**Secret Agent (Among us sort of)**

This game can be played in the gym or in a restricted boundary area outside. To start, all of the participants sit in a large circle with their back to the middle (where you stand) and tilt their head forward into their hands and cover their face and close their eyes. This way, they cannot see who you choose to be the secret agent and bad guy.

You walk around the circle and touch two people on the head and two people on the back. The two people you touch on the head are the BAD GUYS and the two people you touch on the back are the SECRET AGENTS.

Once you have walked around the entire circle (to disguise who you touch) have everyone stand up, open their eyes and walk to the outside wall or boundary so they are far apart from each other to start.

On “GO”, the BAD GUYS run around tagging people. Everyone they tag has to sit down and is out of the game. Basically, if you get tagged by someone, that person must be the BAD GUY and you must sit down. If a BAD GUY tags another BAD GUY, nothing happens, they just now know who the other BAD GUY is. It is completely up to the BAD GUYs how they play the game. Some people just run around taking as many people out as fast as they can. Others, sort of stand still or sneak up on people and tag them out.

Meanwhile, the SECRET AGENTS can tag anyone who is sitting, and that person is back alive and into the game running around. Strategy is important here too because if a SECRET AGENT gets tagged by the BAD GUY, they are down and the only person who can revive them are the other SECRET AGENT. If both SECRET AGENTS are down, it’s all over but the crying. The BAD GUYS have free rein to take everybody out, if they can work together to catch them.

It is your call how long you let a round go on for. Anyone still alive at the end of the round is a survivor. For a simple sounding game, there is a remarkable amount of strategy that can take place between everybody, including the civilians.

**Pool Noodle Flags**

This game is best played outside and is very similar to flags with some slight twists that seem to add some interesting elements. The participants are divided into two teams. The playing area can be as large as you want it to be. The larger it is, the more opportunity for complex strategy and advanced game play. Each team gets a specific color of pool noodle, at least enough so that half of each team could have a pool noodle. I like to use walking paths as my dividing line between the two sides so that there is a neutral zone where no one can be captured by the other team.

Each team sets up a large circle of pylon cones with the 4 or 5 objects (gym spots or frisbees) inside the circle. This base should be set up a fair distance from the dividing line. The object is to cross into the opposing team’s territory and make it to the base without being caught and retrieve a disc and make it back to your side.

Only defenders carrying a pool noodle can capture enemy players in the defender’s territory. If a pool noodle carrying defender tags an enemy player on the defender’s side, the pool noodle defender must escort the prisoner to the defender’s base where they stay. If the defender leaves the enemy player before reaching the base for any reason, that captured player is free to run back to their side before continuing to play.

If an enemy player makes it the base without being captured and there is one of their own teammates captured and held at the base, the player cannot take a disc but instead must rescue their teammate. The player that made it and the captured player get a free skip back to their own side while singing the “Smurfs” theme song with a bunch of la,la,la,la,las. Why? Cause it’s funny.

If the enemy player makes it to the base without being captured and there are no prisoners to free, they can then take one disc and try to make it out of the base and back to their side alive. If they get caught by a pool noodle defender, they are taken prisoner and lose their captured disc. If they take it back to their side, the disc goes into their own base.

Anyone can cross over to the other side to attack, including pool noodle carrying defenders but only pool noodle carrying defenders can tag the enemy when they cross over to their side. The pool noodles only work on their own side. No crossing over and tagging people in enemy territory.

Having pool noodle defenders changes the strategic formula of your typical flags wide game and makes it more complex.

**Knights of NI**

The players are divided into two teams. If you have more than 30 players, you could break them into three teams.

Knights of NI: Half of each team is armed with pool noodles. If contact is made with the pool noodle, the person who is struck is frozen in one spot until their Wizard frees them. If there is a question about who hit who first, then play rock, paper, scissors to decide.

Warriors: Half of each team is armed with a soft throwing ball (gator ball). If the warrior throws their ball at someone and makes contact, the person who was hit is frozen in one spot until their Wizard frees them.

King/Queen: One player on each team is chosen to be the king or queen. The king or queen is not given any weapons. The king/queen cannot use weapons of any kind or attack anyone.

Wizard: One player on each team is chosen to be the wizard and is given a large soft ball or a different colour of pool noodle (magic wand). The Wizard can unfreeze their own warriors and knights by touching them with their ‘crystal’ ball.

Each team has a base that is far from the other team base. The only person that can enter a team base is someone from that team except for enemy kings. Anyone in their own base is safe from enemy Knights but not enemy Warriors.

The objective of the game is to either take out the other team’s king/queen by striking them with a pool noodle or ball or get your king into the enemy’s base alive.

Next Level Play

You can introduce the ‘discs of power’ or frisbees. Each team is given three discs of power to hide in their territory. They can’t be hidden under things. They essentially must be in plain sight as in lying on the ground or hanging from a branch.

Enemy combatants may take your discs of power to their own area and hide them in their territory. When a team