<u>Calling All Germs!</u>

Scenario: A valuable antibiotic has been stolen and the doctors are trying to find enough clues to lead to its recovery. But the germs who stole it do their best to conceal its whereabouts by laying 'red herrings'.

To Play: The unit is divided in half - **<u>Doctors and Germs</u>**. The game is played within a specified area, and before it starts a number of pieces of paper with code words on them are stuck to trees, walls, etc. in a specified area. About 20 of these should be enough. Each code word stands for a definite hint as to where the antibiotic has been hidden.

When the game begins, the two sides set off to hunt for these slips and, as soon as someone finds one, they run with it to their leader (Superintendent of the Hospital, if it's a Doctor) or another leader (Chief Germ, if they are a Germ). If they are on the Doctors' side they will read out the codeword to the Superintendent who will look it up in their code book and tell them what it stands for - eg. **'flying pan'** might mean **the antibiotic is buried**; **'daffodil'** might mean **the antibiotic is 30 yards from water**. Thus, by pooling their information, the Doctors should eventually have enough to enable them to find the antibiotic.

When a Germ gets to their Chief with a codeword, however, they are given another piece of sticky paper to replace the one that was found. On this is a false codeword; it means nothing at all. They stick it up somewhere in the area, and in all probability it will ultimately be found by the Doctors, who will take it to the Superintendent, only to be told that it is not in the Code book!

If the Germs are quick, they may be able to replace the proper clues with sufficient false ones to prevent their enemy the antibiotic being discovered. The game is a race, therefore, between the two sides, and a definite time limit is imposed. If the antibiotic is found within that time, the Doctors win; If not, the Germs will win.