

Name of the game: Wer zieht, der sieht!



Goal of the game: Memory training, develop of strategical reasoning

Age: 15-17 years

Members: 2-5 gamer

Duration: unpredictable

Material you need: min. 18 cards

Description

All 18 cards are presented with their front side on the table. Each player then needs to memorize, where a number or a bomb lays. After that, the cards need to turn upside down. In turns, the players draw a card. If one player for example draws a 5, he gets 5 points. When he draws a bomb, he loses all the points, he collected before. The game ends, when one player draws 3x5 points or when all the bombs are left on the table. At the end, the points get counted, and the player with the highest points wins.

Evaluation:

- i. Interesting ★ ★ ★ ★ ★
- ii. Exciting ★ ★ ★ ★ ★
- iii. Communicative ★ ★ ★ ★
- iv. Edifying ★
- v. Cheerful ★ ★ ★ ★ ★
- vi. Interactive ★ ★ ★ ★ ★
- vii. Imaginative ★