

Assassins

Assassins is a game that features players assigned to “assassinate” other players. Each player receives a Target and is rewarded with Bounty Points for executing their objectives.

I. Registration

All players must submit their full current class schedule and a headshot picture of themselves and only themselves. Schedule details will be released periodically to speed up play.

II. Participants & Roles

Game Director: The Game Director assigns each Assassin his/her Target and periodically disseminates information about each Target to the Assassin. The Director reserves the right to remove players from the game if/when necessary. (Game Director may not act as a Witness or an FBI member).

Assassins: These players are given specific Targets to assassinate, earn Bounty Points (which represent their current reputation) by completing their objectives and/or eliminating other competitors. Assassins can Direct or Indirect kill their specific Targets. They are also permitted to indirectly kill their rivals.

Witnesses: Players may report (to the Game Director) having witnessed an assassination if they see a direct weapon being used on a player during a kill. Players can be Witnesses even if they are stunned at the time. Assassins whose kills have been reported will have the FBI sent after them. Witnesses must be wearing their armbands at the time of the event.

Dead Players: Dead players may act as witnesses if they are wearing their armbands at the time of the witnessing.

FBI: Will consist of a top percentage of Dead Players and a revolving group of volunteers under the assignment of the Game Director to eliminate Assassins whose kills were witnessed. Similar to Assassins, FBI agents will receive tips from the Game Director on their suspect. In order to crack down, the FBI agents must be wearing their armbands. Shooting an FBI agent will only stun them for 5 minutes.

Informants: Any player (alive or dead) can reveal information about another player to that player's potential Assassin. People not signed up for the game, however, should only be allowed to divulge *static* information (class schedule, housing, work information, etc.)

III. Armbands

Players must wear their armbands 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 armbands on their right arms.
- *Dead Players.* In order to act as witnesses, must be wearing their orange armbands on their right arms.
- *FBI:* After being told to do so, will wear their green armbands on their right arms.

IV. Weapons

Direct weapons: May only be used to assassinate your own Target, although they may be used to stun non-Target players for 15 minutes. Direct weapons are:

- *Nerf Blasters* (use not allowed 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 may be thrown.
- *Foam Frisbees*: Must have the word “shuriken” written on them (must be approved by the Game Director)
- *Lethal Handshake*: Must somehow zap someone with a handshake buzzer gag-toy.
- *Balled-up Socks*: Unweighted socks, balled up and thrown one at a time.
- *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 knock them out (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.

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

- *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.
- *Personal 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 personal bombs.
 - “Suicide bombing,” or holding a bomb up to a person until it goes off, is not allowed.

V. 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
- *Personal 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

VI. Safe Zones

ABSOLUTELY Safe 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 still counts. Example: Personal 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. Absolutely Safe 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, 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.

Safe from DIRECT WEAPONS ONLY:

- Any Commons building
- 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.

VII. Endgame

Loser's Circle: Once half of the participating Assassins have been eliminated, they are given the option to join a new "just-for-fun" game against each other, while the actual game comes to a finish.

The Final Five: 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 at will until only one is left standing.

VIII. Honor System

This game is based on a lack of witnesses and in the case of some weapons, no witnesses at all. Please honor the rules and the spirit of the game and turn yourself in if you have been killed.

IX. Disagreements

Disputes between players about kills or witnessing a kill should be worked out immediately between players. If players are not able to come to an agreement, the issue must be brought to the attention of the Game Director.