

Church Underground Games for Youth Group

Church Underground Variation I

Supplies: cards with Communist, Pastor, or Church Member written on them

Briefing:

Communist

- (1) Capture the Christians & find out which ones are the Pastors
- (2) Victory: When all the Pastors are in jail at any one time before the game ends or when one or more Pastors are in jail at the end of a X minute round

Pastor

- (1) Evade the Communists (don't let them know who you are) & free the Church Members from jail
- (2) Victory: When, after a X minute round, all pastors and a majority of Church Members are free

Church Member

- (1) Evade the Communists & protect the Pastors' identity
- (2) Victory: When, after a X minute round, all pastors and a majority of Church Members are free

If a Pastor or Church Member is captured, *only another Pastor can free them from jail*. If all Pastors are captured at any one moment, the game ends and the Communists win.

When the game begins, the goal is to keep the identity of what you are (Communist, Pastor, Church Member) secret from everyone else. If you are Communist, pretend you are a Pastor/Church Member so you can strike when you find out who else is a Pastor. If you are a Church Member or Pastor, pretend you are something else; just remember only genuine Communists can tag other people and send them to jail and only genuine Pastors can release people from jail. Communists can go undercover and spend time in jail among the inmates to protect their identity. Note that Pastors must reveal their identity upon being put into jail by a Communist.

Note: Based on the size of the group, I typically aim for 2 Pastors and 4 Communists. But numbers can be easily adjusted based on gameplay. Each round can be from 8-12 minutes.

Church Underground Variation II

Supplies: Flashlights for the KGB. A piece of paper for each person in the group, 3 of which say “KGB” and 1 of which says “UC KGB” representing the “Undercover Christian KGB.” To expedite the selection process, I usually randomly give a card to each person in the group as they walk past me in a line with a 2nd sponsor several yards away holding a bag for each student to quickly discard their card into after secretly reading it.

Briefing:

KGB officer

- (1) Capture the Christians, discover the UCKGB & the church location, and prevent the Christians from meeting in the church
- (2) Victory: when all the Christians are in jail at one time

Undercover Christian KGB officer

- (1) Tell the Christians where the church is, release jailed Christians while not getting discovered by the KGB
- (2) Victory: when all the Christians are in the church at one time

Christians

- (1) Find out who is the real UCKGB, free jailed Christians, locate the church and get all the Christians there
- (2) Victory: when all the Christians are in the church at one time

Each KGB officer looks at his paper, throws it away, and does not let any of the other KGB officers see it or know what it says. The undercover Christian KGB (UCKGB) is a KGB officer who is on the side of the Christians. He secretly decides which room will be the church (*he cannot change the room later in the game*). I give the Christians a few moments to hide first, and then the game officially begins when the whistle is blown.

The game is the Christians vs. the KGB. The Christians’ goal is to get everyone (including the UCKGB) into the church at once. In order to do this, the UCKGB (and other Christians once they find out the location) must secretly spread the word of where the church is. The UCKGB may either let people free or send them to jail. He must not let the other KGB know that he is the UCKGB. If they figure it out, they can send him to jail. Meanwhile, the KGB officers’ goal is to get all of the Christians into jail at once, by tagging them and escorting them to jail if they wish. The KGB must keep their flashlights on at all times which identifies them. Free Christians may tag jailed Christians to set them free—*only the jailed Christians that they individually tag are set free*. If all the Christians get into the designated “church,” they win. If the KGB get everyone in jail, they win.

Notes: I typically aim for around 4 communists (based on group size you may need to adjust the number), 1 of which is the UCKGB (Undercover Christian KGB). The majority of the group will then be Christians.