give lives to the disasters and hunters. Hunters can control the flood or fire by tagging them. A pack (2) of dogs can kill the hunter if they can tag him/her together before they are shot. You can make up other rules to suit.

Equipment: KCC has all the equipment for this wide outdoor game for up to 80 Persons