



HOW TO PLAY: DISRUPTORS

Category: Social • Mental

Setup Time: Minimal

Players: 5-50+

Supplies: deck of cards

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The Details:

Disruptors

A High-Energy Social Strategy Game

Gaming Style

- Social • Strategy • Deception • Movement

Group Size

- 20-300+

Supplies

- Printed role cards (Spy, Double Agent, Disruptor, Civilian)

Set Up

Minimal. Participants spread out around the room.

Secretly assign roles using one of the following methods:

- Tap Method - Have everyone close their eyes and tap selected players on the shoulder.
- Deck of Cards Method - As participants enter, hand each person a face-down role card. Instruct them not to reveal their role during the round.

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(817)239-2759
David Thrasher

dthrasher@notjustgames.net
www.notjustgames.net



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Deck of Cards Method:

Use a standard deck of playing cards.

Before the game:

- Remove all but the number of cards needed for your group.
- Shuffle thoroughly.

Role Assignments:

- Ace (any suit) = Spy
- King (any suit) = Double Agent (Level 3 only)
- Queen (any suit) = Disruptor
- All other cards = Civilians

Each participant draws one card and keeps it secret for the round.

Instruct them:

- Do not show your card.
- Do not trade cards.
- Keep your role hidden unless the game requires you to reveal.

Scaling with the Deck

To scale for larger groups:

For every 20 participants, include:

- 1 Ace (Spy)
- 1 Queen (Disruptor)
- 1 King (Double Agent - Level 3 only)

All remaining cards are Civilians.

Example:

- 15 people → 1 Ace, 1 Queen (add King for Level 3)
- 35 people → 2 Aces, 2 Queens (2 Kings for Level 3)
- 60 people → 3 Aces, 3 Queens (3 Kings for Level 3)

You may use different suits to track multiples if helpful.

Leader Tip

If you don't want to re-deal every round:

- Collect only the face cards after each round.
- Reshuffle just those with a few new number cards.

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Scalability

This game scales easily based on group size.

Groups of 20 or Fewer:

Use:

- 1 Spy
- 1 Disruptor
- 1 Double Agent (Level 3 only)
- Everyone else = Civilians

Groups Larger Than 20:

For every additional 20 participants, add:

- +1 Spy
- +1 Disruptor
- +1 Double Agent (Level 3 only)

Example:

- 25-40 participants → 2 of each role
- 41-60 participants → 3 of each role
- 61-80 participants → 4 of each role

And so on.

****Large Group Facilitation Tip**

If using multiple Disruptors or Double Agents:

Have them reveal one at a time for dramatic effect.

Pause between reveals to build tension before eliminating players.

When multiple Spies are in play:

- Any line behind a real Spy can win.

Roles Per Round

- Spy
- Disruptor (Levels 2 & 3)
- Double Agent (Level 3 only)
- Civilians

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Objective

Your mission depends on your role:

- **Civilians:**
 - Find the real Spy and survive the reveals.
- **Spy:**
 - Build the largest loyal line behind you.
- **Double Agent:**
 - Convince players you're the Spy and eliminate them when you reveal.
- **Disruptor:**
 - Blend in, infiltrate a line, and eliminate as many players as possible.

How to Play

At the start of the round, everyone moves around the room asking the designated code phrase question (see options below).

If someone gives the correct response, you may quietly line up behind them.

Once you join a line:

- No talking.
- No recruiting.
- No switching once the round ends.

Ending a Round

When most players have formed lines, the facilitator calls:

"You have 5 seconds to choose wisely...

5... 4... 3... 2... 1...

SECURE YOUR POSITION!"

At that moment:

- All movement stops.
- No switching lines.
- Everyone remains exactly where they are.

Then reveals begin.

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Level 1 - The Spy

Roles: Spy + Civilians

- After "Secure your position!":
- Reveal the Spy.
- Anyone standing behind a real Spy wins.
- Anyone not behind a Spy loses.
- Reset and rotate roles.

Level 2 - Disruptor Activated

Roles: Spy + Disruptor + Civilians

- After "Secure your position!":
- The Disruptor shouts:
 - "INTERCEPTED!"
- Anyone standing behind the Disruptor is eliminated.
- Then reveal the Spy.
- Anyone remaining behind a real Spy wins the round.
- Reset.

Level 3 - Double Agent

Roles: Spy + Double Agent + Disruptor + Civilians

- After "Secure your position!":
- First, the Double Agent reveals:
 - "Compromised."
- Anyone behind them is eliminated.
- Then the Disruptor declares:
 - "INTERCEPTED!"
- Anyone behind the Disruptor is eliminated.
- Finally, reveal the Spy.
- Anyone still standing behind a real Spy wins.

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Code Phrase Options

*Everyone knows the question and answer but only the Spy and Double Agent can answer with that response

- Option 1 -
 - Question:
 - "Are you secure?"
 - Spy Response:
 - "Always."
 - Double Agent also responds: "Always."
- Option 2 -
 - Question:
 - "Who are you with?"
 - Spy Response:
 - "I stand alone."
 - Double Agent also responds: "I stand alone."
- Option 3 -
 - Question:
 - "Pineapple on pizza?"
 - Spy Response:
 - "Absolutely."
 - Double Agent also responds: "Absolutely."

Facilitation Tips:

- Keep rounds under 3-4 minutes.
- Start with a playful code phrase and build intensity.
- Increase energy each level.
- Eliminate players can sit or become observers.
- Rotate roles frequently for engagement.
- Works extremely well in large-group settings with a microphone.

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Check this Out!



Scriptural Application

Spiritual Application

Theme: Identity

This game comes down to one big question:

Who are you – and who are you following?

The Spy and the Double Agent say the same words. From the outside, they look identical. Crowds form quickly. But what sounds right isn't always right.

Eventually, you hear: "Secure your position."

No more drifting. You have to choose where you stand.

As followers of Jesus we know where our identity truly lies.

Galatians 2:20 says:

"I have been crucified with Christ. It is no longer I who live, but Christ who lives in me..."

If you belong to Christ, your life reflects Him.

And **1 Corinthians 11:1** says:

"Be imitators of me, as I am of Christ."

We're all following someone. The real question is: Are you following someone who is following Jesus?

Identity shapes allegiance.

So when it's time to secure your position –

Do you know who you are?

And do you know who you follow?



Training Video

Don't forget to check out the training videos on the website

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