

Assassins

I. Registration

All players must register on the UGC website before the orientation. It is required for each player to upload a head shot of himself/herself for an ID card. Players must also prepare a copy of their full class schedule which must be brought to orientation ("course detail" format on eLion).

II. Orientation

Orientation is a mandatory meeting for all players. This is where players must turn in their full schedules ("course detail" format on eLion) to the game director. During orientation, rules will be reviewed and questions will be answered.

III. Objective

The objective of Assassins is to survive the entirety of the game and finish with the most bounty points out of all living Assassins.

IV. Teams

- *Assassins*: Each player start as an Assassin. Assassins try to eliminate their targets and increase their bounty points while staying alive.
- *Informants*: Any person or player may give information to Assassins. The only restriction is that non-players may only give *static* information to Assassins (for example: class schedule, housing, work information, etc.)
- *Bonus Targets*: All living Assassins will be notified when these bonus targets are active. These non-player characters may be killed for additional bounty points and can stun players for 15 minutes.

V. Boundaries

A. *Game Zones*: Game play is not restricted anywhere not defined as a Safe Zone or No-Play Zone.

B. *Safe Zones*: These places are safe from DIRECT WEAPONS ONLY. Note that INDIRECT PLACEMENT (such as bombs or poison) may still occur.

- Any Commons building
- Classroom buildings
- The HUB from 10am - 2pm
- If one player invites another into his or her living quarters and doesn't declare it to be a "safe zone," they can be directly attacked (still no Nerf Blasters in the dorms). However, keep in mind that it is against university policy to enter a dorm room uninvited.

C. *No-Play Zones*: These places are safe from DIRECT WEAPONS as well as INDIRECT PLACEMENT (such as bombs or poison). However, if an Indirect Weapon is set on a player in some fashion before he or she enters any of these safe zones, it may still be lethal.

Example: A time bomb placed in a player's jacket outside a safe zone. The player walks into a bathroom and the bomb goes off. The player is still dead. No-Play Zones include:

- Inside a classroom five minutes before the class begins to five minutes after class is dismissed (even if it is dismissed early).
- A player's workplace, as well as to and from (please request safe time from the Director)
- Bathrooms

- Any library, lab, bookstore, airport, or hospital
- CATA buses and for 30 seconds after exiting
- Mobile Apparatuses: bikes, skateboards, etc. (Do not wear or ride any apparatus for the purpose of being safe)
- Any location in which a player is working on a group project.

VI. Equipment

A. Bandanas: Players must wear their bandanas at all times unless granted explicit permission not to. Permission can be granted for those in uniform going to work or team meetings by the Game Director.

- *Assassins*: Must be wearing orange bandanas on their right arms.
- *Bonus Targets*: Must be wearing a green bandana on their heads.

B. Approved Weaponry

1. Direct: May only be used to assassinate your Target and may be used to stun non-Target players for 15 minutes.

- *Nerf Blasters*: Cannot be used inside residence halls.
- *Foam Swords/Daggers*: Cannot be thrown.
- *Plastic Spoon* : Can only attack someone from behind.
- *Attack Animals*: Must be a stuffed animal at least as big as a gallon milk jug with a piece of paper saying “attack animal” attached. Attack animals must be thrown.
- *Foam Frisbees*: Must have the word “shuriken” written on them (must be approved by the Game Director) .
- *Lethal Handshake*: Must zap someone with a handshake buzzer gag-toy.
- *Balled-up Socks*: Unweighted socks, balled up and thrown one at a time. (Any modification is not allowed unless approved by the Game Director.)
- *Sock'em Boppers*: These inflated toys can be used to beat an opponent to a pulp. You must hit the opponent with a one-two punch to successfully assassinate them (left, right / right, left).
- *Leis*: Must be made of flowers or that cushy imitation stuff that most people know. NOTHING ELSE. In order for it to be used in a successful kill, the lei must be placed over the target’s head and around the neck. Please do not forcibly do this. If they stop you with their hands, they have stopped you.

NOTE: Direct and projectile weapons may not be used in the Commons. They also may not be used in the Hub from 10am – 2pm. For safety reasons, all Direct hits must be below the neck.

2. Indirect: May be used to assassinate any player, even someone that is not necessarily an assigned Target.

- *Food Poison*: Tabasco sauce slipped into Target’s food or a slip of paper directly under the food with “Poison” written on it (like under a plate). Labels must be on the outside and easily found if looked for. Food poisoning only kills if Target takes a bite of the food while the label or sauce is still on and intact.
- *Cement Shoes*: A rock placed in one shoe with a note that says "Swimmin' With The Fishes!" on it, signed by the Assassin.
- *Car Bombs*: A CD in Target’s car that says “You have been car bombed” when played. The CD must be played to kill the Target. OR Tin cans may be tied to back/bottom of a Target’s car. The car must move and the cans must make noise to kill the Target.
- *Bike Bombs*: A card of any kind placed in the spokes of a bike wheel with the word “bomb” written on it.

- *Time Bombs*: An alarm clock (or any device that makes a loud sound after a pre-set time) placed in backpack, in clothing, under the seat of a Target. The Target must be touching the same item in which the alarm is hidden when it goes off. There is a minimum one-minute timer for all time bombs.
- “Suicide bombing,” or holding a bomb up to a person until it goes off, is not allowed.

VII. Duration

The game will continue until one of the two parameters are met:

- One assassin remains and all others have been assassinated.
- The specified time allotted for the game runs out.

VIII. Kills & Scoring

Direct kills should not be witnessed by other players or they may be reported to the Game Director and the FBI.

Bounty: Each Assassin begins the game with 500 Bounty Points. These points represent the reputation of the Assassin. Dead Players maintain all the Bounty Points accrued over their lifespan. Upon the event of the kill, the Assassin receives a 50% addition of their Target’s Bounty Points to their own. (example: a 500 point Assassin kills a 1000 point Assassin, the successful Assassin is now a 1000 Bounty Point Assassin and is thus, worth more.) Furthermore, if an Assassin has a successful indirect kill on a non-targeted Assassin, he/she receives 25% of the Assassin’s Bounty.

There are Point Bonuses rewarding Assassins for achieving difficult kills:

- *Food Poison*: 100 Bonus Points
- *Car Bombs*: 150 Bonus Points
- *Bike Bombs*: 200 Bonus Points
- *Time Bombs*: 50 Bonus Points
- *Cement Shoes*: 200 Bonus Points
- *Lethal Handshake*: 500 Bonus Points
- *Plastic Spoon Shankings*: 100 Bonus Points
- *Sock’em Boppers*: 125 Bonus Points
- *Leis*: 115 Bonus Points

IX. End Game

The Final Stand: Once there are five Assassins left playing, the game has entered its final days. A final free-for-all period comes into effect and players can directly attack each other until only one Assassin remains or the final day ends.