

## Star Warriors Game for parties

This game would be a great resource for primary and infant school teachers to make up, as it keeps the children under control and entertained for quite a while.

Some of you folks really don't deserve this but I have finally persuaded my friend Alan Tuttle (MR. COFFEE) to part with the workings of his Star Warriors game. He made this game up when the first Star Wars film out many years ago and he let me into the secret of how it worked. Since then we have both made a few pennies from the time that it entertains at parties and from repeat bookings we get where the children have requested that we play this game at their party. Now that the Star Wars films have been re-released and the toy shops are again stocking Star Wars characters. It would seem like an ideal time to introduce this game into your own children's shows.

Basically the game is a version of musical chairs but updated out of all recognition so that it has none of the disadvantages of the original. It plays for about eight minutes but often the children request that the game is played again, which means that it can easily use up fifteen minutes of a two hour party.

The game can be played with any number of children and so therefore it is ideal for those big factory shows at Christmas where there are lots of children to keep amused and controlled. When children are out of the game they become space debris and have to sit in the centre of the room while play continues around them. This keeps them under control yet still part of the excitement of the game.

### **You will require.**

Four large cards, each of these is painted in one of four colours, red, blue, green or yellow. There is also a picture of a planet painted in the centre of each card. This need not be anything fancy, it can simply be a white dot. If you do not want to make up cards then you could use coloured skittles or coloured polythene plates instead.

You will also have to make yourself up a recording on a tape an mp3 player, CD or USB stick to play during the game. This does all the work for you once it is switched on.

### **How to make the recording**

First record instructions for playing the game at the beginning of the recording speaking in a computer voice as follows:

This is the game of Star Warriors generated by computer.....Around the room you will see four pictures of planets....the red planet....the blue planet....the green planet...and the yellow planet. The object of the game is to survive until the end without being destroyed. ....When the music starts you must very carefully steer you rebel alliance fighter space ship around the room, being careful not to bump into any other spaceships. ....When the music stops, you must carefully steer your spaceship to one of the four planets. When you get there the computer will give you further instructions. ....If your spaceship is destroyed or the planet that you land on is destroyed, then you must go immediately and sit down in the centre of the room where you will be space debris for the rest of the game. ....Begin flying your spaceships around the room, as we are now switching over to complete computer control.....five...four...three...two...one.

After recording the introduction he introduction, play shorts sections of space type music. After each section of music has played, leave a break of three or four seconds of silence followed by some space sound effects such as phasers being fired or alien alarm signals. This allows the players time to move to one of the planets.

Now record your voice with a message such as follows:

This is computer control...Darth Vader has destroyed all spaceships on the yellow planet.....Please continue when the music starts.

Before the music starts again, leave another period of three or four seconds of silence to

allow the people who are out to move into the centre to sit down.

For the first one or two goes do not have anyone out so that they get used to playing the game. On the third and fourth go, have the same planet chosen on both goes. On the fifth go destroy one of the planets and remove it from the game. This gets a lot of people out very quickly. After two more goes, destroy a second planet leaving only two in the game. By doing this it makes the game quite fast paced and exciting and gets you down to a small number of winners very easily.

Since we first made up this game we have now re-made it using our home computer. We have a large collection of midi music files and wav sound effects files on CD ROM. Using the computer we have mixed these together and linked them into one continuous file which can be copied to a CD or mp3 player. This gives a much better recording than by recording from a record player and a microphone and it also means that we don't get those horrible clunk sounds on the tape when you have to keep switching the tape recorder on and off between sections.

### **To play the game**

Get the children to sit down in the middle of the room. Place the four pictures out. One in each corner of the room. Play the recording, pointing out where the four planets are during the initial introduction. While the music is playing fly around the room yourself with your arms outstretched to demonstrate what they have to do. This also allows you to slow down any children that are going too fast and it also looks good to any adults watching. It makes it look as though you are working very hard when in fact it's the recording that is doing all the work. It is also a good idea to get all the children going in the same direction as it reduces the likelihood of collisions.

One of the guys at my magic club said that if you want something to stay unused by other magicians then get it published in a book or magazine. That way the lazy beggars will just read it and not bother to make it up for themselves. I hope that is true in this case as this game is just too good. Believe me, Alan and I have been doing this for many years, which shows that it has been tested over and over under battle conditions.