SC23 – Universal BUK Games, tekst til app

**Frist for levering av oversettelse: 17.juli**

**Forklaringstekst til aktivitet**

**NB:** [**https://fonts.google.com/noto/specimen/Noto+Sans+SC**](https://fonts.google.com/noto/specimen/Noto+Sans+SC) **(Chinese web safe font)**

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| Engelsk | Oversettelse |
| Monkeybars for strength: Can your team provide assistance in rescuing people trapped on a malfunctioning Ferris wheel? Climbing a Ferris wheel can be challenging, and it's crucial to remember the importance of carrying first aid supplies. Please get your team to reach the other side and rescue these helpless individuals in need.  Player one starts with climbing the Monkey Bars as far as he or she can. Once he or she has reached the 12th bar, the next player can start from the beginning. Player one has touched the 26th bar as last, so his score will be 26 points. Player two fell at the 18th bar, so her score is 18 points. The points of all the players will be added up and divided by the total number of players in the team. That will be your teams' total points.   * All members of the team participate | 单杠：  您的团队可以帮助营救被困在发生故障的摩天轮上的人们吗？ 爬摩天轮可能具有挑战性，记住携带急救用品的重要性至关重要。 请让你的团队到达彼岸并拯救这些无助的有需要的人。  玩家一开始会尽可能地攀爬馬騮梯。 一旦他或她到达第 12 个小节，下一位玩家就可以从头开始。 玩家 1 最后触及了第 26 个栏，因此他的得分为 26 分。 玩家二号在第 18 个小节处摔倒，因此她的得分为 18 分。 所有玩家的积分将相加并除以团队中的玩家总数。 这将是你们球队的总得分。  • 团队所有成员都参与 |
| Ticket Twist for endurance: People are waiting in line to get their ticket. Is your team capable of handling the speed and stress that comes at the ticket booth. This game combines quick thinking, endurance, speed and teamwork. Stay focused and flip as many tickets to your team colour.  Are you ready for the challenge?    For this game, every player that participates in the game, needs to wear a ribbon of his or her team's color. 10 players of each team will compete against each other in the field. The goal of this game is to flip as many plates as possible to your team's color. The players in the field can switch as often as they want, but then the new player needs the ribbon from the 'old' player and then the new player can continue with the game. The game consists of 1 round of 8 minutes. When the time is up, all players leave the field and the plates will be counted by color. The team that flipped the most plates to their color, wins the game.   * Only the persons with a team ribbon are allowed to enter the field (10 per team). * It is permitted to switch participants without limitation, as long as they are wearing a team ribbon when entering the field | 耐力的票：人们排队等候领取门票。 您的团队是否有能力应对售票处的速度和压力？ 这个游戏结合了敏捷思维、耐力、速度和团队合作。 保持专注，并根据您的团队颜色翻转尽可能多的门票。 你准备好迎接挑战了吗？  在这场比赛中，每一位参加比赛的球员都需要佩戴代表其球队颜色的丝带。 每队10名选手将在赛场上展开对决。 这个游戏的目标是根据你的球队的颜色翻转尽可能多的盘子。 场上的玩家可以随意切换，但新玩家需要“老”玩家的丝带，然后新玩家才能继续游戏。 比赛共 1 轮，每轮 8 分钟。 时间到后，所有玩家离开场地，盘子将按颜色计数。 将最多的盘子翻转到他们的颜色的球队赢得了比赛。  • 只有佩戴团队丝带的人员才允许进入场地（每队 10 人）。  • 允许无限制地更换参赛者，只要他们在进入场地时佩戴团队丝带即可 |
| Crowd Surfing for cooperation: The train tracks are damaged, causing a significant problem. However, your team can tackle this situation by working together as a team. Combine your skills, coordinate your actions, and find a way to keep the train moving smoothly.  The goal of this game is to get one person to the other side of the track on the flamingo over rolling persons. With your team you need to take several turns and try to not let the person on top fall on the ground. At the end of the track, you'll find a slope. Once the boys have climbed the slope, the bell rings and you switch teams. The second team (girls) will lay out the same track on the way back, with going down the slope and around all the curves. The team that crosses the finish line first, wins.   * 16 boys and 16 girls participate, 1 surfer and 15 rollers. * It is not allowed to touch the ground (both floatie and surfer). * The obstacles may not be moved and rollers cannot move outside marked area. | 人群衝浪寻求合作：火车轨道被破坏，造成严重问题。 但是，您的团队可以通过团队合作来解决这种情况。 结合你的技能，协调你的行动，找到让火车平稳行驶的方法。  这个游戏的目标是让一个人骑着火烈鸟越过滚滚的人到达赛道的另一边。 和你的团队一起，你需要轮流几次，并尽量不让上面的人跌倒在地上。 在轨道的尽头，您会发现一个斜坡。 一旦孩子们爬上斜坡，铃声就会响起，你们就会交换队伍。 第二队（女生）将在返回途中布置相同的赛道，沿着斜坡走下并绕过所有弯道。 最先冲过终点线的队伍获胜。  • 16 名男孩和 16 名女孩参加，其中 1 名冲浪者和 15 名滑冰者。  • 不允许接触地面（无论是漂浮物还是冲浪者）。  • 障碍物不得移动，滚轮也不得移出标记区域。 |
| Nerve Spiral for Nerve control:  As you patiently await your turn in line for the next ride, suddenly there is an event of a power failure, there's no need to panic. Can your team skillfully navigate through this unexpected situation, safely departing from the line without experiencing any electrical shocks? Stay calm and trust in your team's ability to handle this challenge with composure and grace.  When the start signal sounds, the first two players can go to the spiral, both take one side of the metal ring and try to get to the first checkpoint without touching the tube. When the two players get to one checkpoint, they go back and two new players enter the game. This continuoues until they reach the goal-point. If two players touch the spiral, they will hear an alarm and have to switch with the next two players that will start from the last checkpoint. You continue until you reach the end of the spiral. The team that finishes first wins.   * 30 – 50 team members participate (in 15-25 pairs) | 神经螺旋：当您耐心等待下一次骑行时，突然发生停电事件，无需惊慌。 您的团队能否巧妙地应对这种意外情况，安全离开生产线而不会遭受任何触电？ 保持冷静并相信您的团队有能力冷静而优雅地应对这一挑战。  当开始信号响起时，前两名玩家可以前往螺旋，两人都沿着金属环的一侧，并尝试在不接触管子的情况下到达第一个检查点。 当两名玩家到达一个检查点时，他们会返回并有两名新玩家进入游戏。 这一直持续到他们到达目标点。 如果两个玩家触摸螺旋，他们会听到警报，并且必须与从最后一个检查点开始的接下来的两个玩家交换。 你继续下去，直到到达螺旋的尽头。 最先完成比赛的队伍获胜。  • 30 – 50 名团队成员参与（15-25 对） |
| Mine Field for logical thinking: Your team is faced with a difficult situation where they need to cross to the other side while being cautious of wild animals that have escaped. The goal is to reach their destination without being attacked by these animals.  This game will take place in a big field with small sections. Each team has two captains on the sidelines guiding the player without using phones or any other aid. Player one starts and tries to go through the field without stepping in a wrong box. To know if you're in a right or wrong box, you use the beeper in each box. When the beeper gives the alarm signal, you're in the wrong box and you have to switch the player for a new player. Each player checks each box, even though it is 100% certain it is not a mine. The captains help with remembering the right pathway. You go on until you've reached the finish and then your time will stop.   * Approx. 30 team members participate * Only 1 person at a time is allowed on the course * 2 team captains guide the participants through the course * Team captains may not use tools to remember the route | 逻辑思维的雷区：你的团队面临着一个困难的局面，他们需要穿越到另一边，同时还要警惕逃跑的野生动物。 目标是在不受到这些动物攻击的情况下到达目的地。  这场比赛将在一个大场地、小区域进行。 每支球队都有两名队长在场边指导球员，而无需使用电话或任何其他辅助设备。 玩家一开始并尝试穿过场地而不踏入错误的盒子。 要知道您所在的盒子是正确还是错误，您可以使用每个盒子中的蜂鸣器。 当蜂鸣器发出警报信号时，您进入了错误的盒子，您必须将播放器切换为新播放器。 每个玩家都会检查每个方框，即使 100% 确定它不是地雷。 船长帮助记住正确的路径。 你继续前进，直到到达终点，然后你的时间就会停止。  • 大约。 30名队员参加  • 一次只允许 1 人进入课程  • 2 名队长指导参与者完成课程  • 队长不得使用工具来记住路线 |

**Forklaringstekst til oppgaver**

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| Engelsk | Oversettelse |
| Question 1 Intro Have you been listening to Fra Kåre this year?  Question How many hours of Fra Kåre has there been listened to this year?  Check the answer when the game is over | 问题1  介绍  今年你听过 Fra Kåre 吗？  问题  今年《Fra Kåre》听了多少小时？  游戏结束后查看答案 |
| Are you good at counting?  How many people have visited the camps in 2023? | 你擅长数数吗？  2023 年有多少人参观过营地？ |
| Have you danced along this morning?  What is the correct order of the Herman Shuffle dance moves?  A: Lean, Wave, Drift  B: Wave, Lean, Drift  C: Lean, Drift, Wave  D: Wave, Drift, Lean | 今天早上你跳舞了吗？  赫尔曼洗牌舞步的正确顺序是什么？  A：倾斜、波浪、漂移  B：波浪、倾斜、漂移  C：精益、漂移、波浪  D：波浪、漂移、倾斜 |
| Look at the image.  Which rollercoaster cart will reach the bottom first?  A: Red  B: Green  C: Yellow  D: They reach the bottom at the same time | 看图片。  哪辆过山车将首先到达底部？  答：红色  B：绿色  C：黄色  D：他们同时到达底部 |
| Look at the image.  The man with the blue shirt is going to faint on this rollercoaster ride, how often will he pass out?  A: 1 time  B: 2 times  C: 4 times  D: 8 times | 看图片。  蓝衫男子在坐过山车时会晕倒，他会晕倒多少次？  答：1次  乙：2次  丙：4次  丁：8次 |
| Are you a fan of animals? Study the image.  What animal is trying to sniff you from the other side?  A: Horse  B: Camel  C: Antilope  D: Giraffe | 你是动物迷吗？ 研究图像。  什么动物试图从另一边嗅你？  一匹马  乙：骆驼  C：羚羊  D：长颈鹿 |
| Are you a fan of animals? Study the image.  What animal is trying to sniff you from the other side?  A: Elephant  B: Tiger  C: Owl  D: Lion | 你是动物迷吗？ 研究图像。  什么动物试图从另一边嗅你？  答：大象  乙：老虎  C：猫头鹰  D：狮子 |
| Did you follow the projects this year? Look at the image.  Can you remember who this is?  A: Peter  B: John  C: Matthew  D: Paul | 今年的项目你关注了吗？ 看图片。  你还记得这是谁吗？  答：彼得  乙：约翰  C：马修  D：保罗 |
| Do you have a keen eye? Look at the image.  Who can you see in order from left to right? | 你有敏锐的眼睛吗？ 看图片。  按从左到右的顺序你能看到谁？ |
| Look at the image.  *Question*  What number should the question mark be? | 看图片。  问题  问号应该是多少？ |
| In what country does BCC not have a church?  A: Singapore  B: Serbia  C: Japan  D: Peru | BCC 在哪个国家没有教堂？  答：新加坡  B：塞尔维亚  C：日本  D：秘鲁 |

*Varied App UI text*

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| **Menu**  Home  League  Sidequest  Games  Map | **菜单**  家  联盟  支线任务  游戏  地图 |
| **Game names**  Monkey Bars  Nerve Spiral XL  Ticket Twist  Mine Field  Crowd Surfing | **游戏名称**  猴子酒吧  神经螺旋 XL  门票扭曲  雷区  人群冲浪 |
| **Score unit representations**  {score} bars *(see monkey bars above)*  {score} seconds  {score} tickets  {score} seconds  {score} seconds | **分数单位表示**  {score} 条（参见上面的猴子条）  {分数}秒  {score} 票  {分数}秒  {分数}秒 |
| **General error**  Something went wrong.  Please try refreshing the page. | **错误**  出了些问题。  请尝试刷新页面。 |
| **Various**  Points  Coins  Game  Team 1 / Team 2  Start (time)  Rules  Logg inn *(context: button)*  Team code  Sorry, your team key is not valid | **各种各样的**  积分  硬币  游戏  团队 1 / 团队 2  开始时间）  规则  Logg inn（上下文：按钮）  团队代码  抱歉，您的团队密钥无效 |
| **League ranking overview**  No points have been earned yet.  Come back after the first round.  View ranking and scores for each game (context: *button*) | **联赛排名概览**  尚未获得任何积分。  第一轮结束后回来。  查看每场比赛的排名和得分（上下文：按钮） |
| **Sidequest UI**  Thanks, your answer has been recorded  Time ran out, better luck next time  Are you ready?  Check the answer when the game is over  Still locked  You have {numAnswers} answers. Do you want to send them now?  Submit your answers *(context: button)*  Round {round}  Return to the overview *(context: button)* | **支线任务用户界面**  谢谢，您的回答已记录  时间已到，下次祝你好运  你准备好了吗？  游戏结束后查看答案  仍处于锁定状态  您有 {numAnswers} 个答案。 您现在想发送它们吗？  提交您的答案（上下文：按钮）  一轮接一轮}  返回概述（上下文：按钮） |
| **Sidequest assignment types**   * Math * Knowledge * Recognize * Insight * Remember * Guess | **支线任务任务类型**  - 数学  - 知识  - 认出  - 洞察​​力  - 记住  - 猜测 |