

3. THE GAME: MINES!

3.1 IN BRIEF

The "Mines!" game is designed to raise awareness of the problems of anti-personnel mines. It is intended principally for young people between the ages of eight and sixteen. Ideally, however, the age difference between the participants should not be too great. The game consists of five bases, each representing a different aspect of the problem. "Mines!" can at times be a violent game, because of the images that it conveys. It is therefore strongly advised to start the game with a discussion between the players and the leaders.

This kit comprises several sections, which explain each base of the game in detail (sequence, material, organisation, etc.).

3.2 TECHNICAL INFORMATION

Number of Players

60 to 100 ideally, divided into 10 teams.

WARNING

This game should serve above all to sensitise young people who want to understand the problem of mines. It should in no case be played with young people who live in, or close to, mined areas.

Each year, large efforts are invested to instruct people (and principally

children) who are directly concerned by the problem to never touch a mine and to call immediately mine removal specialists to carry out this delicate task.

This game does not pretend to teach anyone how to remove a mine.



Photo ASG

Location

Ideally in a forest. It is important to have five bases about five minutes distance from each other.

Duration

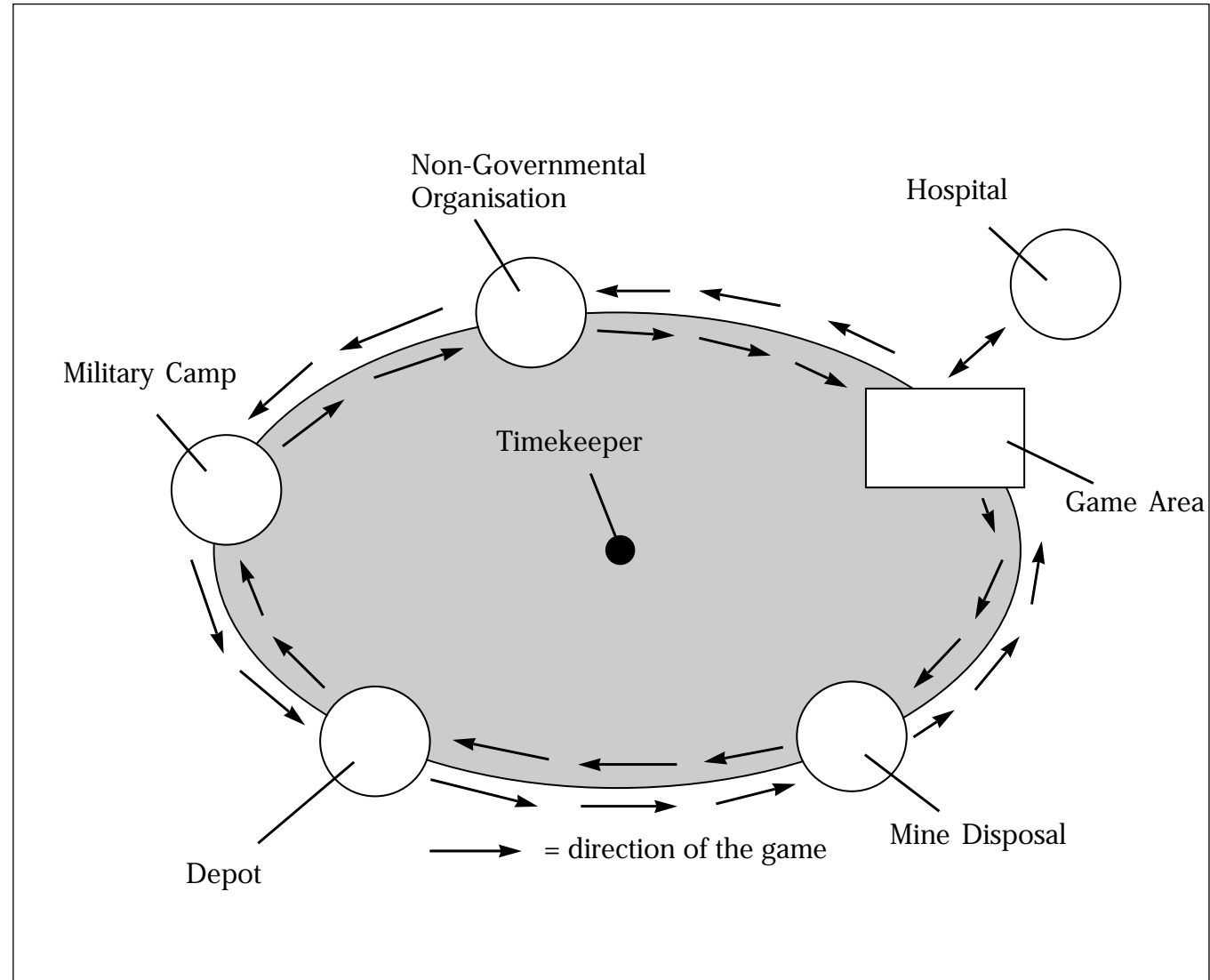
3 hours, including the final discussion. Each base activity lasts 20 minutes.

Number of leaders

13 at least.

Bases

See diagram. The sequence of the five bases is not rigid. The timekeeper is always in the centre of the game area. The arrows indicate the two directions of the game (5 teams walking in the clockwise direction, 5 teams in the anti-clockwise direction, so that the same two teams do not meet together at each base). The paths between two bases are marked (e.g. using strips of plastic tape on either side).



4. INSTRUCTIONS

4.1 FORMATION OF TEAMS

It is essential to have ten different teams. The number of players per team should be a minimum of six and ideally of ten. The teams should be equal in terms of the number and strength of the players.

Once the teams have been formed, the players should be put into the right frame of mind. It is therefore a good idea to form the teams some distance away from the game area. The instructions for the participants are very simple:

- The game is an awareness game, in which the teams are not competing against each other.
- You will walk across a field infested by mines, some parts of which have been cleared by mine clearance experts. The paths where the field is cleared are

marked, the rest of the field is dangerous (it is not true, of course, but the participants don't know it; and it can even be useful to spread some false mines along the edges of the paths to remind participants).

- Each team starts by going to a base manned by a base leader.
- Each team will be given a direction to follow throughout the game (clockwise or anti-clockwise).
- Each team will have five minutes to change base by following the marked paths. The rest of the game area (shaded area of the diagram) is mined.

4.2 POSITIONING OF THE TEAMS AT THEIR STARTING BASE

Once any questions have been dealt with, each base leader takes two teams and

has ten minutes to get to his or her base. The timekeeper notes the start of the game.

4.3 THE TIMEKEEPER

As from this moment, the playing time will be kept by a timekeeper positioned in the middle of the playing area (see figure 1). It is important that the teams change base at the same time, to allow the game to run smoothly.

The timekeeper signals that it is time to change base with a noise that can be heard all over the game area. The idea is to mimic the sound of an explosion, if practicable, but other solutions, such as a horn, will also do. The first shot signals the start of the game ($T = 0$). The time between each shot is 25 minutes (five minutes to move base plus twenty minutes at the base). It is therefore important that the shot can be clearly heard at all the bases. There will be six signals in all, in order to bring the

teams back to their starting base. This means that the players can leave their belongings in one place, which can also be used to hold a final discussion.

Statistics show that someone steps on a mine every twenty minutes on average. This fact can be mentioned to the players each time the timekeeper fires a shot.

4.4 SUMMARY OF THE TIMING OF THE GAME

Teams formation (20-25 minutes)

The teams go to their respective starting bases (two teams per base)

T = 0' 1st shot. The timekeeper starts the game.

T = 5' The base activities begin.

T = 25' 2nd shot. The teams change base (each team at a base moves in opposite directions). The base activities start when both teams are present.

T = 50' 3rd shot. Teams change base.

T = 1 h 15' 4th shot. Teams change base.

T = 1 h 40' 5th shot. Teams change base.

T = 2 h 05' 6th shot. Teams change base and return to their starting base. Final discussion.

T = 2 h 30' end of game

It is possible that the formation of the teams will take more or

less time than scheduled. It is important that the timing be respected once the game starts with the first shot.

A description of the five bases follows. Each base activity lasts 20 minutes. At each base, with the exception of the "mine clearance" base, the last five minutes will be used for a quick discussion, to assess the degree of understanding of the participants. As a general rule, it is important that the timing be respected, as the time of the game is set, and all bases should therefore be synchronised.

As far as the arrangement of the bases is concerned, several

solutions are usually possible, however, it is best to keep to the recommended arrangement. If this is not possible an alternative is also suggested. In each case, what is important is that the principle of the base and the message that it is designed to convey are respected.

One or two photos can be presented at each base to show the problem of anti-personnel mines in relation to the base theme. This can help the players relate the game to reality.

5. BASE A: THE MILITARY CAMP

5.1 AIM OF THE BASE

To explain the military theory that defends the use of mines. To present the different types of anti-personnel mines and their effects.

5.2 THE THEORY

In current military strategy, an injured enemy is more valuable than a dead one. An injured person requires treatment, transport and other care, which occupy enormous material, human and financial resources. The aim is therefore to injure as many enemies as possible, to keep the enemy occupied with tasks other than military offensives.

Anti-personnel mines belong to the category of arms that mutilate more than they kill. They are designed to mutilate seriously, so that an injured enemy is unable to return to battle after treatment. According to an ICRC report, more than 135 different types existed in 1995. They can how-

ever be classified into just a few different categories. Mines create two principle types of explosion and can be detonated in three different ways.

Types of explosion

Fragmentation anti-personnel mine



Photo ICRC

Blast explosion anti-personnel mine



Photo ICRC

- Fragmentation explosion
They work in the same way as the shells of the same name. When they explode, their metal shell shatters into thousands of small particles which act like thousands of individual razor blades flying through the air at high speed.

- Blast explosion
The most dangerous aspect of an explosion is the blast effect. The violence of an explosion affects the air and causes a wave of disturbance that can seriously injure the eyes and respiratory system in particular. Blast mines therefore use the shock wave caused by an explosion to kill and injure their victims.

Ways of detonating mines

- Trip-Wire
A wire placed between the side of the path and the pin of a hand grenade awaits the

unfortunate person who will trip over the wire and blow the grenade. These trip-wire mines are the simplest kind, and the most difficult to detect (100m of wire can be placed for each mine).

- Pressure Mines
The most common type of mine is the pressure mine, which is triggered when someone steps on it.
- Mines fitted with anti-personnel devices
This type of mine is not only anti-personnel, but contains



Blast explosion anti-personnel mine (dispersed by helicopter)



Fragmentation anti-personnel mine (with trip-wire)

an anti-manipulation device; it explodes when moved. The American anti-tank mines in the Vietnam war, for example, were equipped with this type of device so that their opponents could not use them against the Americans.

5.3 DESCRIPTION OF THE BASE ACTIVITY

The base activity is divided into two ten-minute parts: a game and a presentation.

The game

During the first ten minutes at the base, the two teams will play a "military game". The base area is divided in two by a rope. Each team takes up position on one side.

The aim of the game is to eliminate all the "enemies" by hitting them with balls. The game requires two coloured balls: 1 red and 1 blue. If a player is hit by the blue ball, he or she goes and sits outside the game area. If a player is hit by the red ball, he or she has to be carried by two team-mates along a course of about 100 metres and put down outside the game area. The "carriers" then return to the game. Depending on the teams the game can end very quickly. The remaining time can then be used to play the game again.

The presentation

After the game, the players are invited to sit down. The "military person" then describes the

different types of mine, the military theory, and tries to get the players to guess how the game that they have just played relates to the military theory.

In fact, the blue ball symbolises an arm that kills (it eliminates a player from the game) and the red ball symbolises an arm that mutilates (it takes several players out of the game). The second part of the activity therefore consists of the discussion. The leader, who makes a military address dressed as a member of the armed forces, makes sure that the participants understand that he or she represents those who place mines. At the end of his or her presentation, he or she should give the participants time to speak, to make sure that they have got the message.

5.4 MATERIAL

- 1 rope or tape to divide the area into two

- 1 blue ball
- 1 red ball
- 1 set of fake wooden mines (available from Handicap International) or pictures of mines for explanation purposes

5.5 CLOTHING

Military

5.6 LEADERS

One person can manage the base on his or her own, but it is better to run the military camp with two leaders. (The game can be played very quickly so it is important to see who was hit by a red ball and who by a blue one.)



Photo ASG



Photo ASG

Eliminating his enemies with 2 balls

The «military» leader draws the line between the two team