

HOW TO PLAY:

- Write the name of everyone playing on slips of paper. Fold them up and pop into a hat.
- Write the names of the rooms/spaces you will be using on slips of paper. Fold them up and pop into a different hat. You need to have the same number of rooms as players. Ideally, you'd want different rooms but when playing at home this can be a bit trickier, so if you need to, use a couple of rooms several times. For example, you could write "Kitchen" on 3 pieces of paper if you needed to.
- Write the names of objects on slips of paper. Again, you will need the same number of objects as players. Fold these up and pop into a third hat.
- Every player then draws one slip out of each of the hats, so they have the name of another player (if they pick their own, fold it back up, put it back in the hat and re-draw, a room and an object.
- The aim is then for a player be in that room, with the player who's name they drew out, and coax them into holding that object.
- Tell the player holding the object that they have just been assassinated!
- The winning player then gets the list of the name, room and object from the player they
 just assassinated so they now have a new target.
- If you get assassinated, you HAVE to pass on these details, then wait out the rest of the game. You are NOT allowed to warn anyone or tell them you have been assassinated (Otherwise it's easy to figure out who is still in the game).
- The winner is the person who eventually gets their own name back with no one else left!

TIPS:

Pick really random or specific objects to make the game more fun. Like "Left blue flip flop" or an obscure book from a bookshelf. The skill then comes in trying to be extremely sneaky about how to get your target to hold that object without it being obvious.

Try choosing specific areas of rooms for more of a challenge. Like "Kitchen – In front of the fridge" or "Living room – Grey armchair."