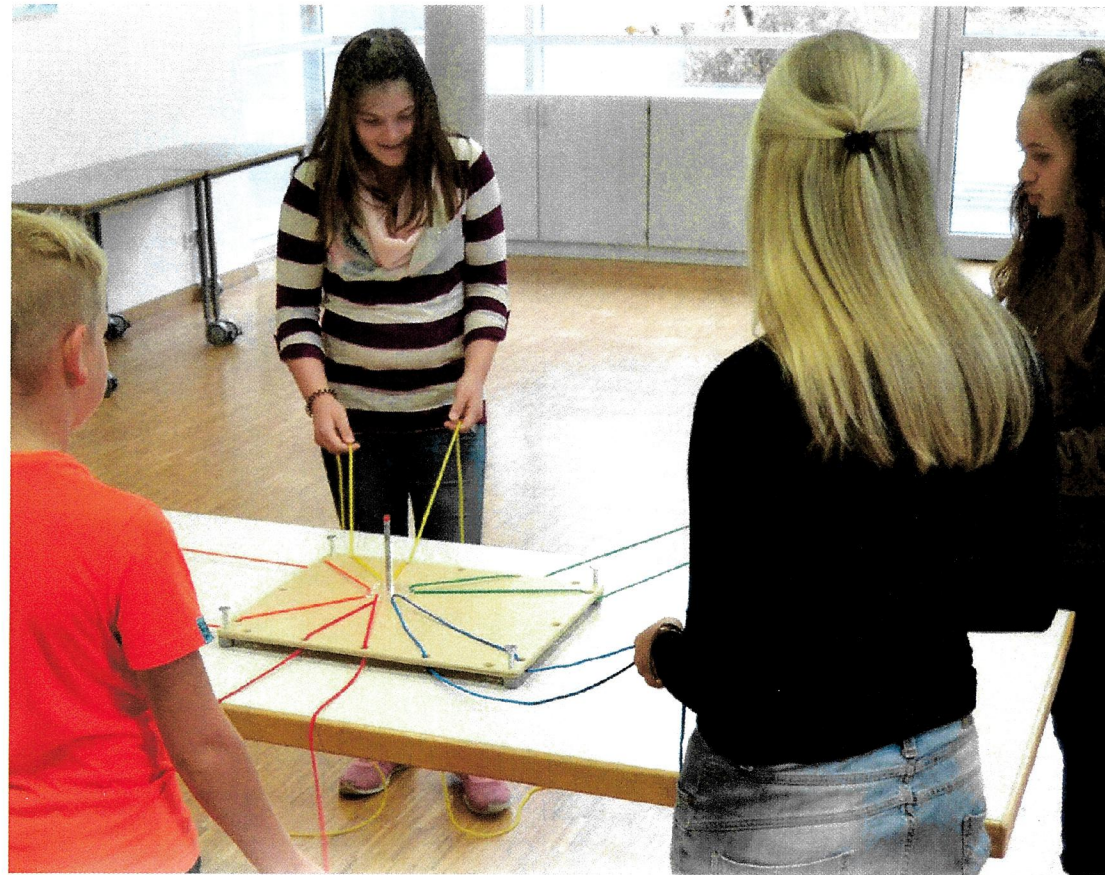


pedalo®



Pedalo® Teamspiel-Box „Drei“
Pedalo® Team-Game-Box 'THREE'
170 03000



Kugel-Golf

Spieleranzahl:
2 – 16

Material:
Seile, Spielbrett mit Powerband-Ring, Kugel-Golf-Platte, Stahlkugel(n)

- Aufbau:**
(siehe Bild)
1. Ziehen Sie die Seile durch die Führungslöcher des Spielbretts
 2. Spannen Sie das Textilband um die dafür vorgesehenen Halterungen
 3. Legen Sie die Kugel-Golf-Platte je nach Spiel auf das Spielbrett
 4. Legen Sie eine oder zwei Stahlkugeln auf das Spielbrett.



Spieleranleitung:
Je nach Spieleranzahl werden die Seilenden den Mitspielern zugeteilt und das Spielbrett in einen schwebenden und möglichst waagrechten Zustand versetzt.

Je weiter hinten die Seile gehalten werden, desto höher ist der Schwierigkeitsgrad. Alternativ kann das Spielbrett auch auf jeweils einem Zeigefinger der Mitspieler in einen solchen Zustand gebracht werden (niedrigerer Schwierigkeitsgrad).

Ziel des Spiels ist es nun, je nach Spielseite der Kugel-Golf-Platte, entweder eine Kugel vom Spielbrett auf und durch die spiralförmige Kugelbahn in das mittlere Loch zu manövrieren oder auf der anderen Seite der Kugel-Golf-Platte eine/zwei Kugel(n) in die kleinen Löcher zu balancieren. Die Öffnung der Spirale dient als „Auf-fahrtsrampe“ wobei die Kugel mit etwas Schwung die Rampe hoch gerollt werden muss.

Wettbewerb:

Der Wettbewerb für die Teams besteht darin, eine Kugel schneller vom Spielbrett auf und durch die Kugelbahn in das mittlere Loch zu balancieren als das gegnerische Team.

Pro gewonnene Spielrunde gibt es einen Punkt. Welches Team hat zuerst X Punkte?

Figuren schubsen

Spieleranleitung:

Je nach Spieleranzahl werden die Seilenden den Mitspielern zugeteilt und das Spielbrett in einen schwebenden und möglichst waagrechten Zustand versetzt.

Je weiter hinten die Seile gehalten werden, desto höher ist der Schwierigkeitsgrad. Nun wird aus 2-5 sich berührenden blauen Spielsteinen eine Figur als Vorlage gelegt. Exakt die gleichen ausgewählten Spielsteine der Vorlage, werden in der Farbe gelb beliebig auf dem Spielbrett verteilt und eine Kugel als „Schubs-Instrument“ hinzugefügt. Ziel ist es nun, mit Hilfe der Kugel die gelben Spielsteine in die entsprechende Position zu schubsen und so die blaue Vorlage nachzubilden.

Je mehr Spielsteine verwendet werden, desto höher ist der Schwierigkeitsgrad.

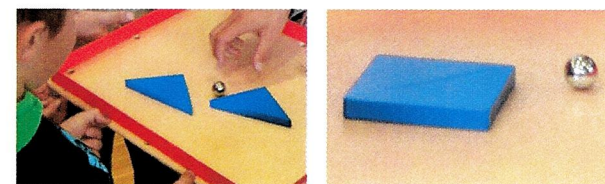
Alternativ kann das Spielbrett auch auf jeweils einem Zeigefinger der Mitspieler in einen solchen Zustand gebracht werden (niedrigerer Schwierigkeitsgrad).

Aufbau:

1. Ziehen Sie die Seile durch die Führungslöcher des Spielbretts
2. Spannen Sie den Powerband-Ring um die dafür vorgesehenen Halterungen
3. Legen Sie die jeweils benötigten Spielsteine auf das Spielbrett
4. Legen Sie eine oder zwei Stahlkugeln auf das Spielbrett

Spieleranzahl:
2 – 16 pro Team

Material:
Seile, Spielbrett mit Powerband-Ring, Spielsteine, Stahlkugel(n)



Wettbewerb:

Jedes Team bekommt alle Spielsteine einer Farbe, wobei ein Team aus jeweils zwei Spielsteinen fünf Figur-Vorlagen baut und das andere Team diese auf dem Spielbrett entsprechend der Spieleranleitung nachzubilden hat. Danach werden die Aufgaben gewechselt. Eine Spiel-

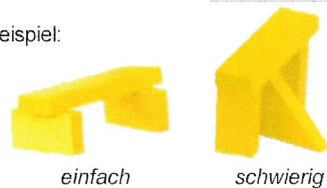
runde gewinnt entsprechend das Team, welches in einer Minute die meisten Figur-Vorlagen auf dem Spielbrett nachgebaut hat (Alternative: Welches Team baut in kürzerer Zeit die fünf Figur-Vorlagen des Gegners nach?). Pro gewonnener Spielrunde gibt es einen Punkt. Welches Team hat zuerst X Punkte?

Der Bauwerk-Transport

Spieleranzahl:
2 – 16

Material:
Seile, Spielbrett, Spielsteine

Beispiel:



Aufbau:
1. Ziehen Sie die Seile durch die Führungslöcher des Spielbretts.

Spielanleitung:
Je nach Spieleranzahl werden die Seilenden den Mitspielern zugeteilt. Mit den Spielsteinen wird dann auf dem Spielbrett ein möglichst hohes, jedoch für den Transport auch stabiles Bauwerk errichtet. Ziel des Spiels ist es, dieses Bauwerk sicher und ohne Beschädigung vom vorher festgelegten Startpunkt zum Zielort zu transportieren. Auf der Transportstrecke können für noch mehr Spannung und Geschicklichkeit bspw. Hindernisse eingebaut werden oder der Zielort befindet sich auf einer anderen Höhe (z. B. auf einem Tisch, Schrank) als der Startpunkt.

Je weniger Spielsteine verwendet werden und je höher das Bauwerk mit diesen wenigen Teilen gebaut ist, desto höher ist auch der Schwierigkeitsgrad.

Wettbewerb:

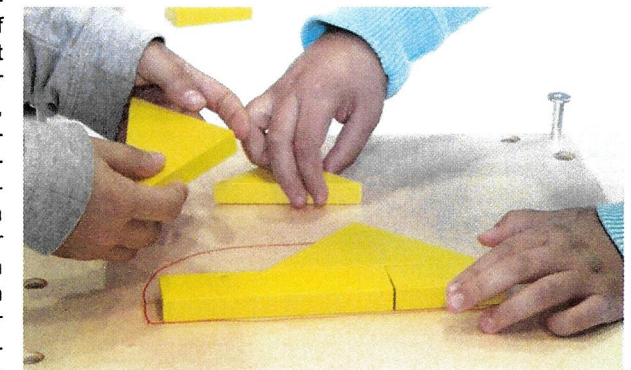
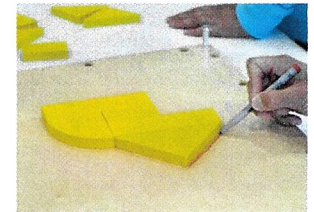
Team A baut auf dem Spielbrett aus 6-10 Spielsteinen ein hohes aber transportfähiges Bauwerk. Dieses Bauwerk gilt es dann in kürzester Zeit jeweils nacheinander von Team A und Team B vom Startpunkt zum Zielort zu transportieren. Bringen beide Teams die Bauwerke unbeschädigt zum Zielort, entscheidet die kürzere Zeit über den Gewinn der Spiel-

runde. Schafft es ein Team nicht das Bauwerk unbeschädigt zu transportieren, erhält das andere Team einen Punkt wenn dieses es bewerkstelligt. Fällt das Bauwerk bei beiden um, gewinnt kein Team die Spielrunde. Danach wechselt die Reihenfolge und Team B darf das zu transportierende Bauwerk bestimmen. Pro gewonnene Spielrunde gibt es einen Punkt. Welches Team hat zuerst X Punkte?

Figuren puzzlen

Spieleranzahl:
2 – 16 pro Team

Material:
Spielbrett, Spielsteine, Stift



Spielanleitung:
Unbeobachtet von den Spielern legt der Spielleiter zunächst eine aus 3-8 Spielsteinen bestehende Figur auf das Spielbrett. Mit dem wasserlöslichen Stift umfährt er den Umriss und entfernt die Spielsteine sofort wieder vom Spielbrett. Alternativ kann die Figur auch auf einem Blatt Papier dargestellt werden. Je mehr Spielsteine für die Vorlage verwendet werden, desto höher ist der Schwierigkeitsgrad. Die Mitspieler bekommen nun lediglich den Umriss zu sehen und müssen nun im Team versuchen die Figur mit den gelben Spielsteinen im Umriss zu erpuzzeln. Vor dem Startzeichen gibt der Spielleiter noch bekannt, wie viele Spielsteine er für die Figurvorlage verwendet hat. Als zusätzliche Schwierigkeit kann die Regel eingebaut werden, dass ein einmal gelegter Spielstein nicht mehr in seiner Position verändert werden darf.

Wettbewerb:

Team A erhält die gelben Spielsteine und Team B die blauen. Beide Teams legen gemeinsam vor jeder Spielrunde die Anzahl der Spielsteine fest, die für die Figuren verbaut werden soll. Nun hat Team A die Aufgabe in 20 Sekunden eine Figur aus der festgelegten Anzahl der Spielsteine auf dem Spielbrett (oder Blatt Papier) zusammen zu puzzeln und den Umriss mit

dem wasserlöslichen Stift abzufahren. Team B darf dabei nicht sehen, welche Spielsteine verwendet werden und wie diese aneinander liegen. Daraufhin bekommt Team B den Umriss zu sehen und muss diesen in einer Minute mit der zuvor vereinbarten Anzahl an Spielsteinen ausfüllen. Löst Team B die Aufgabe erfolgreich, bekommt es einen Punkt. Danach wechseln die Aufgaben. Welches Team hat zuerst X Punkte?

Der Chaos-Knoten

TIPP:

Ideal ist eine gerade Spieleranzahl.

Spieleranzahl:
6 – 16 pro Team

Material:
Seile

Spielanleitung:

Je nach Spieleranzahl werden halb so viele Seile wie teilnehmende Spieler von einem Mitspieler ineinander verschlungen. Anschließend nehmen sich die Spieler jeweils ein Seilende, welches sie während des gesamten Spielverlaufs nicht loslassen dürfen und stellen sich im Kreis auf.

Das Ziel des Spiels ist es nun, die entstandenen Überkreuzungen der Seile, also den „Chaos-Knoten“, durch Übersteigen bzw. Unterkriechen aufzulösen und sich zum Schluss in einer Reihe mit den Seilpartnern gegenüber (Endposition) aufzustellen.

Als zusätzliche Schwierigkeit kann das Spiel auch so durchgeführt werden, dass nicht miteinander gesprochen werden darf.



Wettbewerb:

Die Spieler von Team A nehmen sich zu zweit jeweils ein Seil, greifen dieses jeweils am Ende und stellen sich anschließend gegenüber im Kreis auf. Team A hat nun 15 Sekunden Zeit, um durch Übersteigen und Unterkriechen einen „Chaos-Knoten“ zu erzeugen. Die Seilenden dürfen dabei nicht losgelassen werden. Anschließend werden die Seilenden an die Spieler von Team B übergeben, welche sich daraufhin wieder gegenüber im Kreis aufstellen

haben. Ziel ist es nun in möglichst kurzer Zeit den von A erzeugten „Chaos-Knoten“ in gleicher Weise (übersteigen, unterkriechen, Seilenden nicht loslassen) aufzulösen und sich in einer Reihe mit den Seilpartnern gegenüber aufzustellen. Danach wechseln die Aufgaben und es bekommt das Team einen Punkt, welches in kürzerer Zeit den Knoten vom gegnerischen Team aufgelöst hat und in der Endposition steht. Welches Team hat zuerst X Punkte?

Die heiße Schnur

Spielanleitung:

Es wird ein Spielleiter benannt und je nach Spieleranzahl werden die Seilenden auf die Mitspieler aufgeteilt und die Kugel-Golf-Platte senkrecht mit den Seilen aufgespannt.

Ziel ist es nun, vom einen Seilende zum anderen Seilende des durch das mittlere Loch gespannten Seiles zu gelangen, ohne dieses zu berühren.

Der Spielleiter kontrolliert dabei, ob das „heiße Seil“ berührt wird und kann gleichzeitig den Mitspielern Hilfestellungen mit Anweisungen (höher, tiefer, weiter nach links, rechts) geben, die die Position der Kugel-Golf-Platte beschreiben.

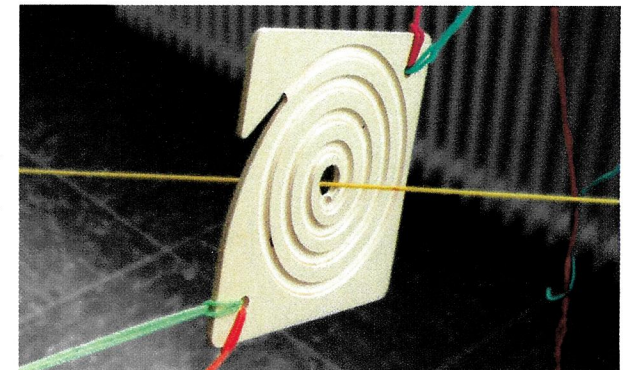
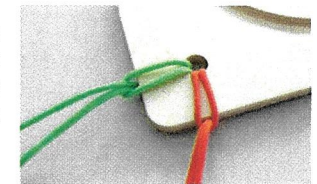
Wird das heiße Seil berührt, muss zum Startpunkt zurückgekehrt werden. Je weiter hinten die an der Kugel-Golf-Platte befestigten Seile gehalten werden, desto höher ist der Schwierigkeitsgrad.

Aufbau:
(siehe Bild)

1. Schlaufen Sie je nach Spieleranzahl die Seile an die beiden kleinen Löcher der Kugel-Golf-Platte (siehe Abbildung unten). Pro Seil können 2 Personen mitspielen (eine pro Seilende).
2. Fädeln Sie ein Seil durch das mittlere Loch der Kugel-Golf-Platte
3. Spannen Sie dieses Seil von A nach B (bspw. von einem Tür- oder Fenstergriff bis zu einem Stuhl oder von einem zum anderen Mitspieler)

Spieleranzahl:
2 – 12 pro Team

Material:
Seile, Kugel-Golf-Platte



Wettbewerb:

Pro Team wird zunächst ein „Kontrollleur“ bestimmt und der Mindest-Greifabstand an den Seilen festgelegt. Die Seile werden daraufhin auf die Spieler von Team A gleichmäßig verteilt. Team A muss nun schnellstmöglich vom Start- zum Zielpunkt gelangen. Die Zeit wird dabei gestoppt.

Wird das heiße Seil mit der aufgespannten Kugel-Golf-Platte berührt, gibt es pro Berührung 10 Strafsekunden. Dort wo der Kontakt zwischen

Kugel-Golf-Platte und Seil zustande kommt, ist das Spiel fortzusetzen (ein Entlangrutschen am Seil ist damit nicht möglich). Der Kontrollleur von Team B kontrolliert dabei die Berührungen, zählt diese und achtet darauf, dass die Regeln eingehalten werden. Der Kontrollleur von Team A kontrolliert ebenfalls und kann seinen Teamkollegen Hilfestellungen mit Anweisungen (höher, tiefer, weiter nach links, rechts) geben. Danach ist Team B an der Reihe. Das Team, das pro Spielrunde schneller ist, bekommt einen Punkt. Welches Team hat zuerst X Punkte?

Die Teamspiel-Meisterschaft

Kopiervorlage

Spieleranzahl:
4 – 16 pro Team

Material:
Für die Durchführung der Teamspiel-Meisterschaft ist neben dem Inhalt der Teamspiel-Box noch eine Stoppuhr notwendig.



Bei der Teamspiel-Meisterschaft sind Spannung, Spaß und Action garantiert.

Die Meisterschaft setzt sich aus den zu jedem Teamspiel beschriebenen Wettbewerben zusammen, bei denen zwei Teams gegeneinander antreten. Im Voraus sind dafür zwei gleich große Teams (pro Team zwischen 4 und 12 Spieler) zu bilden und es ist abzustimmen, ob alle Spiele der Meisterschaft oder nur ausgesuchte gespielt werden sollen.

Die auf Seite 17 abgebildete Kopiervorlage dient dazu, den Spielverlauf zu dokumentieren und ermöglicht maximal einen „best of seven“ Wettbewerb (welches Team gewinnt zuerst vier Spielrunden pro Spiel).

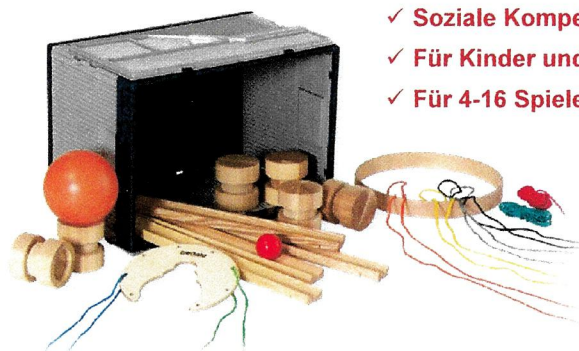
Nach Absprache zwischen den Teams kann daraus selbstverständlich auch ein „best of five“ oder „best of three“ Wettbewerb gemacht werden.

Erreicht ein Team die geforderte Punktzahl (4, 3, oder 2), ist das Spiel beendet und die Anzahl der von jedem Team gewonnenen Spielrunden wird in die letzte Spalte („Anzahl gewonnener Spielrunden“) eingetragen. In der letzten Zeile der Kopiervorlage werden pro Team die gewonnenen Spielrunden aller Spiele addiert und so das Sieger-Team ermittelt

DIE TEAMSPIEL-MEISTERSCHAFT

Spiel	Team	Erzielte Zeit / Punkte pro Spielrunde							Anzahl gewonnener Spielrunden
		1	2	3	4	5	6	7	
Malen nach Vorlage	A								
	B								
Schreiben nach Vorlage	A								
	B								
Das Labyrinth	A								
	B								
Alles im Gleichgewicht	A								
	B								
Gleichgewicht mit Köpfchen	A								
	B								
Kugel-Golf	A								
	B								
Figuren schubsen	A								
	B								
Der Bauwerk-Transport	A								
	B								
Figuren puzzeln	A								
	B								
Der Chaos-Knoten	A								
	B								
Die heiße Schnur	A								
	B								
Gesamtanzahl der gewonnenen Spielrunden	A								
	B								

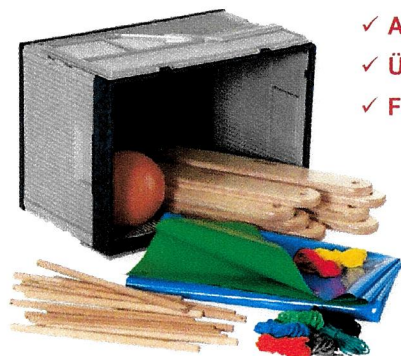
Pedalo-Teamspiele



- ✓ Soziale Kompetenzen fördern
- ✓ Für Kinder und Erwachsene
- ✓ Für 4-16 Spieler

Pedalo® Teamspiel-Box „Eins“
654 005

Alleine schafft's keiner, nur mit Teamgeist lassen sich die vielfältigen Spiel- und Konzentrationsaufgaben lösen. Spiele für Kinder, Erwachsene, Mannschaften und Firmen. Die Teilnehmer lernen dabei auf eindrucksvolle Weise effektive Kommunikation, Kooperation, aktives Zuhören, Balance herstellen, Verantwortung übernehmen.



- ✓ Absprechen, kooperieren und anpacken
- ✓ Über 20 Spielmöglichkeiten
- ✓ Für 2-16 Spieler

Pedalo® Teamspiel-Box „Zwei“
140 05000

Mit der Pedalo-Teamspiel-Box „Zwei“ werden soziale Kompetenzen gefördert und die Konzentration, Geschicklichkeit und die Kreativität der Teamplayer herausgefordert. Absprechen, kooperieren und anpacken heißt hier die Devise um die Aufgaben geschickt lösen zu können. Ganz schön knifflig, mal kindgerecht und vermeintlich einfach, mal anspruchsvoll fordernd und dennoch für Kinder und Erwachsene garantiert nie langweilig.



Allgemeine Informationen Warnhinweise

Das Spielbrett ist lackiert. Daher kann es mit einem feuchten Tuch abgewischt und gereinigt werden.

Spielbrett mit einem Küchenpapier oder ähnlichem abzutrocknen. Nun kann sofort das nächste Spiel gestartet werden.

Der mitgelieferte Stift ist waschlöslich und kann mit einem feuchten Tuch problemlos vom Spielbrett entfernt werden. Anschließend empfehlen wir das

Die Seile sollten nach jedem Spiel ordentlich aufgewickelt in die Transportbox gelegt werden. So werden Knoten vermieden.

Sie möchten bestellen oder haben Fragen?

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WARNHINWEISE

ACHTUNG! Nicht geeignet für Kinder unter 3 Jahren. Erstickungsgefahr durch Kleinteile.

ACHTUNG! Lange Schnur, Strangulierungsgefahr.

ACHTUNG! Verpackungen sind nicht Bestandteil der Artikel und müssen vor dem Einsatz entsorgt werden.

Holzteile vor Nässe schützen.

Die Teamspiel Box „Drei“ ist für eine Benutzung ab einem Alter von 5 Jahren bestimmt.

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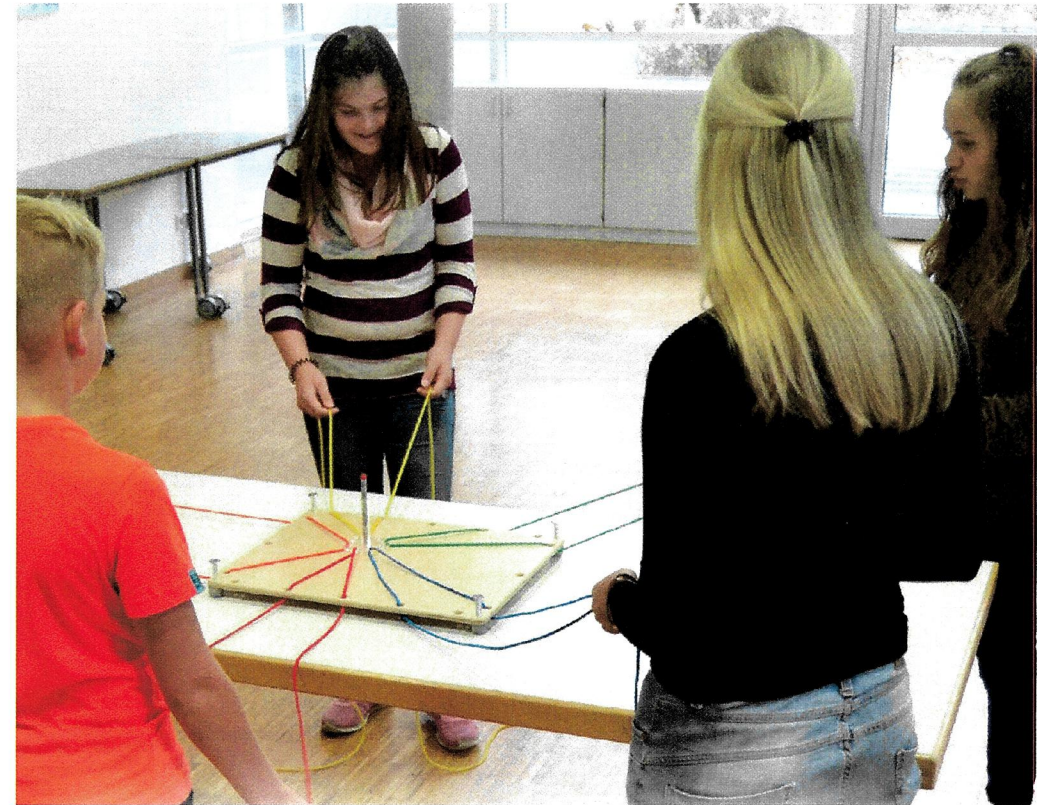
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Pedalo auf Facebook liken und stets bestens informiert sein. Auf YouTube bringen Sie Pedalo-Produktfilme in Bewegung.



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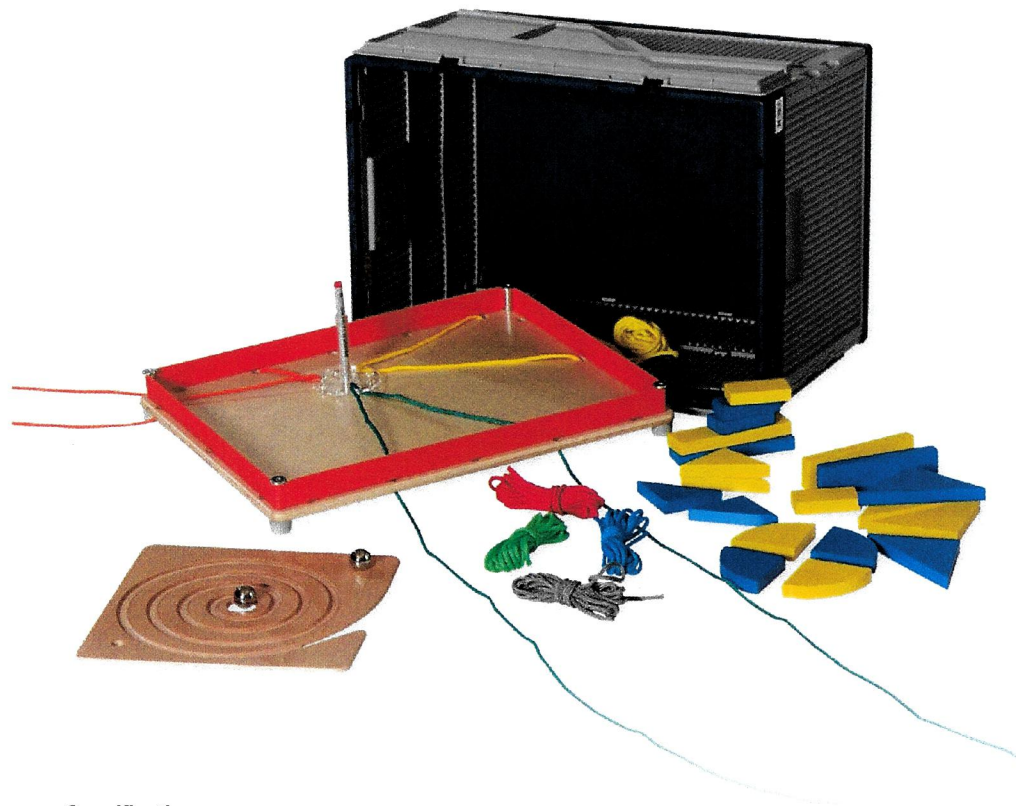


Pedalo® Teamspiel-Box „Drei“
Pedalo® Team-Game-Box 'THREE'
170 03000



Pedalo® Team-Game-Box ,THREE'
Item no. 170 03000

- ✓ **With and against each other**
- ✓ **Varied and exciting tasks ensure fun**
- ✓ **For 2-16 players**



Specification:

- Game board: Multiplex birch wood 50x40 cm
- 'Ball-golf plate': Multiplex birch wood 28x28 cm
- 20 gaming pieces made of beech wood (each 10 in yellow and blue color)
- Plexiglas penholder
- Water soluble pen
- Textile strap as border
- 2 metal balls
- 8 different colored ropes of 4 m each
- 1 exercise manual in German language (english version digitally available)
- Stored in portable and foldable plastic box with integrated lid. LxVxH: 55x37x34 cm
- 5.9 kg

With and against each other
Varied and exciting tasks ensure fun



The Pedalo-Team-Game-Box 'Three' combines cooperation and conflict in a playful way.

Working together - looking for solutions - developing strategies - concentrated managing of tasks - feeling emotions and learning to deal with victory and defeat in team competitions.

These are only a few of many aspects and situations which the players have to learn how to deal with, while they are completely focused on the game.

Besides, social competences are supported and strengthened, a group feeling is built up and the importance of teamwork is clarified.

Various game variants such as 'ball-golf' and 'everything is in balance' or the numerous different games with the writing and drawing instrument, make all this possible.

Whether in kindergarten, school or club, at birthday parties, active games evenings, company par-

ties or special team building measures - with this box variety, enthusiasm, live interaction but also failure and success, accompanied by real emotions, are guaranteed.

Extensive game manuals (incl. team competition descriptions) complete the box and offer a lot of challenges.

Games with the writing utensil, painting and drawing equipment

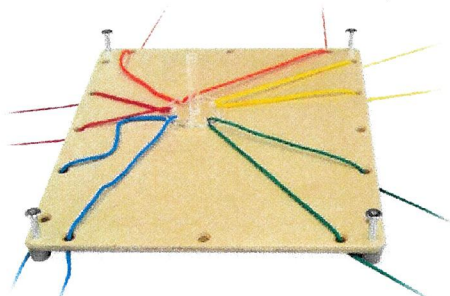
Number of players:
4 – 16

Material:

Ropes (according to number of players), penholder, pen, game board, (paper if desired)

Game preparation:

1. Insert the ropes through the holes of the penholder (up to the half, see next picture)
2. Thread the ropes from top to bottom through the holes of the game board
3. Remove the cap of the pen and put the pen in the penholder
4. If desired attach the paper to the game board by using an adhesive strip



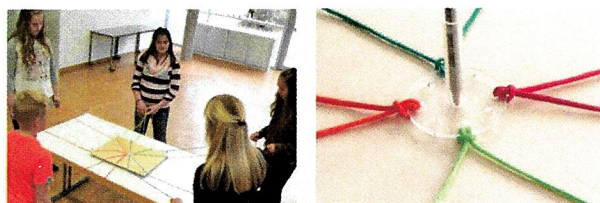
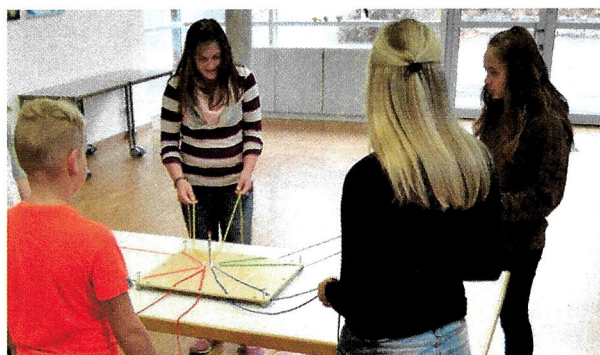
Basic instructions:

Depending on the number of players, the ropes are allocated to the players. By pulling the rope, the pen moves in the corresponding direction and a line is created. The drawn line is easy to remove from the board with a wet kitchen paper or the like.

Attention:

The pencil can not be lifted from the drawing board, so each move must be planned in advance exactly and executed correctly. Also the starting position of the pen should be well-thought in advance and carefully chosen with consideration.

As a game variation and additional difficulty, the position of the players can be varied in all games so that all players are acting from the opposite side of the guide hole. In doing so, the ropes move the opposite way what results in a drawing movement against the pulling movement.



Painting by templates

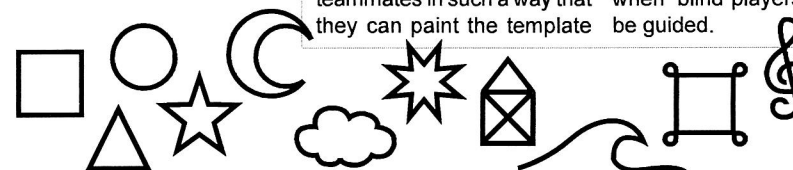
Game manual:

In the game 'Painting by Templates', the team has to transfer the corresponding templates, that one or more players have painted onto a piece of paper previously. Before creating the templates, please keep in mind that the pen in the pencil holder can not be lifted off the board. The template should be feasible accordingly.

Game variation:

1. The template is shown to all team players which they have to transfer as exactly as possible to the game board by means of intensive communication and clear agreements.
2. Only one player may see the template. He has to guide his teammates in such a way that they can paint the template

accordingly and afterwards or already while doing so: It must be possible for them to name the picture, the shape or the symbol. The leadership of the teammates (and thus of the pen) can be done verbally by commands, mutely only by visual contact or even by touching the players. An additional difficulty is posed when 'blind players' have to be guided.



Competition:

Team A and B name each one player as its 'guesser'. His task is to guess right the images / forms / symbols which have been transmitted by the other players to the game board during the game. Thereby, it is important that the 'guesser' can not see the templates before the game starts. Then each team has to create three templates in 30 seconds. The templates are exchanged so that team A has to solve the templates of team B and vice versa.

Team A starts and transfers the first template to the game board. As soon as the 'guesser'

of Team A has correctly named the image (the form or the symbol), the team continues with template 2 and so on. Now the challenge is either to find out which team is able to guess as most templates correctly within a minute or which team needs less time to guess right all three painted templates. There is no limit how many verbal tips the 'guesser' places within one round. For every won round the team marks one point. But be aware: As soon as a member of the own team gives an indication of the image (the form or the symbol), the round for this team is lost and the point goes to the other team. Which team has X points first?

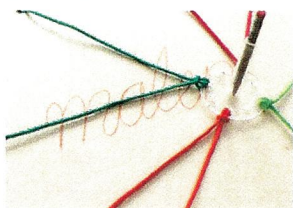
Writing by templates



Game manual:

Similar to the game 'Painting by Templates', the task is now to transfer words to the game board. Please note that letters with dots, accents or other special characters are not allowed, since the pen (in the penholder) can not be lifted off the board. Thus handwriting, respectively connected letters, is the most suitable type.

The game variations of the game 'Painting by template' can also be used here, whereby the commands should neither contain any words nor any individual letters of the terms or names to be written.



German templates:

laufen
malen
lesen
Ende
pedalo
uns
oben
Maus

Competition:

As before, team A and B determine each one player as 'guesser'. His task will be to guess the right words, that his team will write at the board. The 'guesser' may not see or hear the words before the game starts. Within 30 seconds each team has to write three words (max 4 letters) in handwriting as template. The words may not include any dots, accents or other special characters. The templates are exchanged afterwards so that team A has to solve the templates of team B and vice versa.

Team A starts and transfers the first word to

the game board. As soon as the 'guesser' of team A has correctly named the word, the team continues with word 2 and so on. Now the challenge is either to find out which team is able to guess as most correct words within a minute or which team needs less time to find out all words. There is no limit how many verbal tips the 'guesser' places within one round. For every won round the team marks one point. But be aware: As soon as a member of the own team gives any indication of the word or a single letter, the round is lost for this team and the point goes to the opponent. Which team has X points first?

The maze – the way is the goal

Game manual:

Use the supplied water-soluble pen to paint either a maze or a long, curvy way on the gaming board. For this game it could also be helpful to use printed out maze templates, which are available for free in the net. In this case the templates are attached to the game board with adhesive strips. Depending on the desired difficulty, the path can be wider or narrower, longer or shorter. The aim is to get from the beginning to the end without leaving the path.

Game preparation:

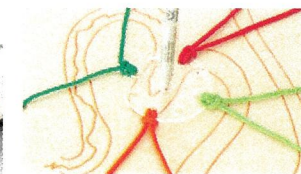
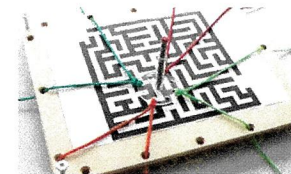
1. Insert the ropes through the holes of the penholder (up to the half)
2. Thread the ropes through the holes of the game board.
3. Remove the cap of the pen and put the pen in the penholder.
4. If desired attach the paper to the game board by using an adhesive stripe.

Number of players:

4 – 16 per team

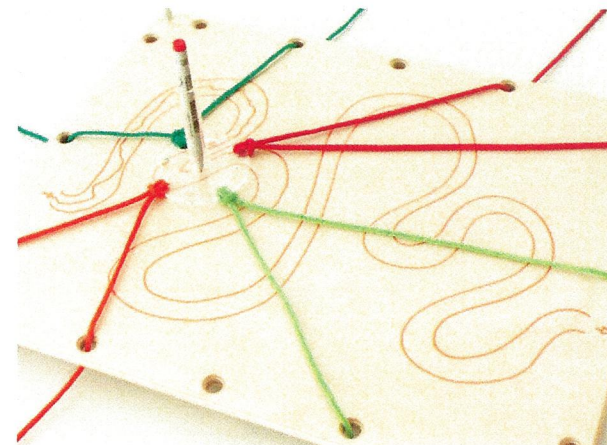
Material:

Ropes (according to number of players), penholder, pen, game board, paper (if desired)



Game variation:

1. At first all players look at the maze or way and communicate how to reach the goal.
2. All players (except the 'commander') close their eyes and follow the commander's verbal instruction to come along the way, blindly from the start to the end.



Competition:

The task is to reach the goal as fast as possible or come as near as possible to it, within one minute. This applies for all variations mentioned above. Team A starts first, team B next.

The challenge is either to find out which team...
• Covers the longest distance or comes as near

as possible to the goal within one minute or
• Reaches the goal in shortest time.

Deviations from the right way cause punishments. Depending on previously chosen variant, either 5 cm withdrawal from the distance covered or 5 sec time penalty. For every won round the team marks one point. Which team has X points first?

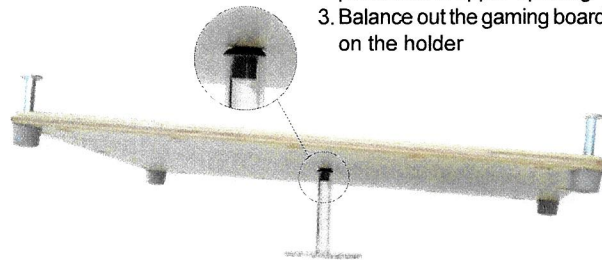
Everything in balance

Number of players:
2 – 16

Material:
Holder, game board, game pieces

Game preparation:
(See picture)

1. Use the supplied watersoluble pen to paint the zones on the gaming board, depending on chosen game form
2. Screw the rubber cap in the penholder's upper opening
3. Balance out the gaming board on the holder



Competition:

At first all gaming pieces are equally distributed between the players of team A. Team A has to place as many pieces as possible in one minute on the game board. The gaming pieces can be placed either flat or upright, depending how it has been agreed between the teams previously. If it happens that a stone tips over or slips down from the plate, the attempt is

evaluated as invalid and the opposing team B gets a point. After the time expires, all correct positioned game pieces are counted. Then team B is next. The team with the most correct placed pieces, within one minute, gets one point for this round. The winner is the team who has collected the most points at the end of the game.

Game manual:

At first all gaming pieces are equally distributed between the players. Now the pieces are placed on the game board that way, that the board at best...

- Remains in an horizontal position
 - Does not touch the floor (or table/ work surface)
 - And none of the stones slip or fall down from the game board.
- The latter is easier to avoid when the stones are placed flat on the board unlike when placed upright. Whether the players of a team have to put their stones one after the other or all on the board at the same time can be agreed beforehand.

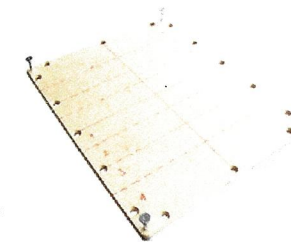
Game variation:

All players are standing around the gaming board. The game pieces are equally distributed, each player gets one or several. The players split into pairs. The one partner closes his eyes, the other guides him by verbal instruction how and where the gaming pieces should be placed on the board. All blind players should place the game stones at the same time without them slipping or falling from the game board. Afterwards the partners change their tasks.

Game manual:

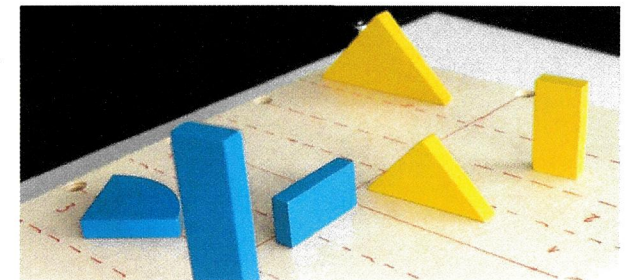
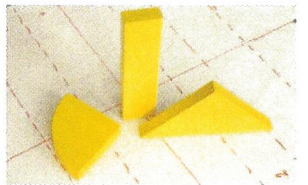
The game field is initially divided into zones, in which a different number of points can be achieved during the game. The division can be made mentally or if desired graphically (see figure on the right). If done by pen, the guide holes at the edge are used as orientation points. The inner zone is marked with the figure 1 for one point. The further outward the zones are, the more points can be achieved. Correspondingly, the zones are marked outwards from the central zone by 2, 3 and 4 (for the points which can be reached). In case the game pieces are placed over several zones during the game, the zone with the lower score is valid. The same as the zones, the game pieces can also be specified with values. Thus, the lightest pieces (small rectangle and small triangle) are 1 point, the middle (quarter circle) 2 points and the heaviest (large rectangle and large triangle) 3 points.

In addition, the placement method (positioned lying or standing on the long or short edge) can be assigned with 1, 2 and 3 points (see figure on the right). The goal is to reach as many points as possible in the team.



Exemplary calculation for the gaming piece 'small triangle', placed upright in zone 3.

Gained points:
1 point (due to size of small rectangle) + 3 points (due to positioning upright on short edge) + 3 points (it's located in zone 3) = equals 7 points



Competition 1:

Team A plays with the blue colored gaming pieces team B with the yellow ones. All pieces are equally distributed among the team members. Each team is receive two quarters of the game field, lying diagonally opposite, in which the teams are allowed to place their pieces one by one (alternately one player from team A and B). If the game board touches the ground or even a game piece slips or falls from the board, the team of the causative player immediately has lost. Likewise it should be considered that as soon as a game piece touches the gaming field, it must not be moved again. The aim is to score more points than the opposing team. There is a point for each won round. Which team has X points first?

Competition 2:

First, all gaming pieces are equally distributed under team A. The aim is now to reach as many points as possible within one minute by placing the pieces on the plate one after the other. Here again: As soon as the plate touches the ground or a stone falls or slips down, the game round is a failed attempt and team B gets the point. When time is up or after a failed attempt, team B is the turn. Who makes the most points? There is one point for each won round. Which team has X points first?

'Ball golf'

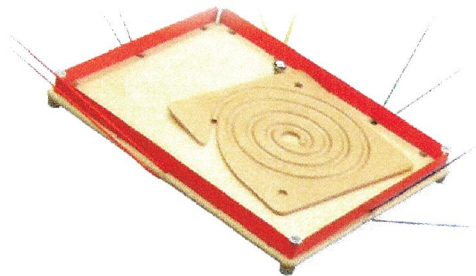
Number of players:
2 – 16

Material:

Ropes, game board with textile strap, 'ball-golf plate', metal ball(s)

Game preparation:
(See picture)

1. Insert the ropes through the holes of the game board
2. Attach the textile strap around the brackets provided for
3. Put the 'ball-golf plate' on the gaming board according to the respective game instruction
4. Place one or two metal balls on the plate



Game manual:

Depending on the number of players, the rope ends are distributed accordingly. The further away the ropes are held from the game board, the higher the degree of difficulty. Alternatively (for a lower level of difficulty), the game board can also be balanced on only one index finger of each player. As a starting position the game board should be brought to a horizontal position. When ropes are used it becomes a kind of floating plate.

The goal of the game is now, depending on which side of the 'ball-golf plate' is used, either to

- a) Get the ball into the middle hole by maneuvering it through the spiral track or
- b) By using the other side of the 'ball-golf plate', to bring one or / two ball(s) into the small holes.

The opening of the spiral serves as a 'drive ramp', whereby the ball needs a 'little push' to get over the ramp.

Competition:

The competition for the teams consists of balancing a ball faster than the opposite team, from the game board
 ► on the 'ball-golf plate'
 ► through the spiral track
 ► into the middle hole.
 There is one point for each won round. Which team has X points first?

Pushing figures

Game manual:

Depending on the number of players, the rope ends are distributed accordingly. The further away the ropes are held from the game board, the higher the degree of difficulty. As a starting position the game board should be brought into a horizontal position. Due to the ropes it becomes a kind of floating plate. Then a figure will be created from 2-5 blue gaming pieces, serving as template (the pieces should be laid side by side to generate a closed form). Next, the same game pieces, but in yellow color, are provided freely and arbitrarily on the game board. Finally, a ball is added serving as 'pushing instrument'.

Now the task is to push the yellow pieces (by means of the ball) into the corresponding position in order to recreate the blue pattern. The more game pieces are used, the higher the level of difficulty for the players.

Alternatively (for a lower level of difficulty) the game board can also be balanced on only one index finger of each player.

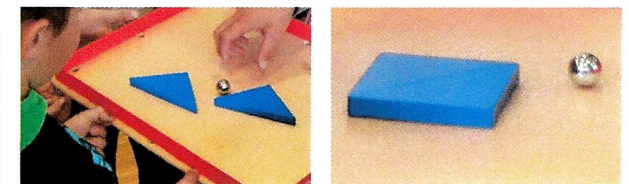
Game preparation:

1. Insert the ropes through the holes of the game board
2. Attach the textile strap around the brackets provided for
3. Position the necessary game pieces on the game board
4. Depending on preference and requirement, add one or two balls

Number of players:
2 – 16 per team

Material:

Ropes, game board with textile strap, 'ball-golf plate', metal ball(s)



Competition:

Each team gets all the pieces of one color (i. e. team A all yellow pieces, team B all blue pieces). With these ten parts, team A creates five templates (each figure consists of only two pieces), which have to be reproduced by team B on the gaming board according to the game rules. Then team B

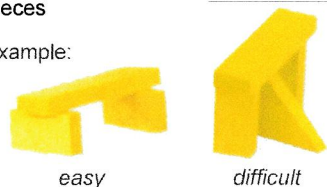
is next to rebuild the templates which are specified by team A. A game round is won by the team which succeeded in reproducing most of the figure templates within one minute. As an alternative the winner could be the team which needs less time to rebuild all five templates. There is one point for each won round. Which team has X points first?

Building transport

Number of players:
2 – 16 per team

Material:
Ropes, game board, game pieces

Example:



Game preparation:
1. Insert the ropes through the holes of the game board

Game manual:
Depending on the number of players, the rope ends are distributed accordingly. By use of the game pieces, the team creates a building as high as possible but stable enough for a transport. The task is now to transport this building safely and without damage from the previously defined starting point to the destination. For even more excitement and dexterity, the transport path can be filled with obstacles, or the height of the destination place is different from the starting point, e. g. on a table or a cupboard.

The lower the number of pieces used and the higher the building, which is made of these few, the higher is the level of difficulty.

Competition:

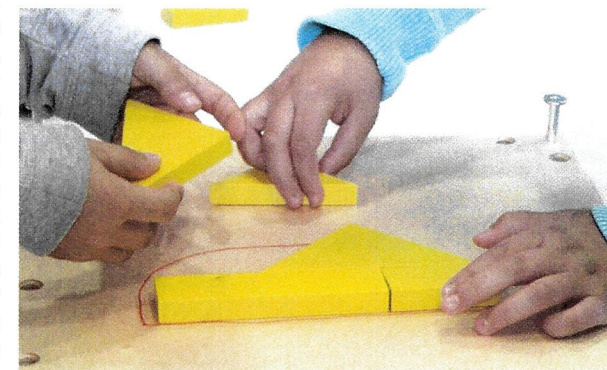
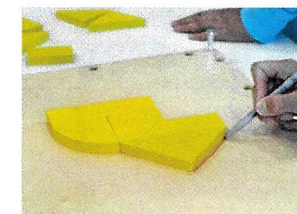
First team A builds a high, but transportable building on the game board, consisting of 6-10 pieces. This building has to be transported from both teams, one after the other, from the starting point to the destination. If both teams bring the buildings to the final destination undamaged, the shorter time decides who wins the round. If a team fails to transport the

building without damage, the other team gets a point (but only if they solved the task without mistake). If the building is collapsed in both, no team will win the match round. Thereafter, the order changes and team B can determine a new building to be transported. There is one point for each won round. Which team has X points first?

Mysterious figures

Number of players:
2 – 16 per team

Material:
Game board, game pieces, pen



Game manual:

Unobserved by the players, the game leader first places a figure consisting of 3-8 pieces on the game board. By means of the water-soluble pen, he copies the shape drawing a line around and removes the pieces from the game board immediately. Alternatively, the figure can also be shown on a sheet of paper. The more pieces are used for the template, the higher the level of difficulty. The players now only see the outline and have to try, with the yellow game pieces to rebuild the figure in the contour drawing. Before starting, the game leader tells how many pieces he used for the character pattern. As an additional difficulty a rule can be established, that a once placed game piece must not be changed in its position any more.

Competition:

Team A plays with the yellow game pieces, team B with the blue ones. At the start of every round, both teams jointly agree the number of pieces to be used for the figures. Firstly, team A gets 20 seconds to create a jigsaw puzzle on the gaming board (or on a piece of paper) and mark whose outline with the watersoluble

pen, without team B watching how the pieces are arranged. Afterwards the players of team B are only able to see the outline and must fill it in one minute with the previously agreed number of pieces. Is the task solved they get one point. Thereafter, the order changes and team B can determine a figure as task for team A. Which team has X points first?

Total chaos – a knot!

Number of players:
6 – 16 per team

Material:
Ropes (half the number of players)



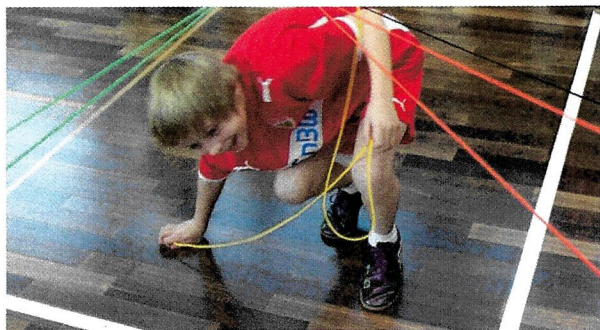
Game preparation:
1. One player mixes the ropes so that they are loosely looped/knotted (no tight knots)



Game manual:
Now the players each take a rope end and form a circle. The rope ends must not be released over the course of the game.

The aim of the game is to undo the crossings of the ropes, (the 'chaos knot'), by climbing over or crawling underneath through the ropes, until at the end everybody is standing in a row – face to face with the rope partner (= final position).

As an additional difficulty, the game can also be carried out nonverbal, as quiet as a mouse.



HINT:
An even number of players is best for this game.

Competition:

Two players of team A each take a rope, grab it at the end and form a circle (the rope partners are thereby standing opposite face to face). Now team A has 15 seconds to generate a „chaos knot“. To this the players are climbing over the ropes or crawling underneath of them. In doing so the rope ends must not be released. Afterwards, the rope ends are handed over to the players of Team B, who in turn have to position themselves in a circle as well, looking face to face to the respective rope partners. Their task is now to undo the knot that has

been produced by the opponent team A right before - as quickly as possible - in exactly the same way as was done in producing the knot. Always holding the rope for the whole time, crossing over or under it and finally reach the end position, standing in a circle face to face with the rope partners. Thereafter, the order changes and team B starts with creating a knot for team A. The point for the game round goes to the team which was able to undo the knot in the shorter time and besides of that stands in the correct final position. Which team has X points first?

Hot rope

Number of players:
2 – 12 per team

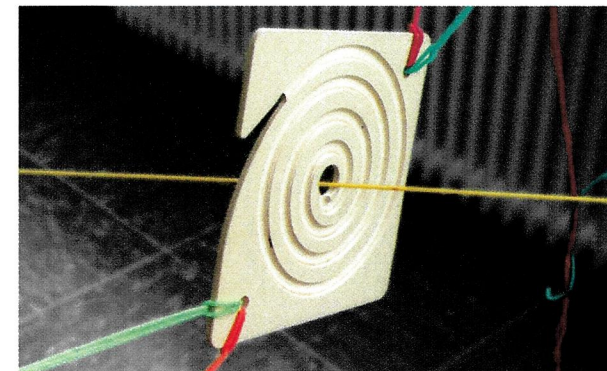
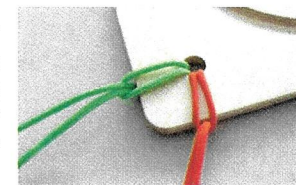
Material:
Ropes, 'ball-golf plate'

Game manual:
First, a game master is named. Depending on the number of players, the rope ends are distributed to the players. The players pull the ropes in order to bring the 'ball-golf plate' in a vertical position, as shown in the picture.

The task is now to pass the 'ball-golf plate' from one rope end to the other rope end (of the rope which leads through the plate) without touching it. The game master watches whether the 'hot rope' is touched.

If necessary he can assist with spoken instructions, which describe the position, of the 'ball-golf plate', such as higher - lower - further to the left - to the right and so on. Whenever the hot rope is touched the team has to return to the starting point. To increase the degree of difficulty, the ropes of the 'ball-golf plate' are held with longer distance to the plate.

Game preparation:
(See picture)
1. Depending on the number of players, tie the ropes to the two small holes of the 'ball-golf plate' (see figure below). Please note that two players can use a rope together (one per rope end)
2. Thread a rope through the center hole of the 'ball-golf plate' (= the hot rope)
3. Stretch up the 'hot rope' either by holding it through two players or by attaching it from the door or window handle to a chair for example



Competition:

Firstly, each team determines a 'supervisor'. Then both teams define a minimum gripping distance of the ropes and the ropes are equally distributed among the players of team A. The task for team A is now to go as fast as possible from start to finish, whereby the time is stopped. If the hot rope is touched by the 'ball-golf plate' this is punished with 10 penalty seconds (per contact). The game is to be continued from the point of contact (a slipping along the rope into direction of goal is not allowed). The supervisor

of team B checks the course of the game, has an eye on, that the rules are observed and counts the mistakes made (rope contacts). Also the supervisor of team A does not have to be inactive. He is allowed to support his team by spoken instructions which describe the position of the 'ball-golf plate', such as higher - lower - further to the left - to the right and so on. After that team B is next to accomplish the task. The team, that is faster per game round gets a point. Which team has X points first?

The team game championship

Copy template

Number of players:

4 – 16 per team

Material:

In addition to the content of the Team-Game-Box, a stopwatch is also required to carry out the team game championship



Endless excitement, fun and action!

The championship consists of the competitions of each above described team games, where two teams compete against each other.

To realize the competition, there have to be formed two teams of same size (per team between 4 and 12 players). Furthermore, it has to be agreed whether all games or only a selection of them should be played. Thereby, the copy template shown on page 17, serves to document the course of the game and allows for a maximum of a 'best of seven' contest (which team first wins four game rounds per game).

By agreement between the teams, a 'best of five' or 'best of three' competition can be carried out as well. If a team scores the required points (4, 3 or 2), the game is finished and the number of matches won by each team is entered in the last column ('number of matches won').

In the last line of the copy template, the winning rounds of all games are added to each team and thus the winner team is determined.

THE TEAM GAME CHAMPIONSHIP

Game	Team	Times/points achieved per round							Quantity of rounds won
		1	2	3	4	5	6	7	
Painting by templates	A								
	B								
Writing by templates	A								
	B								
The maze – the way is the goal	A								
	B								
Everything in balance	A								
	B								
Balance with brains	A								
	B								
'Ball golf'	A								
	B								
Pushing figures	A								
	B								
Building transport	A								
	B								
Mysterious figures	A								
	B								
Total chaos – a knot!	A								
	B								
Hot rope	A								
	B								
Total number of rounds won	A								
	B								

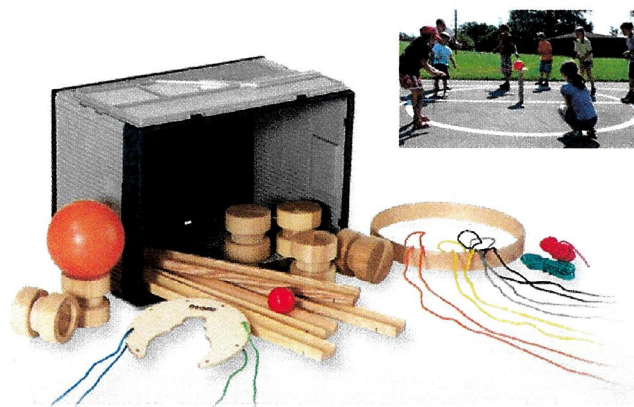
Pedalo® Team Games

- ✓ Games to promote team spirit and social skills
- ✓ Depending on model playable with 2-16 players
- ✓ Coming each with detailed illustrated instruction leaflet
- ✓ Whether at school, in kindergarten, at birthday parties, club or company happenings, the ingenious Team-Game-Boxes move young and old alike with joy

No one can do it on his own, only in teamwork, the various play and concentration tasks can be mastered. It is not always the seemingly easiest way

which leads to achievement. Communicate, cooperate and collaborate, this is the motto and core in order to fulfill all challenges cleverly. Quite dodgy, at times

child's play and apparently easy, at other times fairly demanding - and yet never boring.



Pedalo® Team-Game-Box 'ONE'
654 005
For 4-16 players (with some games up to 28 persons)

Building a pipeline, stacking and forwarding rollers, transporting balls, forming and dissolving knots, overcoming obstacles... and many more. The participants learn in an impressive way: Active listening and effective communication; they learn to create and keep balance and rules, to take over responsibility and avoid conflicts.



Pedalo® Team-Game-Box 'TWO'
140 05000
For 2-16 players

The Team-Game-Box 'TWO' affords more than 20 amazing team games which all foster social skills. The players' concentration, abilities and creativity are challenged at the same time by games such as 'hazardous goods transportation', 'summit crossing', 'pack your bag', 'sunrise', 'change of scenes' or 'Sirtaki dancing'.

General information and warning hints

The gaming board is lacquered and therefore suitable to be wiped off with a damp cloth.

When paper or right afterwards. Immediately after cleaning the next game can begin.

The supplied pen is water-soluble and the drawn lines or figures are easy to remove from the board with a damp cloth as well. We recommend to dry the game board with a kit-

In order to prevent the ropes from knotting while being transported in the storage box, we recommend placing them properly wound up in the box after playing.

You would like to order, have any questions or suggestions?

You can reach us by phone Monday to Friday (between 8 am to 5 pm, local time, under the number +49 (0) 73 81 - 93 57 - 0 or via email-address info@pedalo.de

Dear customer,

the Pedalo-product you have chosen is made of natural wood. Differences in color, structure, wood grain, small included knots or scars, prove the genuineness of the product. They are natural and therefore signs of - using original wood - and no quality reduction.

WARNINGS

ATTENTION! Not suitable for children under age 3. Choking hazard such as from small parts.

ATTENTION! Long cord – RISK OF STRANGULATION!

ATTENTION! The packing is not part of the product and have to be disposed.

Protect the wooden parts from damp and wet.

The Team-Game-Box 'Three' is meant for using from persons at the age of 5 up.

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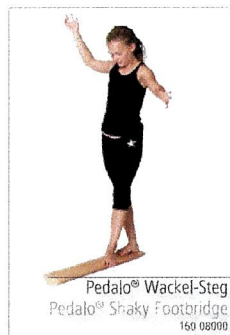
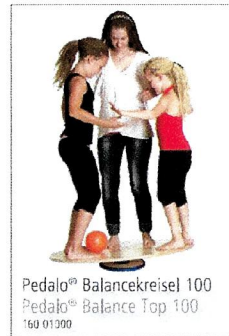
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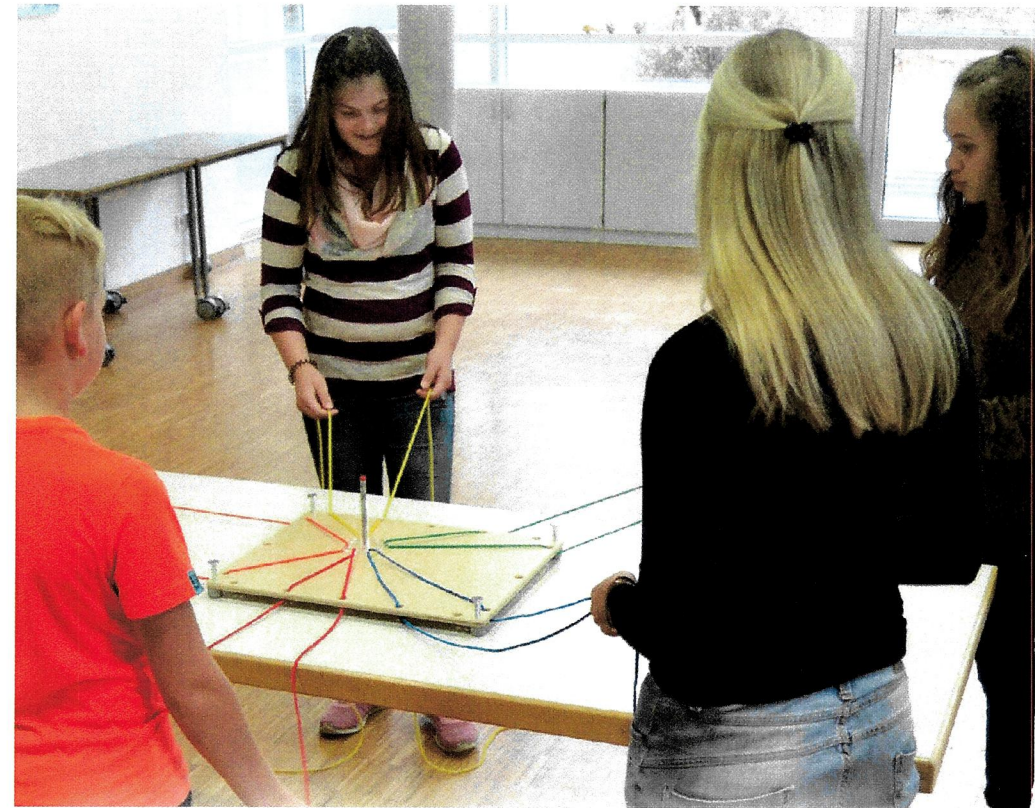
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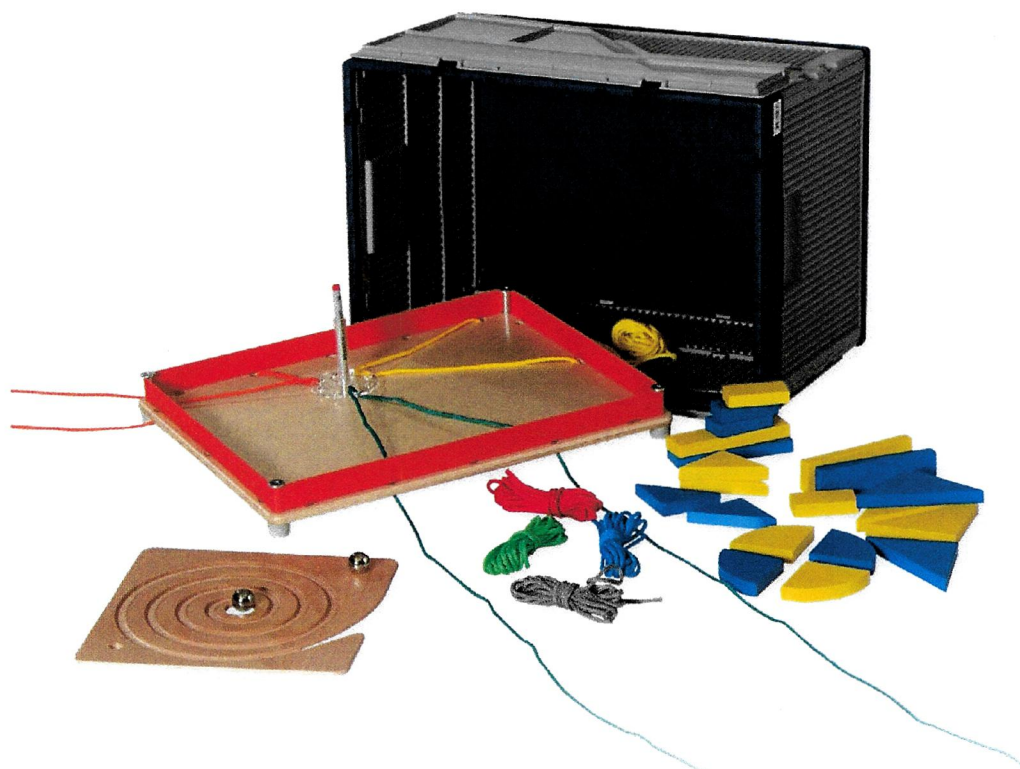


Pedalo® Teamspiel-Box „Drei“
Pedalo® Team-Game-Box 'THREE'
170 03000



Pedalo® Team-Game-Box ,THREE'
Item no. 170 03000

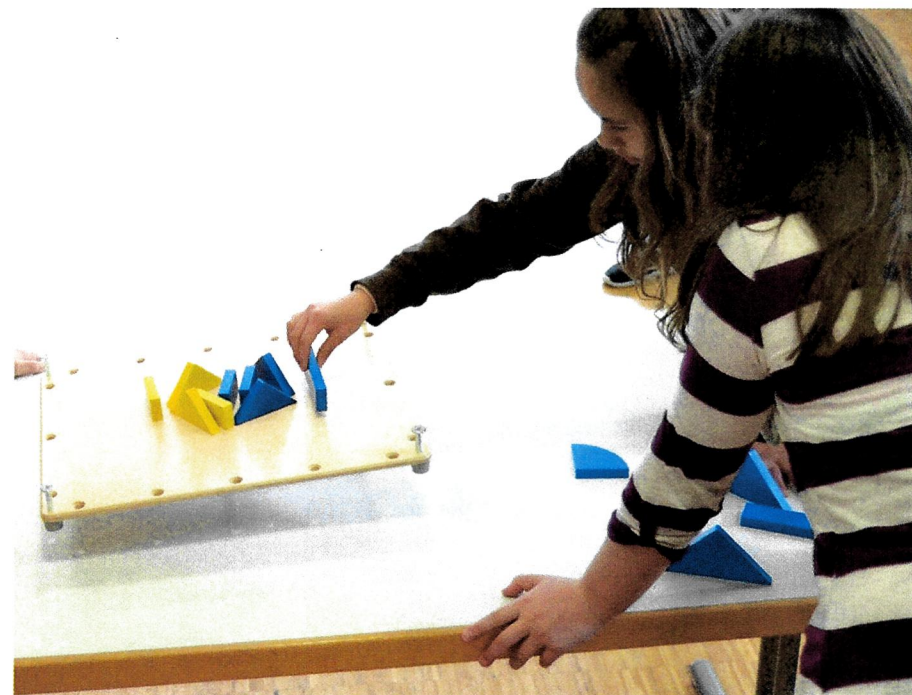
- ✓ **With and against each other**
- ✓ **Varied and exciting tasks ensure fun**
- ✓ **For 2-16 players**



Specification:

- Game board: Multiplex birch wood 50x40 cm
- 'Ball-golf plate': Multiplex birch wood 28x28 cm
- 20 gaming pieces made of beech wood (each 10 in yellow and blue color)
- Plexiglas penholder
- Water soluble pen
- Textile strap as border
- 2 metal balls
- 8 different colored ropes of 4 m each
- 1 exercise manual in German language (english version digitally available)
- Stored in portable and foldable plastic box with integrated lid. LxVxH: 55x37x34 cm
- 5.9 kg

With and against each other
Varied and exciting tasks ensure fun



The Pedalo-Team-Game-Box 'Three' combines cooperation and conflict in a playful way.

Working together - looking for solutions - developing strategies - concentrated managing of tasks - feeling emotions and learning to deal with victory and defeat in team competitions.

These are only a few of many aspects and situations which the players have to learn how to deal with, while they are completely focused on the game.

Besides, social competences are supported and strengthened, a group feeling is built up and the importance of teamwork is clarified.

Various game variants such as 'ball-golf' and 'everything is in balance' or the numerous different games with the writing and drawing instrument, make all this possible.

Whether in kindergarten, school or club, at birthday parties, active games evenings, company par-

ties or special team building measures - with this box variety, enthusiasm, live interaction but also failure and success, accompanied by real emotions, are guaranteed.

Extensive game manuals (incl. team competition descriptions) complete the box and offer a lot of challenges.

Games with the writing utensil, painting and drawing equipment

Number of players:

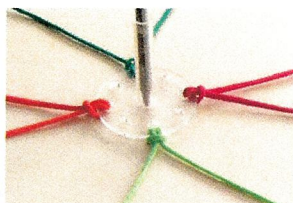
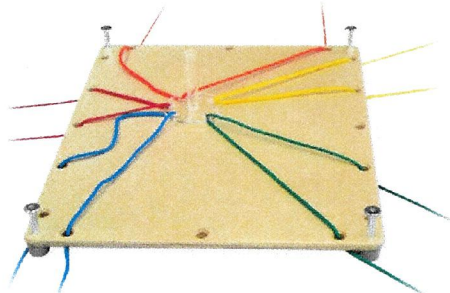
4 – 16

Material:

Ropes (according to number of players), penholder, pen, game board, (paper if desired)

Game preparation:

1. Insert the ropes through the holes of the penholder (up to the half, see next picture)
2. Thread the ropes from top to bottom through the holes of the game board
3. Remove the cap of the pen and put the pen in the penholder
4. If desired attach the paper to the game board by using an adhesive strip



Basic instructions:

Depending on the number of players, the ropes are allocated to the players. By pulling the rope, the pen moves in the corresponding direction and a line is created. The drawn line is easy to remove from the board with a wet kitchen paper or the like.

Attention:

The pencil can not be lifted from the drawing board, so each move must be planned in advance exactly and executed correctly. Also the starting position of the pen should be well-thought in advance and carefully chosen with consideration.

As a game variation and additional difficulty, the position of the players can be varied in all games so that all players are acting from the opposite side of the guide hole. In doing so, the ropes move the opposite way what results in a drawing movement against the pulling movement.

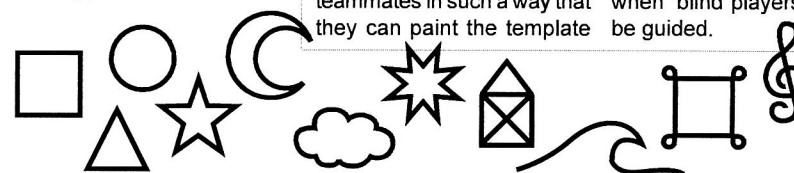
Game manual:

In the game 'Painting by Templates', the team has to transfer the corresponding templates, that one or more players have painted onto a piece of paper previously. Before creating the templates, please keep in mind that the pen in the pencil holder can not be lifted off the board. The template should be feasible accordingly.

Game variation:

1. The template is shown to all team players which they have to transfer as exactly as possible to the game board by means of intensive communication and clear agreements.
2. Only one player may see the template. He has to guide his teammates in such a way that they can paint the template

accordingly and afterwards or already while doing so: It must be possible for them to name the picture, the shape or the symbol. The leadership of the teammates (and thus of the pen) can be done verbally by commands, mutely only by visual contact or even by touching the players. An additional difficulty is posed when 'blind players' have to be guided.



Competition:

Team A and B name each one player as its 'guesser'. His task is to guess right the images / forms / symbols which have been transmitted by the other players to the game board during the game. Thereby, it is important that the 'guesser' can not see the templates before the game starts. Then each team has to create three templates in 30 seconds. The templates are exchanged so that team A has to solve the templates of team B and vice versa.

Team A starts and transfers the first template to the game board. As soon as the 'guesser'

of Team A has correctly named the image (the form or the symbol), the team continues with template 2 and so on. Now the challenge is either to find out which team is able to guess as most templates correctly within a minute or which team needs less time to guess right all three painted templates. There is no limit how many verbal tips the 'guesser' places within one round. For every won round the team marks one point. But be aware: As soon as a member of the own team gives an indication of the image (the form or the symbol), the round for this team is lost and the point goes to the other team. Which team has X points first?

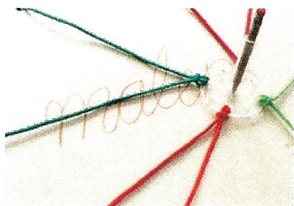
Writing by templates



Game manual:

Similar to the game 'Painting by Templates', the task is now to transfer words to the game board. Please note that letters with dots, accents or other special characters are not allowed, since the pen (in the penholder) can not be lifted off the board. Thus handwriting, respectively connected letters, is the most suitable type.

The game variations of the game 'Painting by template' can also be used here, whereby the commands should neither contain any words nor any individual letters of the terms or names to be written.



German templates:

laufen
malen
lesen
Ende
pedalo
uns
oben
Haus

Competition:

As before, team A and B determine each one player as 'guesser'. His task will be to guess the right words, that his team will write at the board. The 'guesser' may not see or hear the words before the game starts. Within 30 seconds each team has to write three words (max 4 letters) in handwriting as template. The words may not include any dots, accents or other special characters. The templates are exchanged afterwards so that team A has to solve the templates of team B and vice versa.

Team A starts and transfers the first word to

the game board. As soon as the 'guesser' of team A has correctly named the word, the team continues with word 2 and so on. Now the challenge is either to find out which team is able to guess as most correct words within a minute or which team needs less time to find out all words. There is no limit how many verbal tips the 'guesser' places within one round. For every won round the team marks one point. But be aware: As soon as a member of the own team gives any indication of the word or a single letter, the round is lost for this team and the point goes to the opponent. Which team has X points first?

The maze – the way is the goal

Game manual:

Use the supplied water-soluble pen to paint either a maze or a long, curvy way on the gaming board. For this game it could also be helpful to use printed out maze templates, which are available for free in the net. In this case the templates are attached to the game board with adhesive strips. Depending on the desired difficulty, the path can be wider or narrower, longer or shorter. The aim is to get from the beginning to the end without leaving the path.

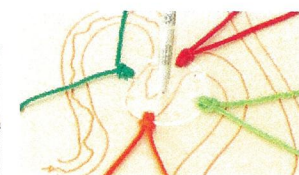
Game preparation:

1. Insert the ropes through the holes of the penholder (up to the half)
2. Thread the ropes through the holes of the game board.
3. Remove the cap of the pen and put the pen in the penholder.
4. If desired attach the paper to the game board by using an adhesive stripe.

Number of players:
4 – 16 per team

Material:

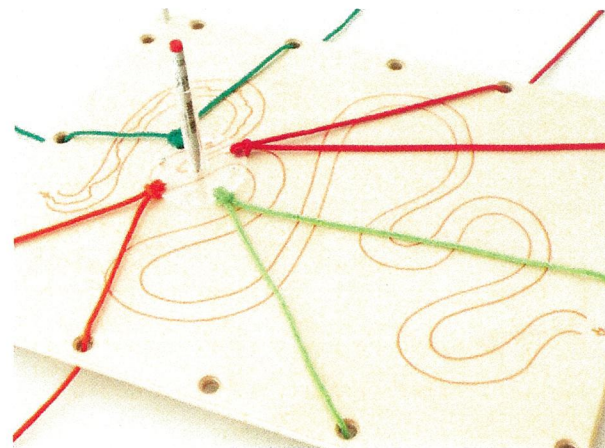
Ropes (according to number of players), penholder, pen, game board, paper (if desired)



Game variation:

1. At first all players look at the maze or way and communicate how to reach the goal.

2. All players (except the 'commander') close their eyes and follow the commander's verbal instruction to come along the way, blindly from the start to the end.



Competition:

The task is to reach the goal as fast as possible or come as near as possible to it, within one minute. This applies for all variations mentioned above. Team A starts first, team B next.

- The challenge is either to find out which team...
- Covers the longest distance or comes as near

- as possible to the goal within one minute or
- Reaches the goal in shortest time.

Deviations from the right way cause punishments. Depending on previously chosen variant, either 5 cm withdrawal from the distance covered or 5 sec time penalty. For every won round the team marks one point. Which team has X points first?

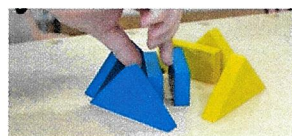
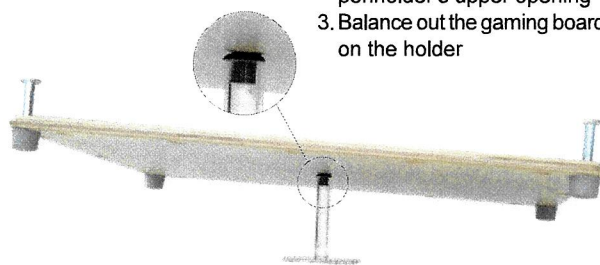
Everything in balance

Number of players:
2 – 16

Material:
Holder, game board, game pieces

Game preparation:
(See picture)

1. Use the supplied watersoluble pen to paint the zones on the gaming board, depending on chosen game form
2. Screw the rubber cap in the penholder's upper opening
3. Balance out the gaming board on the holder



Game manual:

At first all gaming pieces are equally distributed between the players. Now the pieces are placed on the game board that way, that the board at best...

- Remains in an horizontal position
 - Does not touch the floor (or table/ work surface)
 - And none of the stones slip or fall down from the game board.
- The latter is easier to avoid when the stones are placed flat on the board unlike when placed upright. Whether the players of a team have to put their stones one after the other or all on the board at the same time can be agreed beforehand.

Game variation:

All players are standing around the gaming board. The game pieces are equally distributed, each player gets one or several. The players split into pairs. The one partner closes his eyes, the other guides him by verbal instruction how and where the gaming pieces should be placed on the board. All blind players should place the game stones at the same time without them slipping or falling from the game board. Afterwards the partners change their tasks.

Competition:

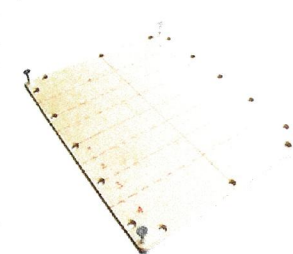
At first all gaming pieces are equally distributed between the players of team A. Team A has to place as many pieces as possible in one minute on the game board. The gaming pieces can be placed either flat or upright, depending how it has been agreed between the teams previously. If it happens that a stone tips over or slips down from the plate, the attempt is

evaluated as invalid and the opposing team B gets a point. After the time expires, all correct positioned game pieces are counted. Then team B is next. The team with the most correct placed pieces, within one minute, gets one point for this round. The winner is the team who has collected the most points at the end of the game.

Game manual:

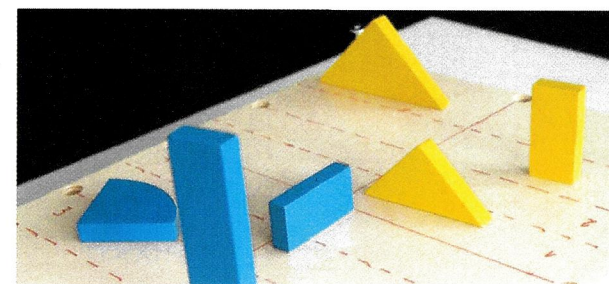
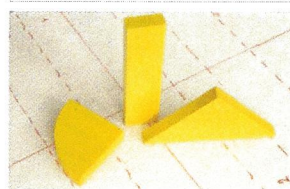
The game field is initially divided into zones, in which a different number of points can be achieved during the game. The division can be made mentally or if desired graphically (see figure on the right). If done by pen, the guide holes at the edge are used as orientation points. The inner zone is marked with the figure 1 for one point. The further outward the zones are, the more points can be achieved. Correspondingly, the zones are marked outwards from the central zone by 2, 3 and 4 (for the points which can be reached). In case the game pieces are placed over several zones during the game, the zone with the lower score is valid. The same as the zones, the game pieces can also be specified with values. Thus, the lightest pieces (small rectangle and small triangle) are 1 point, the middle (quarter circle) 2 points and the heaviest (large rectangle and large triangle) 3 points.

In addition, the placement method (positioned lying or standing on the long or short edge) can be assigned with 1, 2 and 3 points (see figure on the right). The goal is to reach as many points as possible in the team.



Exemplary calculation for the gaming piece 'small triangle', placed upright in zone 3.

Gained points:
1 point (due to size of small rectangle) + 3 points (due to positioning upright on short edge) + 3 points (it's located in zone 3) = equals 7 points



Competition 1:

Team A plays with the blue colored gaming pieces team B with the yellow ones. All pieces are equally distributed among the team members. Each team is receive two quarters of the game field, lying diagonally opposite, in which the teams are allowed to place their pieces one by one (alternately one player from team A and B). If the game board touches the ground or even a game piece slips or falls from the board, the team of the causative player immediately has lost. Likewise it should be considered that as soon as a game piece touches the gaming field, it must not be moved again. The aim is to score more points than the opposing team. There is a point for each won round. Which team has X points first?

Competition 2:

First, all gaming pieces are equally distributed under team A. The aim is now to reach as many points as possible within one minute by placing the pieces on the plate one after the other. Here again: As soon as the plate touches the ground or a stone falls or slips down, the game round is a failed attempt and team B gets the point. When time is up or after a failed attempt, team B is the turn. Who makes the most points? There is one point for each won round. Which team has X points first?

'Ball golf'

Number of players:
2 – 16

Material:

Ropes, game board with textile strap, 'ball-golf plate', metal ball(s)

Game preparation:
(See picture)

1. Insert the ropes through the holes of the game board
2. Attach the textile strap around the brackets provided for
3. Put the 'ball-golf plate' on the gaming board according to the respective game instruction
4. Place one or two metal balls on the plate



Game manual:

Depending on the number of players, the rope ends are distributed accordingly. The further away the ropes are held from the game board, the higher the degree of difficulty. Alternatively (for a lower level of difficulty), the game board can also be balanced on only one index finger of each player. As a starting position the game board should be brought to a horizontal position. When ropes are used it becomes a kind of floating plate.

The goal of the game is now, depending on which side of the 'ball-golf plate' is used, either to

- a) Get the ball into the middle hole by maneuvering it through the spiral track or
- b) By using the other side of the 'ball-golf plate', to bring one or / two ball(s) into the small holes.

The opening of the spiral serves as a 'drive ramp', whereby the ball needs a 'little push' to get over the ramp.

Competition:

The competition for the teams consists of balancing a ball faster than the opposite team, from the game board

- on the 'ball-golf plate'
- through the spiral track
- into the middle hole.

There is one point for each won round. Which team has X points first?

Pushing figures

Game manual:

Depending on the number of players, the rope ends are distributed accordingly. The further away the ropes are held from the game board, the higher the degree of difficulty. As a starting position the game board should be brought into a horizontal position. Due to the ropes it becomes a kind of floating plate. Then a figure will be created from 2-5 blue gaming pieces, serving as template (the pieces should be laid side by side to generate a closed form). Next, the same game pieces, but in yellow color, are provided freely and arbitrarily on the game board. Finally, a ball is added serving as 'pushing instrument'.

Now the task is to push the yellow pieces (by means of the ball) into the corresponding position in order to recreate the blue pattern. The more game pieces are used, the higher the level of difficulty for the players.

Alternatively (for a lower level of difficulty) the game board can also be balanced on only one index finger of each player.

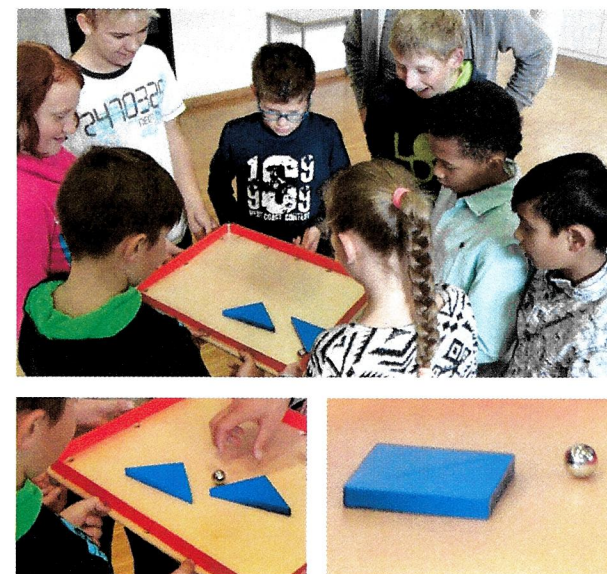
Game preparation:

1. Insert the ropes through the holes of the game board
2. Attach the textile strap around the brackets provided for
3. Position the necessary game pieces on the game board
4. Depending on preference and requirement, add one or two balls

Number of players:
2 – 16 per team

Material:

Ropes, game board with textile strap, 'ball-golf plate', metal ball(s)



Competition:

Each team gets all the pieces of one color (i. e. team A all yellow pieces, team B all blue pieces). With these ten parts, team A creates five templates (each figure consists of only two pieces), which have to be reproduced by team B on the gaming board according to the game rules. Then team B

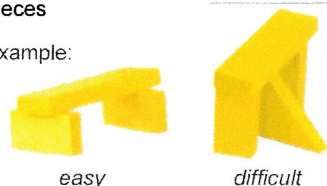
is next to rebuild the templates which are specified by team A. A game round is won by the team which succeeded in reproducing most of the figure templates within one minute. As an alternative the winner could be the team which needs less time to rebuild all five templates. There is one point for each won round. Which team has X points first?

Building transport

Number of players:
2 – 16 per team

Material:
Ropes, game board, game pieces

Example:



Game preparation:
1. Insert the ropes through the holes of the game board

Game manual:
Depending on the number of players, the rope ends are distributed accordingly. By use of the game pieces, the team creates a building as high as possible but stable enough for a transport. The task is now to transport this building safely and without damage from the previously defined starting point to the destination. For even more excitement and dexterity, the transport path can be filled with obstacles, or the height of the destination place is different from the starting point, e. g. on a table or a cupboard.

The lower the number of pieces used and the higher the building, which is made of these few, the higher is the level of difficulty.

Competition:

First team A builds a high, but transportable building on the game board, consisting of 6-10 pieces. This building has to be transported from both teams, one after the other, from the starting point to the destination. If both teams bring the buildings to the final destination undamaged, the shorter time decides who wins the round. If a team fails to transport the

building without damage, the other team gets a point (but only if they solved the task without mistake). If the building is collapsed in both, no team will win the match round. Thereafter, the order changes and team B can determine a new building to be transported. There is one point for each won round. Which team has X points first?

Mysterious figures

Number of players:
2 – 16 per team

Material:
Game board, game pieces, pen



Game manual:

Unobserved by the players, the game leader first places a figure consisting of 3-8 pieces on the game board. By means of the water-soluble pen, he copies the shape drawing a line around and removes the pieces from the game board immediately. Alternatively, the figure can also be shown on a sheet of paper. The more pieces are used for the template, the higher the level of difficulty. The players now only see the outline and have to try, with the yellow game pieces to rebuild the figure in the contour drawing. Before starting, the game leader tells how many pieces he used for the character pattern. As an additional difficulty a rule can be established, that a once placed game piece must not be changed in its position any more.

Competition:

Team A plays with the yellow game pieces, team B with the blue ones. At the start of every round, both teams jointly agree the number of pieces to be used for the figures. Firstly, team A gets 20 seconds to create a jigsaw puzzle on the gaming board (or on a piece of paper) and mark whose outline with the watersoluble

pen, without team B watching how the pieces are arranged. Afterwards the players of team B are only able to see the outline and must fill it in one minute with the previously agreed number of pieces. Is the task solved they get one point. Thereafter, the order changes and team B can determine a figure as task for team A. Which team has X points first?

Number of players:
6 – 16 per team

Material:
Ropes (half the number of players)

Game preparation:
1. One player mixes the ropes so that they are loosely looped/knotted (no tight knots)

Game manual:
Now the players each take a rope end and form a circle. The rope ends must not be released over the course of the game.

The aim of the game is to undo the crossings of the ropes, (the 'chaos knot'), by climbing over or crawling underneath through the ropes, until at the end everybody is standing in a row – face to face with the rope partner (= final position).

As an additional difficulty, the game can also be carried out nonverbal, as quiet as a mouse.



HINT:
An even number of players is best for this game.

Competition:

Two players of team A each take a rope, grab it at the end and form a circle (the rope partners are thereby standing opposite face to face). Now team A has 15 seconds to generate a „chaos knot“. To this the players are climbing over the ropes or crawling underneath of them. In doing so the rope ends must not be released. Afterwards, the rope ends are handed over to the players of Team B, who in turn have to position themselves in a circle as well, looking face to face to the respective rope partners. Their task is now to undo the knot that has

been produced by the opponent team A right before - as quickly as possible - in exactly the same way as was done in producing the knot. Always holding the rope for the whole time, crossing over or under it and finally reach the end position, standing in a circle face to face with the rope partners. Thereafter, the order changes and team B starts with creating a knot for team A. The point for the game round goes to the team which was able to undo the knot in the shorter time and besides of that stands in the correct final position. Which team has X points first?

Game manual:

First, a game master is named. Depending on the number of players, the rope ends are distributed to the players. The players pull the ropes in order to bring the 'ball-golf plate' in a vertical position, as shown in the picture.

The task is now to pass the 'ball-golf plate' from one rope end to the other rope end (of the rope which leads through the plate) without touching it. The game master watches whether the 'hot rope' is touched.

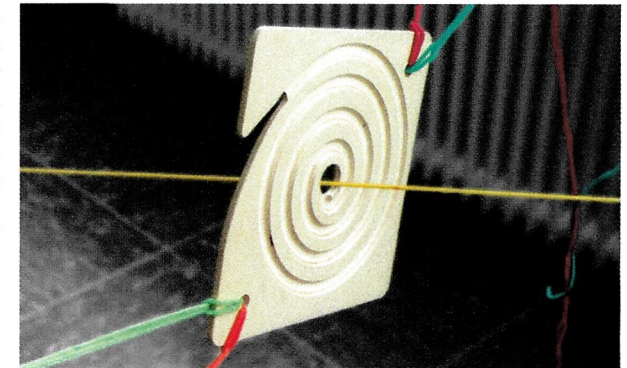
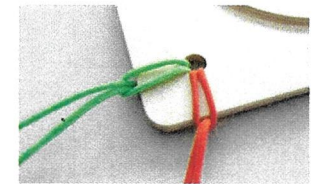
If necessary he can assist with spoken instructions, which describe the position, of the 'ball-golf plate', such as higher - lower - further to the left - to the right and so on. Whenever the hot rope is touched the team has to return to the starting point. To increase the degree of difficulty, the ropes of the 'ball-golf plate' are held with longer distance to the plate.

Game preparation:
(See picture)

1. Depending on the number of players, tie the ropes to the two small holes of the 'ball-golf plate' (see figure below). Please note that two players can use a rope together (one per rope end)
2. Thread a rope through the center hole of the 'ball-golf plate' (= the hot rope)
3. Stretch up the 'hot rope' either by holding it through two players or by attaching it from the door or window handle to a chair for example

Number of players:
2 – 12 per team

Material:
Ropes, 'ball-golf plate'



Competition:

Firstly, each team determines a 'supervisor'. Then both teams define a minimum gripping distance of the ropes and the ropes are equally distributed among the players of team A. The task for team A is now to go as fast as possible from start to finish, whereby the time is stopped. If the hot rope is touched by the 'ball-golf plate' this is punished with 10 penalty seconds (per contact). The game is to be continued from the point of contact (a slipping along the rope into direction of goal is not allowed). The supervisor

of team B checks the course of the game, has an eye on, that the rules are observed and counts the mistakes made (rope contacts). Also the supervisor of team A does not have to be inactive. He is allowed to support his team by spoken instructions which describe the position of the 'ball-golf plate', such as higher - lower - further to the left - to the right and so on. After that team B is next to accomplish the task. The team, that is faster per game round gets a point. Which team has X points first?

The team game championship

Copy template

Number of players:

4 – 16 per team

Material:

In addition to the content of the Team-Game-Box, a stopwatch is also required to carry out the team game championship



Endless excitement, fun and action!

The championship consists of the competitions of each above described team games, where two teams compete against each other.

To realize the competition, there have to be formed two teams of same size (per team between 4 and 12 players). Furthermore, it has to be agreed whether all games or only a selection of them should be played. Thereby, the copy template shown on page 17, serves to document the course of the game and allows for a maximum of a 'best of seven' contest (which team first wins four game rounds per game).

By agreement between the teams, a 'best of five' or 'best of three' competition can be carried out as well. If a team scores the required points (4, 3 or 2), the game is finished and the number of matches won by each team is entered in the last column ('number of matches won').

In the last line of the copy template, the winning rounds of all games are added to each team and thus the winner team is determined.

THE TEAM GAME CHAMPIONSHIP

Game	Team	Times/points achieved per round							Quantity of rounds won
		1	2	3	4	5	6	7	
Painting by templates	A								
	B								
Writing by templates	A								
	B								
The maze – the way is the goal	A								
	B								
Everything in balance	A								
	B								
Balance with brains	A								
	B								
'Ball golf'	A								
	B								
Pushing figures	A								
	B								
Building transport	A								
	B								
Mysterious figures	A								
	B								
Total chaos – a knot!	A								
	B								
Hot rope	A								
	B								
Total number of rounds won	A								
	B								

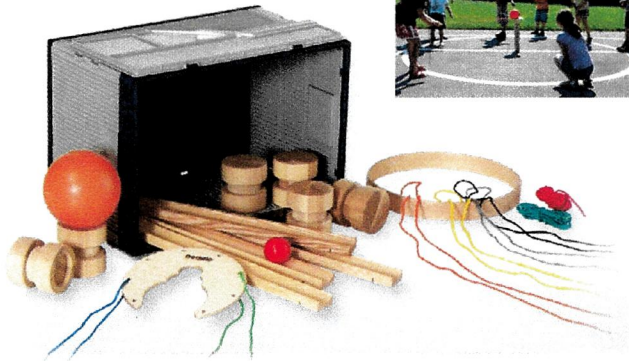
Pedalo® Team Games

- ✓ Games to promote team spirit and social skills
- ✓ Depending on model playable with 2-16 players
- ✓ Coming each with detailed illustrated instruction leaflet
- ✓ Whether at school, in kindergarten, at birthday parties, club or company happenings, the ingenious Team-Game-Boxes move young and old alike with joy

No one can do it on his own, only in teamwork, the various play and concentration tasks can be mastered. It is not always the seemingly easiest way

which leads to achievement. Communicate, cooperate and collaborate, this is the motto and core in order to fulfill all challenges cleverly. Quite dodgy, at times

child's play and apparently easy, at other times fairly demanding - and yet never boring.



Pedalo® Team-Game-Box 'ONE'
654 005
For 4-16 players (with some games up to 28 persons)

Building a pipeline, stacking and forwarding rollers, transporting balls, forming and dissolving knots, overcoming obstacles... and many more. The participants learn in an impressive way: Active listening and effective communication; they learn to create and keep balance and rules, to take over responsibility and avoid conflicts.



Pedalo® Team-Game-Box 'TWO'
140 05000
For 2-16 players

The Team-Game-Box 'TWO' affords more than 20 amazing team games which all foster social skills. The players' concentration, abilities and creativity are challenged at the same time by games such as 'hazardous goods transportation', 'summit crossing', 'pack your bag', 'sunrise', 'change of scenes' or 'Sirtaki dancing'.

General information and warning hints

The gaming board is lacquered and therefore suitable to be wiped off with a damp cloth.

When paper or right afterwards. Immediately after cleaning the next game can begin.

The supplied pen is water-soluble and the drawn lines or figures are easy to remove from the board with a damp cloth as well. We recommend to dry the game board with a kit-

In order to prevent the ropes from knotting while being transported in the storage box, we recommend placing them properly wound up in the box after playing.

You would like to order, have any questions or suggestions?

You can reach us by phone Monday to Friday (between 8 am to 5 pm, local time, under the number +49 (0) 73 81 - 93 57 - 0 or via email-address info@pedalo.de

Dear customer,

the Pedalo-product you have chosen is made of natural wood. Differences in color, structure, wood grain, small included knots or scars, prove the genuineness of the product. They are natural and therefore signs of - using original wood - and no quality reduction.

WARNINGS

ATTENTION! Not suitable for children under age 3. Choking hazard such as from small parts.

ATTENTION! Long cord – RISK OF STRANGULATION!

ATTENTION! The packing is not part of the product and have to be disposed.

Protect the wooden parts from damp and wet.

The Team-Game-Box 'Three' is meant for using from persons at the age of 5 up.

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