

ASSASSINS

This is a game of war where every man starts out for himself. Your goal is to shoot others with a dart pistol without getting shot yourself and without anyone else witnessing the act of your shooting. If a person is shot, he gives up his dog tag, name tag, or identification to the person who shot him. The person who was shot is no longer an assassin, but a police officer and a potential witness of future crime. The field is quickly narrowed down as bold assassins collect tags from their victims. If an attempted murder is witnessed by anyone, police or assassin, the witness receives all the tags of the assassin who made the attempt. That witness is now an assassin, even if they had no tags before. The winner is the assassin who has all or the most tags when time expires.

BRAIN VITALS	
Group Size	10-100
Props	Few
Cost	\$\$
Type	Elimination
Time	8 hours-weeks
Referee	2-3

Specific Rules:

1. A clean “kill” is a shot made to the torso or head. A shot in the arm or leg would not be a kill.
2. Anyone witnessing an attempted assassination, whether it was successful or not, will receive all the tags of that would-be assassin.
3. There is safety in numbers; assassins cannot assassinate in a public place.
4. This is a game of quiet strategy, intrigue, and plotting. Forcible gang hits where a person is shot while the mob turns their heads are not allowed.
5. To witness an assassination or an attempted assassination, one must be in a line of sight of the incident, the victim, or the shooter. A witness does not need to see the dart leave the gun or strike the victim. An assassination that takes place in a public setting will have witnesses who saw that an assassination took place. However, being around the corner from both an assassin and killer, hearing a shot and a scream, running quickly around the corner to see what happened does not constitute witnessing any crime.
6. A witness must claim their status as a witness within one minute of the incident. Simply having knowledge that a crime took place does not constitute being a witness.
7. All disputes should be settled by a committee of three or four impartial judges. These judges may also play in the game, having their disputes settled by the other judges.
8. Set boundaries of legal shooting time based upon your schedule. We have said in the past that all assassinations must stop between midnight and 5 a.m. and no killing can take place inside the main meeting room.

Equipment:

1. Dog tag or name tag for each participant.
2. Enough dart pistols for each participant to have one gun and two darts. We have found a good pistol through KIPP BROTHERS, www.kippbro.com, 1-800-428-1153, product #NC5171, box of 24 pistols (each with 2 darts) costs \$9.50.