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Dethronisation

The game requires great powers of concentration, team spirit and sense of strategy.

2 teams play against one another. If there are a lot of players, up to 6 or 8 teams may be formed and the 2 teams may play in parallel on 3 or 4 tracks. In this case we make a tournament, 2 teams play in each round, the finalists decide the end result. Those who dropped out too early should not worry, they take part in a wheelbarrow slalom competition to win third place, the quickest team wins.

The track

In a grassy area the teams of 6 to 8 people place their armies (10 cm high wooden blocks) in one line, at a random distance from each other (the maximum distance is limited) the armies of the two teams are 8 metres from one another. The King is in the middle (a larger block with a crown on).

Objective of the game

The players try to knock down the armies of their opponent with a club (a 20 cm long wooden stick), the armies knocked down will be thrown over to the opponents' side, beyond the King. If all armies fall (i.e. got knocked over) then they start to knock down the armies in their own territory (these will be taken off the track). If all armies have been knocked off, then they may attack the King. The team knocking over the King first wins. If they knock over the king (by accident) while some of their armies are still up, then the opposing team wins automatically.

The first three teams receive a prize.

