

# WIDE GAMES 2



## WIDE GAME STORY IDEAS

Here are some ideas to get you started. Remember to be creative and original. All tasks should present a challenge but be achievable and test the imagination and initiative of the players.

### *Save the Princess from the Dragon*



**HELP!!!!** An evil Dragon has kidnapped the land's fair Princess only days before she is to be married. Her parents are devastated and the town's people are in despair....they need your help. Send forth the King's army, for whoever can find the Princess and rescue her from the Dragon will be rewarded.

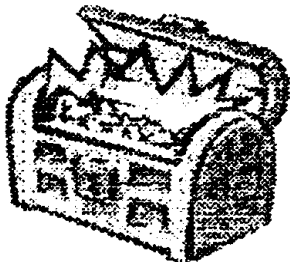
### *Aliens have landed*

**WHAT'S THIS?!** An alien spaceship has crashed and it has passengers - friendly ones of course - who are desperate to get home. It's up to NASA's secret intelligence teams to find out how to repair the spaceship and send these visitors on their way. N.B. Injured aliens make an interesting way of practising First Aid. Skills.



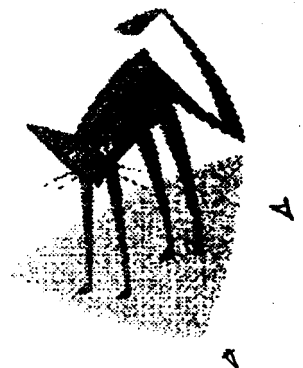
### *Buried Treasure*

**WOW!** Our Guide Leaders have found an ancient treasure map, made centuries ago by Captain Blue Beard. The first Patrol to follow the map correctly will claim the lost treasure - to share with our Guide Leaders of course. N.B. Fun way to practise map reading.



### *Tweety's Escaped!*

**OH! NO!** Poor Tweety! Someone has let Tweety out of his cage and now the race is on. Who will find him first, sweet Granny or Sylvester?



*Have a go at writing a wide game for another Patrol. Allowing your imagination to run wild is sure to get interesting results!*

Source courtesy 'Tried and True' Guides Qld

Guides Australia National Youth Event 2002

