



Briefcase of Death

Will you be deceived, or rewarded?

Overview

- ★ # of Participants: **2 to 20**
- ★ Where to Play: **Indoors**
- ★ Age of Participants: **Middle / High School**
- ★ Approximate Time to Play: **10-30 minutes**
- ★ Materials: **The word "Reward" and the word "Punishment" written out**

Summary

- ★ Give Player 1 a "briefcase" that either says "Reward" or "Punishment"
- ★ Player 1 tries to convince Player 2 to either take the briefcase for themselves, or leave it in Player 1's hands (depending on what it says)
- ★ Player 2 makes their decision, and one reward and one punishment is given out accordingly

How to Play

This game is a twist on the classic idea of "Split or Steal," pitting two of your youth against each other in a battle of deception. Two participants come to the front of your group and stand at opposite ends of a table, facing each other. One of them is given the "briefcase" that contains either the word "Reward" or "Punishment." If you have a real briefcase, go for it, but you can easily make your own by writing on the inside of a manila file folder, or simply using two index cards. The leader hands the briefcase to one of the players without letting anyone else see what it says. That person opens it and looks inside to find out whether they're holding a reward or a punishment.

Now comes the core gameplay; the person with the briefcase gets to tell the other player what their folder says... but they're allowed to lie. They can be totally honest or completely deceptive; it's up to them to convince the other person however they want. The second player then has to decide whether they want to take the briefcase or let the first player keep it. Whatever the decision, the person who ends up with the briefcase receives whatever was written inside, and the other player gets the opposite. You can use whatever you'd like as a reward, such as giving out a bar of candy, as well as the punishment (we chose for the punishment that the unlucky player can't wear their socks for the rest of the meeting).

Encourage players to actually talk to each other for a bit — to argue, to persuade, and to plead their case. If someone just says one sentence and then goes quiet, it's less engaging for everyone. The more conversation there is, the better the energy. After the decision is made, reveal to everyone what was written inside and see whether the deception worked. At the end of the game, you'll have a lot of happy owners of candy bars, and a lot of disgruntled sockless participants!

Discussion Opportunity

This game is fun on it's own, but where it really shines is in the conversation you get to have afterwards with your youth group. In this game you were trying to deceive each other, but in real life, our relationships are built on trust. This is why in the Sermon on the Mount, Jesus shares the importance of keeping your word!

Watch the
Video Explanation Here!

