

# **ASSASSINS WEEK**

General: A week-long water war where you get points by getting people on the "Hit List" wet with clean water.

## **A Brief Description of the Event**

Assassin's week is a week during which we encourage students to hunt one another down and hit one another with water to accumulate points for the glory of God.

Youth leaders regulate the game by creating a website that lists the point value of each student for the day and, each day, names a special battle zone (e.g., 3-4pm @ Central Park) wherein students may score bonus points (e.g., points x3) for every hit they record at the specified time and place. Youth leaders may use the game to serve outreach purposes by making students on the fringes of the youth group - students that the youth leaders are especially eager to recover - worth extra points.

By making certain students worth more points, the game encourages students and youth workers to make contact with these students. Getting "hit" is not so bad; in fact, it can turn into a day of fun for a student. Once someone has been hit by person x, they cannot score points for person x until the next day; since person x is not threatened by the person they have scored a "hit" on, they are now free to take the person they have hit with them as they hunt down other students. This encourages the formation of hunting parties. For those involved in a hunting party, the game often becomes an intense bonding experience. To help students locate one another, we publish the addresses of students in our youth groups in the form of hard copies that can be picked up at church. Assassin's Week is beautiful, and it has become a legend everywhere I have brought it.

## **Basic Rules**

Rule #1: Someone scores a "hit" when they apply water to another person before that person applies water to them.

Rule #2: Assassins must use only pure water in liquid form.

Rule #3: Only hits that occur between 8am and 10pm count.

Rule #4: You are not allowed to score a "hit" on someone who is on their way to work, school, or practice.

Rule #5: If someone scores a "hit" on you, you cannot score a hit on them until the next day (see rule #1).

Rule #6: In order to get credit for your "hits," you must confirm your "hits" by texting or emailing or posting in the comments the names of those you have "hit" to the Game Master by 11pm each day.

Rule #7: NEVER shoot water into a car or out of a car.

Rule #8: All church buildings are safe zones.

Rule #9: You can't enter a home unless you are invited by someone who lives there.

## HOW TO PLAY

- **Each person is worth points**
- **Each day the HIT LIST is updated.**
  - o **PRO TIP:** Increase the amount of points each day so that even if a student joins in on the 3<sup>rd</sup> day they can still have the potential to win.
    - FOR EXAMPLE:
      - HIT LIST:**
      - Monday:
        - o Mark Jones (visitor) - 5,000
        - o John Smith - 1000
        - o Bethany Edwards - 1000
        - o Etc.
      - Tuesday
        - o Mark Jones (visitor) - 50,000
        - o John Smith - 10,000
        - o Bethany Smith - 10,000
        - o Etc.
      - Wednesday
        - o Mark Jones (visitor) - 350,000
        - o John Smith - 100,000
        - o Bethany Smith - 100,000
        - o Etc.
- **Each day the LEADER BOARD is updated based on comments students send in telling you who they got that day**
  - o PRO TIP: Use the comments so any disputes about who got who can be settled
  - o EX: John Smith Commented - I got Bethany Edwards, Mark Jones, Jeff Gold, & Holly Jeffers)

### **EXAMPLE LEADER BOARD:**

- o 1<sup>st</sup> PLACE: Bethany Edwards 1,500,000
- o 2<sup>nd</sup> PLACE Mark Jones 1,000,000
- o 3<sup>rd</sup> PLACE Jeff Gold 750,000
- o Etc.