**Assassins Night**

The bodyguard idea. That whole concept of teamwork and communication is really part of the message want to I send out on the night. I need soft balls to attack people during the game.

I generally want to have groups of about 6.

1. Assassination: Here is my version of the game. The teams are all competing against each other in a free for all. Everyone will freely walk around the youth room, hiding (within a place of their choosing) a non-lethal weapon. E.g. stickers, soft balls, pen caps. The objective is to kill opposing teams’ assassins. The team with the most assassins at the end of the bloodbath wins. Two teams draw, points are shared. Now, in the game, there’re endless creative assassination possibilities. So I figured the leaders could act key roles like guards and beggars. Guards are on the look out to ensure no one dies else if you’re caught you get arrested and you sit out the rest of the game. However, these guys as well as beggars can be bribed with any prizes won from previous games to perhaps distract other assassins.

2. The Apples Of Eden: The teams are looking for apples. The groups have no clues and there aren’t any challenges to get them from. In fact, the guards have the clues and are patrolling the youth room, passage, kitchen and conference room too. The assassins can either bribe the guards for the clue or hire a beggar to distract the guard while they pick pocket him. It’s entirely up to them. Important note: they don’t need the clue to look for the apples. There are a number of guards and an equal number of clues. I’ll think of some good ones and print them out. Something like: “Someone got a new car!!!!” Something that can lead them in two places at least. Also, if they do find the apples they might not find an apple per say but maybe a slice, half an apple. Obviously the more apple they have, the more points they get. Don’t worry, there will be a full one.

3. Identifying the target: In the game, you don’t always know who your target is. Thus there is thing called Eagle Vision that helps the player out. Obviously, normal people don’t have eagle vision (I think) but they still have to find the target. This one I need help with to make it challenging but not too invading in other people’s space. I thought of using stickers as markers but obviously you’d hide them but…I don’t know. I’ll let you tweak that one.

4. Bodyguard: Each team will have a bodyguard and a president. Do you wanna have a free-for-all or the do you want to do it in quick knockout rounds?

Bodyguard

This game challenges group members to focus and to communicate with each other; energizes and builds teamwork • Ask the group to stand in a circle. Ask for two volunteers, and designate one of them the President and the other the Bodyguard. The President and Bodyguard then stand in the middle of the circle. The people on the outside of the circle are all Assassins. • The Assassins’ goal is to hit/kill the President using the ball. The Bodyguard’s goal is to protect the President by blocking the ball from hitting the President. • If the Bodyguard somehow gains control of the ball, the bodyguard can kill Assassins by hitting them with the ball. The Bodyguard can’t be killed. • The Assassins throw the ball to each other (fast and focused is most successful) and try to get the ball to an Assassin who can successfully hit and kill the President. Player cannot move their feet when they have the ball. The Assassins should try to remain in a circle formation during the game. • Once the President is killed, the Bodyguard becomes President, and the successful Assassin becomes the Bodyguard. • Be careful that no one gets hurt. DISCUSSION: • What techniques worked best for Assassins? Bodyguard and President? Was communication important? What role did teamwork play in success? • What did it feel like to be in the center? What did it feel like for the President to be dependent on one person for protection? • What happened when (if) Assassins or those in center lost focus? HINT: This could also be used in activism workshops to demonstrate the power of many people acting with a common goal (Assassins) or how one person can make a difference (Bodyguard).