**Endgame 2013 - Bonsai growing game!***by Daniel, Oliver and Steffi*

**Aim of the game**The group with the most money after 120 min (or whenever the game ends) wins the game.   
The storyline team should think of the good reason why we need so many bonsai trees :-)

And please also think of a certain ending – who awards the winners and why?

**The Basic Rules**

You can raise **3 different types of bonsai trees:**

a) OGARA NA - The Mammut Bonsai

b) CHIISA - The Tiny Bonsai

c) HOSOI - The Fat Bonsai

each of them you can have in **5 different colors**:

1) YELLOW

2) GREEN

3) BLUE

4) RED

5) BLACK

That means that 5 x 3 = 15 different bonsai trees can be planted. How often means the number of times you will get it at the garden center. There will be 12 offers (1 offer per 10 min).

|  |  |  |
| --- | --- | --- |
| **Type** | **Color** | **How often?** |
| OGARA NA | YELLOW | 12 |
| OGARA NA | GREEN | 6 |
| OGARA NA | BLUE | 3 |
| OGARA NA | RED | 6 |
| OGARA NA | BLACK | 12 |
| CHIISA | YELLOW | 3 |
| CHIISA | GREEN | 6 |
| CHIISA | BLUE | 3 |
| CHIISA | RED | 12 |
| CHIISA | BLACK | 6 |
| HOSOI | YELLOW | 6 |
| HOSOI | GREEN | 12 |
| HOSOI | BLUE | 3 |
| HOSOI | RED | 12 |
| HOSOI | BLACK | 6 |

*Comment: The bonsais where you can buy seeds more often will become less valuable in the end – if many groups buy them. The bonsais which are sold only 3 times during the game, will be most valuable.*

**What you need to grow a bonsai**

|  |  |  |
| --- | --- | --- |
| **POT** | **SEED** | **WATER** |
| 3 different types of pots available.  III … fastest pot / 5 min growing speed  II … middle / 10 min growing speed  I … slowest pot / 15 min growing speed  Pots may be reused. | = seed cards / bags  TEAM #..................  Type: A B C  Color: 1 2 3 4 5  1 x seed per growing process | 1 x water / pot growing process  to do tasks to get water.  is used up after growing - so groups constantly need water. |

**STATIONS**

**THE GARDEN CENTER (better Japanese name – an old market??)**

**Location: Den Haag**

**Teamer: Schabi**

The groups can buy seeds there. There are 15 different types in total but not all of them are sold at the same time. There will be 5 seeds which are available all the time, the others will change. There are 4 seeds which will be sold very seldom – only 3 times during the game

Every 10 min you have to change the offer board. The offer boards are numbered – you just take the next one. Then only seeds according to the offer boards can be sold for the same price of XX during the whole game – easy!

**Story:**

Being salesmen promoting their goods in a dynamic way.

**Material:**Seed cards, change (money), offer posters/boards, pens

**POT AUCTION**

**Location: Adlerhorst**

**Teamers: Ole (Auction), Brajda (Pots)**

There will be certain times where a pot auction will take place (6-7 times during the game). The teams will have the times at their ID card – or we will have poster in the courtyard.

You should set up the room as follows:

A table for pots and auction leader (a hammer…)

10 chairs in front – marked with group numbers that only 1 person can take part in the auction.

A line of tape – behind other team members may stand in order to collect the bought pots.

An auction should not last more than 10 minutes. In the break NO POTS can be bought by teams.

If you hand out a pot, mark it with the group number. Pot # are I to III and group numbers are 1 to 10.

There are **3 different pots** which can be bought:

III … the fastest pot – growing speed 5 min

II … the middle pot – growing speed 10 min

I… the slowest pot – growing speed 15 min

The fastest pot will cost most money, the slowest pot will cost less money – should be logical…

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **pots with different speeds** | |  |  | **starting price** | **average price** | **highest (optional)** |
| POT III | 5 | minutes |  | **10** | **55** | **100** |
| POT II | 10 | minutes |  | **6** | **30** | **60** |
| POT I | 15 | minutes |  | **2** | **15** | **40** |

**Material:**

Pots to be sold, 10 chairs, table, change (money), hammer ☺

**BONSAI PLANTATION**

**Location: U-Boot**

**Teamers: Liene and Christoph**

That is the place where the teams will hand in their pot + 1 seed + 1 water to grow a specific bonsai. You prepare the room as follows. You need a counter desk to get and return pots/bonsai trees. With tape you mark 10 fields on the ground to place the pots in. The fields should be marked (A4 paper) with the group numbers 1 to 10.

**Note:**

* Pots may be reused
* Seeds will be confirmed after growing (that they are a bonsai now) OR will be marked as “dead” if they were collected too late.
* Water is used up and will be collected at a save place (someone of us will take it back to the waterhole)

The team hands in a pot + 1 seed + 1 water and wishes to grow a bonsai. They should show the ID card if the pot belongs to the right team. Then you put a post it on and mark the COLLECTION time (Handing in time + 5/10/15 min depending on pot #) and put It at the growing bed of this group.

After the right amount of time the group returns and will collect the bonsai. Check the time! If it is too early, they have to wait. If it is more than 3-5 mins later, the bonsai is dead and may not be used! Take the pot, confirm the seed and take out the water (!). Return pot and confirmed seed to the group (they should again show the ID card).

**Material:**

Tape to mark the fields, A4 paper to mark the group numbers at fields, table as counter desk, pens, confirmation stamp or stickers (we’ll tell you), watch!

**THE MARKET**

**Location: Saal**

**Teamers: Lübeck, Jon**

Teams come to you to sell their bonsai trees (=cards), they need not to have it in the pot – just the confirmed card is enough. You will have a big board with 15 different types (see above) of bonsais at different price levels (see how many of them will be sold regularly and more seldom). The price will be shown by putting post its up and down. If more people hand in the same bonsai the price will fall, if there is some time where nobody brought a specific type – then its price will increase.

* 11 stickers for each of the 15 combination are needed on top of each other. They should have numbers from 10 to 40 with steps of 3 on them. Highest shown on top.
* 40, 37, 34, 31, 28, 25, 22, 19, 16, 13, 10

The groups might show you bonsai cards with some special sticker on it – then they have been to Mr. Myagi where they earned a special gift, these trees are a bit more valuable than the others = +10 Dollars. (Fixed ratio).

**Material:**

Big board (wall), paper, post-its, change (money), pens

**THE WELL**

**Location: basement**

**Teamers: Rieke, Niko**

The groups will need water for growing a bonsai. You will play the guards of the water hole – you could be Japanese mystical figures. They should do a task of about 5 min to get 1 water (could be a deko stone or bon bon)

The PCs have to farm water: They have to transport water from the waterhole into a glass with a spoon.

(Take away all blankets beforehand so they don´t get wet.)

**Material:**

Water (bonbons), Bucket with water, Spoons, Glasses, Cards with group numbers.

**MR. MYAGI**

**Location: everywhere close to the courtyard incl Saal, and nearby corridors up to 2nd floor**

**Teamer: Jostein**

The joker figure. Groups may search for Mr. Myagi to make their bonsais more valuable or to upgrade their pots. The tasks will be connected to luck (rolling dices) and to answer questions (Japan quiz).

Procedure:

1. Rolling 3 dice defines whether a pot will be upgraded or a bonsai will be more valuable. Or Mr Myagi won’t help at all.  
   1-7 = they have to do a task, otherwise they will have to pay a fine of 20! Tasks see below.  
   8-9 = pot upgrade   
   10-11 = bonsai more valuable (+10 Dollars)  
   12-14 = the group can decide which option they want.  
   15-18 = no help (Mr Myagi is tired or needs a loo or whatever… ☺)
2. In case rolling 8-14, a quiz question is given. Mr. Myagi gets a Japan info book (from Steffi) and asks any question out of it. The group has about 5 minutes for answering the question. They might also look for help in the Japan info book at the library.
3. If they succeed, they will get a sticker on the bonsai card or a pot upgrade (mark the pot with a white marker (edding) with an additional line – roman numbers up to III). If they don’t succeed, nothing will happen.

Task for rolling 1-7:

* The group has to hand out 2 water drops to Mr Myagi, otherwise he will deduct 20 from the final result (at the end of the game)
* Mr Myagi can even choose special tasks, if needed. They need to be cross-checked with the end game team quickly beforehand. (e.g. hide something somewhere and let the group find it)

In order to handle the tasks, Mr Myagi needs to have a notebook to write down, which groups needs to fulfill which task. At the end of the game, Mr Myagi will charge his part from the participants, if they haven’t fulfilled the task.

Additional help:

If they show 4 job cards (stickers) they will get a new pot (slowest pot I) for free at Mr. Myagi. The stickers need to be in a specific order on the ID card.

|  |  |  |
| --- | --- | --- |
| X |  | X |
|  | X |  |
|  |  | X |

Mr. Myagi will cross out these with his white marker, so he knows, he has already helped that group. As groups have 2 ID cards, they can come twice. They might not necessarily know, which combination is needed. Mr. Myagi just looks up the ID card and tells them, whether they will get a gift or not by not telling why… ☺

Additional info:

Groups may not come right after they have left Mr Myagi. At least 5-10 mins break should be in between.

**Material:**

Paper (notebook), stickers, white marker, 3 dice, 18 pots, pens

**HASHI’s DAUGTHER (the Job center)**

**Location: Rittersaal**

**Teamer: Julia**

It could be that the groups will take wrong decisions or the market will fall down and then they haven’t got enough money to go on. Therefore we need a job center where they can do creative jobs in order to earn money.

They will get tasks for about 5 min – each task will make them earn 5 Dollars.

They have to be a group of minimum 3 people.

As soon as they have successfully done a job they get a jobcard. (they can give job cards to Mr. Myagi to get new pots)

**Additional rules**

* Teams are selected randomly
* Team members may split up but need the ID card at pot aution and bonsai plantation centre.

**Tasks for the groups**

- do tasks to get water

- buy seeds

- bet at the auction to get a pot

- observe the development at the market place

- bring and collect pots/bonsais at the bonsai plantation

- earn money if you don’t have enough of it

**The groups get**

- 2 pcs ID cards to buy and sell bonsais

- flow chart of game on backside of ID card.

- times of pot auctions

SCHEDULE:

14:30 – 15:10 STORY and SUMMER SCHOOL

15:10 – 17:10 GAME

17:10 – 17:45 END

Auction times:

15.20

15.40

16.00

16.20

16.40

17.00

TO DOS

|  |  |  |
| --- | --- | --- |
| TASK | WHO | UNTIL |
| Desiging and printing see cards | Stef | IMWe |
| Buying deco stones or bon bons for “WATER” | Daniel | IMWe |
| Bying real pots | Daniel | IMWe |
| 12 boards with orders for garden center | Stef | IMWe |
| Buying pos its and edding pen | Daniel | IMWe |
| Designgin and printing job cards | Stef | IMWe |
| Getting stickers for Mr. Myagi | Daniel | IMWe |
| Printing and laminating ID cards | Stef | IMWe |
| Describing and details about Mr. Myagi | Oliver | Next meeting, 12.3. |
| Describing job center + tasks | Stef | Next meeting, 12.3. |
| Describing water hole + tasks | Daniel | Next meeting 12.3. |
| Calculationg prices, ratio, starting money, market | Oliver | Next meeting / IMwe |
| Marking post its with market value | All | During imwe |
| Marking pots | All | During imwe |
| Preparing material for stations | All | During imwe |
|  |  |  |

**ENDGAME FLOWCHART**

Work force

money

GARDEN CENTER

**MR. MYAGI**

water

seeds

**Location: everywhere around courtyard**

**Teamer: Jostein**

MONEY

BONSAI

MARKET

Bonsai plantaion

* bonsai

pots

money

POT AUCTION

Hashis Daughter

Mr. Myagi