

ollyollyoxenfree!

a diy game 'zine

issue #2



and contributions of  
games, questions, etc.  
to:

Skirt + from pants

©

Yahoo.com

OLLYOLLYOXENFREE!  
→ @ 127 POPE ST  
• LOUISVILLE • KY ←  
4 0 2 0 6

# ASSASSINS SCORECARD

## PRELIMINARY TARGETS:

(scratched off when you hit them)

## ACTIVITY:

(record and scratch off targets, successful hits with their time/dates)



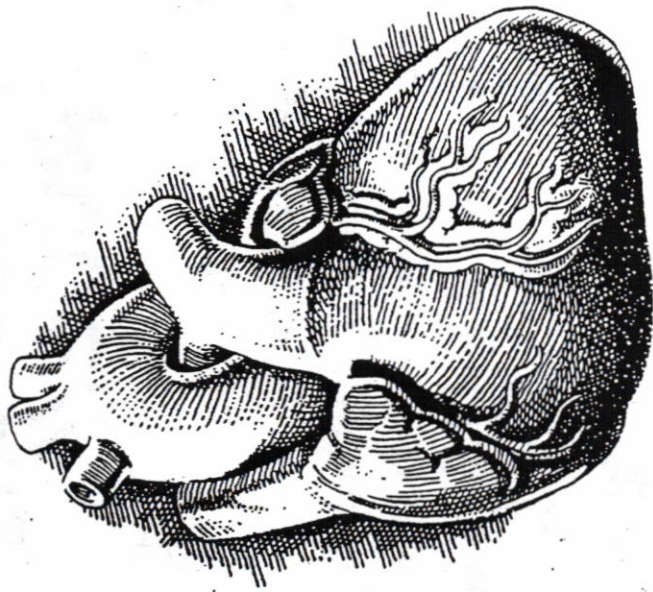
## PLEASE NOTE:

this is from a specific game of assassins played in the old louisville neighborhood. feel free to change the info so it's relevant to your game.

- POINT VALUES:
- +2 SUCCESSFUL HIT ON A TARGET
  - +2 WOUNDING AN ASSASSIN DURING HIS/HER ATTEMPT TO MAKE A HIT
  - 1 WOUNDING A NON-TARGET ASSASSIN NOT MAKING A HIT ATTEMPT



YOUR NAME: \_\_\_\_\_



STEAL ALL OF THIS.

# RULES AND ASSASSINS OF

## OVERVIEW

To be the top assassin, you have to accumulate the most points by the end of the game. Stay alive by not being neutralized by other assassins, while neutralizing your own target.

## THE GAME

The game begins at 12:00pm on Saturday, July 17th. You will be assigned three targets, and three assassins will be assigned to you. If you are shot in accordance with the rules, you're considered "wounded". Wounded assassins may take no offensive action (ie: anything but self-defense) for 24 hours. When you successfully wound someone, you are no longer after your former target, and gain one of their targets, of their choice (the target a successfully wounding assassin receives is still the target of the wounded).

# CONTRIBUTORS ★ RULES!!

assassins → fluffy

destroyer → magzilla

evil eyes addendum #1 → murphy

evil eyes addendum #2 → Sarah c.

fiery pits of hell & trash fighting → andy

finger game → manda panda & ben

ring the gack → from e-town, back in  
the day

stick game → some kid at 1919

hempkill in fort worth



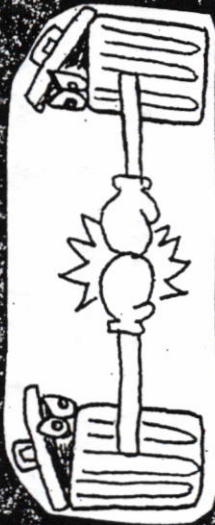
# THANK YOU! ♡!



# TRASH- FIGHTING!

the number of players depends on the number of bags of trash you can find, which is usually a lot.

take full bags of garbage (the kind with the yellow tie-ups on them are more fun), and swing them around until other players are beaten up or the bags of trash explode.



# REGULATIONS OLD LOUISVILLE

## LATE ENTRY

Assassins may join the game after it has begun, though at the slight disadvantage of missing previous days. Call ~~at~~ at ~~on~~ weekends or after 9pm and arrangements will be made.

## A RULES OF ENGAGEMENT

-A kill consists of squirting your target, squirting your assassin, or squirting an assassin caught in the act of assassination (see next point).

-If you make a kill or an attempt while other assassins are present, you become a legitimate target to any assassin who witnessed the attack for 30 minutes. *An assassin discovered attempting to kill*

*another assassin cannot squirt at other assassins unless they are squirted at first.*

YOU CANNOT MAKE A KILL IF:

- (a) Your target is in the Brick House, ~~at~~, at Tyler Park, inside Old Louisville Coffee House, or inside their room.
- (b) You have been neutralized.
- (c) You or your shot are seen by someone (besides your target) at the moment of the kill.

### POINT VALUES

- +2 points for wounding your target, or wounding an assassin in during his/her assassination attempt
- +1 point for wounding an outside assassin who was targeting you
- 1 point for wounding a non-target when not during his or her assassination attempt.

### RESOLUTION

Assassins activity will officially end at midnight on Friday, July 30th. On Saturday the 31st, there will be a dance party and all the score sheets will be tabulated, and the winner will be announced. Winner gets something cool.

### MANAGERIAL DECISIONS

-Assassins doing too well for their own good will, at the discretion of management, be woundable by outsider assassins (non-players armed with squirtguns). If an assassin wounds his or her outsider assassin, the outsider assassin can no longer target that assassin.

-Disputes will be solved by management. Call ~~at~~ at ~~on weekends or after 9pm and arrangements will be made, but please try solve things by yourselves.~~

## HAPPY HUNTING!

# Stick Game

You need: a 3-ft long stick at least one other player

to play: hold the stick in both hands above your head and look at it.



THEN...  
Spin around 25 times!  
(get someone to count for you.)

THEN...  
Set down the stick & try to jump over it.

if you make it, you win!  
You can get a lot of people & play this tournament-style for tons of dizzy fun!



# DESTROYER!

→ You need: a pen, some paper & at least one person to DESTROY with!

→ TO PLAY: the first person draws an object (like a toothpick) and then passes it to the next person. they draw something to destroy the object (like a termite) and pass it to the next person, who draws something to destroy the last object (like a bird eating the termites).

this continues until nothing is left or you're done playing. if you're into winning games, the last person to draw wins, → be creative! a favorite round of mine was destroying credibility with rush limbaugh.



## RING the GACK

to play this game, you need two or more teams, a team of hunters and a team of gacks. you also need as many bike tires as hunters.

to begin the game, hunters and gacks decide on home base for the gacks. the hunters close their eyes while the gacks hide, and after a few minutes the hunters call out "RING THE GACK!"

GACK

and the gacks try to make it back to home base without being ringed. the game ends when all gacks are ringed or at home base.

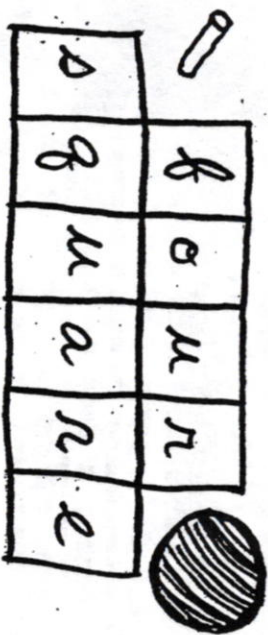
## APPENDUM #2:

# THE ZOMBIE EYE

if a player looks into a single evil eye (see illustration), they do not die, but are half-dead (or UNDEAD!). so instead of dying, they become a zombie for 30 seconds.

victims of the zombie eye must lurk around, groan & try to eat as much brains as they can. anyone attacked by the zombie becomes a zombie themselves.

this continues until the entire planet is overtaken by zombies.

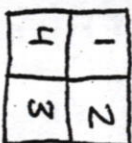


you need: a ball

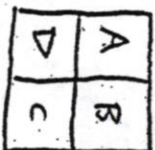
5 or more players

a sidewalk, parking lot, etc.  
chalk is optional but useful.

to begin: mark off four squares like so:



OR



make square big enough to stand in

then the first 4 players each get into a square. the player in position 4/D serves the ball by bouncing it into someone else's square.



# FINGER GAME:



# TOURNAMENT EDITION!

play the finger game with a large group of people, start with even number and everyone randomly picks a partner to play. the winners keep playing each other until it gets down to 2 or sometimes three winners. if there are three players they can ALL play each other taking turns clockwise until only one is left.

# FIREY PITS OF HELL!

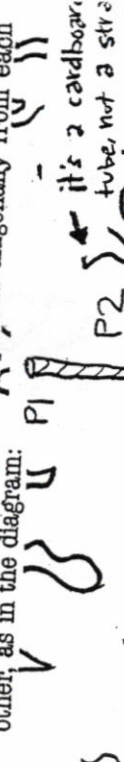
You need a long, sturdy tube of some kind — it should be:

- heavy enough to support two people's weight without cracking or breaking

- at least a few inches in diameter,

- anywhere from 5 to 10 feet long. (easily dumped)

You need two people to play **FIREY PITS OF HELL!** The pipe is placed on the ground in a large, completely flat area, and the two players stand facing the pipe, and diagonally from each other, as in the diagram:



it's a cardboard tube, not a stove

When both players are ready to go, they shout "One, two, fiery pits of hell!" On the word "hell," they step up on the tube using both of their feet. The objective is to stay balanced on the tube, while shifting the tube with your body just enough to throw the other player off balance. The participants are not allowed to touch their opponent, nor are their feet allowed to touch the ground. The round ends when one roller has lost his or her balance and fallen on the ground.

The game ends when one player has won ten rounds, or both opponents have gotten bored.



A two player game, all you need is fingers.

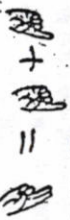
jective: to get the other player out by giving them EXACTLY the fingers on both hands.

rules: each player starts by balling up their hands in front of them with their index fingers extended on both hands. Like this...



taking turns, the players add fingers to each other's hands by tagging them with their fingers.

example: the game starts. you touch the other player's index finger with one of yours, this adds one finger to their hand so now has two fingers extended. The other player touches their index finger with their two extended fingers. Now you have three fingers on your hand.



the number of fingers given to certain hand EXCEEDS five, then that hand will only hold up the extra fingers.



+



=



example: you have 4 fingers on one hand. the other player tags your hand with three fingers. 3 plus 4 makes 7, which is 2 fingers more than 5. so you now have 2 fingers on the hand.

this goes back and forth until a player gets exactly five fingers on one hand. their hand is now out, for now. put it behind your back, now you are playing with just one hand.

one handed players can bring back their "out" hand only when they have 2 or 4 fingers on their active hand. you can share even numbers of fingers like this...



- with 2 fingers on one hand you can bring back the dead hand and they will both have 1 finger extended.

- with 4 fingers on one hand you can bring back the dead hand and they will both have 2 fingers extended.

this continues until one player gets five fingers on both hands and is completely out of the game.

