

**The Official Rulebook**  
of the  
**Pennsylvania State University**  
**Urban Gaming Club**

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# Preface

Little can be achieved without rules; they are the backbone of any game. The UGC strongly supports this philosophy, and because of this, it has created a rules system centered on fairness and flexibility. Rules are subject to modification. Any suggestions for rules should be presented to any Rules Councilor. Proposals will be discussed and voted on by the Councilors at their next meeting.

## General Game Rules

The following rules apply to every event:

- A player may not violate a moderate or greater violation in the Penn State Student Code of Conduct while participating in a UGC event.
- A player may not break a local, state, or federal law while participating in a UGC event.
- All members must sign a waiver before participating in an event. Stating that the UGC will supply no additional insurance to those participating in any events. All participating players will agree to indemnify and not hold liable the UGC; its members, executive board, and adviser; Penn State; its staff, faculty, and other participants. All participants are playing at their own risk.
- No modified toy weapons may be used without the approval of an Executive or Rules Councilor. If a toy weapon has never been used in our games, it must be approved.

## Unsportsmanlike Conduct

The UGC maintains a high level of integrity in the games it provides. All players are expected to conduct themselves in a sportsmanlike manner. Game Directors and Executives reserve the right to pursue disciplinary action for any player whose actions are habitually offensive. If a Game Director or Executive views excessive displays of unsportsmanlike conduct, he/she may issue a warning to the player(s) involved. When two warnings have been issued and the behavior continues, a player may be removed from the game he/she is playing.

## Privacy Policy Agreement

All Game Directors and Assistant Game Administrators must agree and adhere to a Privacy Policy in which gaming matters, players' personal information, strategies, and other "insider information" will not be discussed or given out. This is to protect the information disclosed to the UGC by players of any game. It also ensures that each game will be fair and balanced.

## Disputes and Rules Violations

Disputes must be directed to the Game Director or Assistant Game Administrators (AGA). Either of these parties may then rule on the dispute as they see fit. If a player is dissatisfied with the ruling, he/she may appeal to the Rules Council. The Rules Council will hear the appellant's case and vote on a ruling. This decision supersedes any previous one made by a Game Director or AGA.

The following are guidelines for rule infractions:

*Minor Infraction:* A violation of a rule that does not affect the game. An example of this type is a small violation that does not directly affect more than the player in question. An offense will result in a verbal warning.

*Moderate Infraction:* A violation of any rule that affects an isolated event without affecting the overall game. An offense will result in a written warning.

*Major Infraction:* A violation of any rule that affects the overall game. An offense will result in a probationary period during the event.

*Severe Infraction:* A violation of any rule that affects multiple aspects of the overall game. An offense will result in expulsion from the event.

*Detrimental Infraction:* A moderate or greater violation of the student code of conduct, local, state, or federal law. An offense will result in permanent expulsion from the club and all club events.

# 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.

# **Battle Royale**

## **I. Registration**

Registration for Battle Royale is recommended but not necessary.

## **II. Orientation**

Orientation is a meeting for all players before the first round of Battle Royale. This is where players register weapons that the Game Director will sort and distribute randomly. During orientation, rules will be reviewed and questions will be answered.

## **III. Objective**

The objective of Battle Royale is to survive as the last remaining person or team.

## **IV. Teams**

Random teams of two to four players will be announced by the Game Director before each round.

## **V. Boundaries**

Each team is given a map with numbered zones. Every few minutes, you will receive a text message from the Game Director saying which zones will be turned into a dead zone and when. Any players in a dead zone are instantly killed.

## **VI. Equipment**

All players should wear their UGC bandanas. In addition, weapons will be checked at orientation and held by game administrators until the game begins. They will then be randomly distributed to teams as they leave the orientation room and begin the game.

## **VII. Duration**

The duration of will be continue until one team is victorious or all zones are made dead, killing all remaining players.

## **VIII. Entering Play**

Teams leave the orientation one at a time. Teams enter play as soon as they step out of the orientation safe zone.

## **IX. Kills**

If successfully hit by a weapon or tagged, a player is “dead” and out of the game. They must remain where they die until nearby fighting is over, during this time nearby players may take their equipment. Headshots, gun tags, and ricochets do not count.

## **X. The Dead Report**

Dead players must remove their UGC bandanas and check in with an administrator. All dead players will be announced along with Dead Zone declarations during reports broadcasted to all remaining teams.

# Capture the Flag

## I. Registration

Registration is not applicable to CTF.

## II. Orientation

No official orientation will be held for CTF. Rules will be reviewed and questions will be answered before games begin.

## III. Objective

The objective of CTF is to control both flags simultaneously at your own base or to eliminate the entire opposing team.

## IV. Teams

Two or more teams are picked and each allocated to a starting location.

## V. Boundaries

The boundaries will be specified by the game administrator.

## VI. Equipment

- UGC Bandanas, the game director will specify how to wear them.
- UGC Flags.
- Weapons: Blasters, socks, foam swords, two-hand touch.

## VII. Duration

The duration will be declared by the game administrator or will continue until one team is victorious.

## VIII. Flags

- Flags begin within a team's base at the start of the round.
- They must be hidden no more than 5ft off the ground, not buried, and reasonably visible.
- A stunned player must drop the flag. Once dropped, either team may grab the flag to steal it or return it.

## IX. Game Play

- Teams must start within the bounds of their respective of bases.
- Stunned players must put their hands on their head.
- Unlike traditional CTF, a player may be tagged anywhere in the field of play.
- Players who go out of bounds are considered stunned.

## X. Objective Variants

*Assault:* Teams take turns playing the roles of attacker and defender in timed rounds. Attackers respawn but defenders do not. The team with the fastest time wins.

*Push:* A single, central flag begins located at the center of the field. The objective is to deliver the flag to the enemy's base. All players respawn when the flag crosses the center of the field.

*Traditional:* No weapons, players may only stun with one-handed tags. You are safe on your side of the field and may only be tagged on the opponent's side.

## **XI. Other Variants**

*Capture:* When stunned, players go to their opponent's jail. Captured players can be freed by a non-captured teammate tagging the jail or a prisoner. Chains may be formed by players holding onto each other to gain distance from the jail. All players in the chain are freed if any player in the chain is freed.

*Elimination:* When stunned, players are eliminated from the round and unable to interfere.

*Freeze Tag:* Flags are optional for this variant. When stunned, a player is considered frozen. Players may be unfrozen by a teammate touching the frozen player while counting out loud to ten.

*Respawn:* When stunned, players can become unstunned by entering their respective respawn zones. The game administrator will determine respawn zones.

# Heist

## I. Registration

Registration is not applicable to Heist.

## II. Orientation

No official orientation will be held for Heist. Rules will be reviewed and questions will be answered before games begin.

## III. Objective

The objective of Heist is to end all rounds with the most amount of Money. Robbers earn Money by successfully escaping to the Safe House. Cops earn Money by capturing Robbers.

## IV. Teams

Teams consist of at least 3 groups of 5-7 players taking turns being Robbers.

- Robbers try to escape to the Safe House with as much Money as possible or complete the objective for the respective game variant.
- Cops try to capture the robbers.

## V. Boundaries

The boundaries will be specified by the game administrator before each round begins.

## VI. Equipment

- UGC Bandanas, the game director will specify how to wear them.
- Bags of Money.
- Weapons: Blasters, socks, foam swords, two-hand touch.

## VII. Duration

Each team gets a round as the Robber team. The round length will be specified by the game administrator but is recommended to be 20 minutes.

## VIII. Start of the Game

Robbers will be given bags of Money and will start at the Bank. The Police start at the Police Station. Simultaneously Robbers and Cops will be released .

## IX. Game Play

At this point Robbers have 20 minutes to make it to the Safe House and Cops may begin the hunt for the Robbers. Cops will attempt to eliminate robbers from the round by the use of Nerf blasters, Socks, or a two-handed tag known as a Bayonet. Robbers may also eliminate cops through these same means. When eliminated, a player must drop any Money Bags they are carrying which can then be picked up by another robber or a cop. Eliminated players will then proceed to the Police Station to wait for the round to end.

## X. Money

Each bag of Money item Robbers successfully steal is worth 5 points; however every four minutes each bag will be depreciated by one point until it is worthless.

## **XI. Robbery Variant**

In this variant, Robbers at will have to earn their loot by robbing the Bank. Instead of being given the Money, Money will be placed in the Vault - a location at the Bank. The Vault will be guarded by one Cop from each team. Cop teams decide who guards the Vault; however, a Cop can only guard the Vault once. Cops at the Police station are released as soon as the Robbers have acquired the Money. If it takes longer than five minutes to rob the bank, however, police will be released as well. This variant requires an attendance of at least 20 players.

## **XII. Vigilantes Variant**

Before the round begins, the team of robbers and one other team will be taken with a Game Director. The not-robbert team will be known as Vigilantes, and will start at a different location than the robbers. After the robbers successfully rob from the bank, the Vigilantes will be sent out at the same time as the police and will be allowed to shoot both police and robbers. Vigilantes will be given one point for each person they shoot but will receive no points for loot

# Humans versus Zombies

## I. Registration

All players must register on the UGC website before or at orientation.

## II. Orientation

Orientation is mandatory for all new players. Contact the Game Director if you are unable to attend. UGC bandanas will be sold at this time. Rules will be reviewed and questions will be answered, so it is recommended that all veteran players attend for any changes in rules.

## III. Objective

Humans versus Zombies is a game simulating a zombie apocalypse. Humans try to survive as the growing horde spreads. The game can end in three ways: (1) the Zombies infect all of the Humans, (2) all of the Zombies starve, or (3) the allotted time runs out, and it's a stalemate.

## IV. Teams

- Humans try to outlast the Zombie horde.
- Zombies try to infect all Humans so that only Zombies remain.

## V. Boundaries

There are virtually no boundaries for this game. The only boundaries we enforce are safe zones. Safe zones do not exist for safety but for the sake of not disrupting daily university activities.

**IMPORTANT:** Only one Zombie per Human may follow within the safe zone.

*Locations That Are Always Safe:*

- All Commons Buildings
- All campus classroom buildings
- Bathrooms
- Any Library, Lab, Studio, Bar, Bookstore, Firing Range, Gym, Hospital, or Airport
- Religious events
- Eisenhower Auditorium
- Buses and for 30 seconds after exiting
- Athletic fields/arenas during university-sanctioned athletic events
- Any university-sanctioned club meeting
- Workplace while at work
- Any place not listed above while a player is working on a project

**NOTE:** If you are told to not play at a location by management or property owners, please abide by the rules of the establishment and let an administrator know so that we may add it to this list.

*Temporary Safe Zones:*

- The HUB, 10am - 2pm, daily

*Residence:* A player's place of residence (dorm room / apartment / house) is always safe.

- In addition to having a foot in the zone, touching the door(s) to one's residence qualifies the player as being safe.
- Humans may shoot out of these locations only. Note that Nerf blasters still may not be used in

dorm buildings (see the table in VI.Equipment).

*Mobile Apparatuses* (bikes, skateboards, cars, etc.): While on the apparatuses a player is safe. For example, a player is safe until he or she dismounts a bike.

- Reminder: All local, state, and federal laws must be followed. When exiting a car, it must be parked. The driver may not leave the vehicle unless it is parked legally.
- A Zombie may not follow a Human who is in a car.
- It is prohibited to use a mobile apparatus for the purpose of being safe.

## VI. Equipment

- UGC Bandanas: Wearing a green bandana on your left arm means that you are playing the game. Humans only need the armband, while Zombies are required to wear the armband plus an orange headband.
- Identification Cards: Humans must carry these at all times and is given to the feeding Zombie immediately. The assist codes should be given to any assisting Zombie. You may not show this card to any player except those who tagged you.
- Weaponry: Only Humans may fire or throw weapons, but Zombies may carry weapons. All weaponry and ammo must be cleaned up. Zombies are encouraged to pick up ammo after battles.

<i>Weapon</i>	<i>Specifics</i>	<i>Restricted Locations</i>
Nerf Blasters	Must be approved if modified at all. (See UGC Guidelines for Nerf Approval)	May not be fired in Residence Halls.
Socks	May not be weighted with other objects.	None!
Marshmallows	May not be mini marshmallows.	May not be thrown indoors.
Melee Weapons	NOT ALLOWED.	May not be used anywhere.

## VII. Duration

The game lasts several weeks. The exact time will be specified before the game starts.

## VIII. Stunning

Humans have two options when encountering a Zombie: run or stun. A Zombie is considered stunned when his or she is hit (clothes and backpacks count) by an approved weapon. For safety reasons, shots to the neck and head do not count.

- A stunned Zombie must immediately pull his or her headband around his or her neck. The headband must not be returned to the head until the Zombie is unstunned.
- Zombies are stunned for 15 minutes. The 15 minutes is reset if the Zombie is restunned.
- A stunned Zombie may remain stationary, leave the scene, or call other Zombies.
- A stunned Zombie may not tag or pursue Humans. However, stunned Zombies may follow tagged Humans to get an assist.

## IX. Tagging

Zombies feed on Humans by tagging them. A tag is defined by any part of an unstunned Zombie touching a Human. Once tagged, Humans must immediately hand over his or her ID card. Zombies enter the code into the website to update starvation timers. Zombies must enter this code as soon as possible.

- Tagging any part of the Human (except neck and head) counts as a tag. Tagging a Human's blaster does not count.
- If a Human stuns a Zombie at the same instant that the Zombie tags the Human, the Zombie gets

the tag but is stunned.

- Tags may not use excessive force.

*Incubating:* Once tagged, the Human is considered to be incubating and becomes a Zombie in 15 minutes. An incubating Human may choose to help the Zombies, help the Humans, or cry in a corner. Once incubating is over, the player must put on his or her headband.

*Assists:* Each Human can feed up to 3 Zombies. Once a tag is made on a Human, other Zombies may tag the Human for an assist. The first two Zombies to do this get the assists. Once incubation ends, no more assists may be made. An assist and a tag have the same effect on a Zombie's starvation timer.

## **X. Pregame & Main Game**

The length of pregame is determined by the Game Director. For the first few days of the game, all players appear Human, including Zombies. The purpose of this is to allow the Zombies to amass a large horde in secret, simulating how a zombie virus would spread rapidly before people realize what is going on.

During pregame:

- All players have green armbands on their left arm.
- At least one volunteer, chosen by the administrators, starts out as an Original Zombie. Everyone else is a Human.
- Weaponry is restricted to marshmallows and socks.
- Zombie starvation timers are not yet in effect. No Zombie can starve yet.
- Pregame ends at the start of the first mission.

After pregame:

- Zombies must wear orange headbands.
- Zombies may not claim to be Human. They may avoid answering, but he or she may not lie.
- All weaponry listed in the Weaponry section of the rules is fair game for Humans.
- Humans must attend a predetermined number of missions every week.
- Zombie starvation timers begin to tick. Once they reach zero, the Zombie starves and becomes a dead player.

## **XI. Escorts**

To comply with university policy, you must be escorted in a dorm building if you do not live there. Due to the lack of well-defined escort policy provided by the university, we have instated the following rules:

- An escort may have up to 6 followers.
- Escorts must have visual contact of each follower every 5 minutes or explicit permission from the RA on duty.

## **XII. Non-Players & Dead Players**

Starved Zombies are considered to be Dead Players. Dead Players and Non-players may not interfere with the game. They may not shield or reveal locations of players. They may however:

- Escort players into and throughout residence halls (See Escorts).
- Give static information about players (i.e. class schedules, work schedules, daily routines, housing).
- NPCs and Dead Players may be involved in missions.

## **XIII. Faction Loyalty**

A player must play to benefit his or her faction. Human players must work to better the game for a Human victory. Zombie players must work to better the game for a Zombie victory. The only exception is that an incubating Human may play for either side.

## **IX. Addendum**

Additional rules will become available closer to the game containing rules specific to that semester's game. Rules for items (such as antidotes) and variants (such as classes) will be contained in the Addendum.

# Manhunt

## I. Registration

Registration is not applicable to Manhunt.

## II. Orientation

No official orientation will be held for Manhunt. Rules will be reviewed and questions will be answered before games begin.

## III. Objective

The objective of Manhunt is for Manhunters to catch all Fugitives and for Fugitives to avoid the Manhunters.

## IV. Teams

- Manhunters are the hunters.
- Fugitives are the hunted.

## V. Boundaries

The boundaries will be specified by the game administrator.

## VI. Equipment

- UGC Bandanas, the game director will specify how to wear them.
- Flashlights, the game director determines if flashlights are allowed.

## VII. Duration

The duration of Manhunt will be declared by the game administrator or will continue until one team is victorious.

## VIII. Game Variants

*Fugitive vs. Manhunter:*

- One player starts as the Manhunter, while the rest are Fugitives.
- Players on the Manhunter team attempt to find and tag Fugitives. When a Fugitive is tagged, he/she joins the Manhunters.
- Fugitives run and hide to avoid being tagged.
- The round ends when no Fugitives remain or when time runs out.

*Escape the Manhunters:*

- Two teams take turns being Manhunters and Fugitives.
- When tagged, Fugitives go to a predetermined jail. Uncaptured Fugitives may free captured Fugitives by touching the captured Fugitive and saying "1, 2, 3, MANHUNT!"
- This game may include a Manhunter Captain who is allowed to use a flashlight. Fugitives captured by the Captain cannot be freed.
- The round ends when all Fugitives are captured or when time runs out. If time runs out and at least half of the Fugitives are in jail, then the Manhunters win. Otherwise, the Fugitives win.

*Scottish Style:*

- Two teams take turns being Manhunters and Fugitives.

- The Fugitive team then thinks of a word with as many letters as team members. Each member is given a letter and is forced to reveal it when caught.
- The round ends when either the Manhunters figure out the word or when time runs out. Manhunters win if they figure out the word. Otherwise, the Fugitives win.

*A to B Variant:*

- Two teams take turns being Manhunters and Fugitives.
- The Fugitives need to make it from “Point A” to “Point B” without being caught. If caught they are eliminated.
- The round ends when all Fugitives are caught, at “Point B”, or if time runs out.
- After two rounds, the team with the most Fugitives at “Point B” wins.

# Scavenger Hunt

## I. Registration

All players must register on the UGC website before orientation. Teams of no more than 4 will be allowed. If you do not have a team, you can make one at orientation.

## II. Orientation

Orientation is a mandatory meeting for all teams. This is where teams are finalized. Lists are distributed for the traditional Scavenger Hunt, and the first clue is given for the progressive Scavenger Hunt. During orientation, rules will be reviewed and questions will be answered.

## III. Objective

The objective of a Traditional Scavenger Hunt is to complete as much of a set of objectives as possible. Objectives are worth points and the team with the most points wins.

## IV. Teams

Teams consist of up to four people.

## V. Boundaries

The boundaries are not specified but are governed by the list.

## VI. The List

All teams will simultaneously receive identical lists of objectives to be completed. The objectives may be tasks to complete or items to collect. The List will also contain corresponding point values for each objective.

## VII. Duration

The duration will be declared by the game administrator during orientation.

## VIII. The Hunt

After The List has been received, The Hunt has officially started. During the Hunt, team members attempt to complete the objectives in order to earn more points.

## IX. Judgment

Before the time and date when The Hunt officially ends, a representative from each team must deliver all items and evidence the team may have collected to a disclosed location. This delivery should be organized in accordance with The List to assure proper judging. The items and evidence will be judged; points will be awarded and winners announced. All judging decisions are final and indisputable.

## X. Progressive

The objective of a progressive scavenger hunt is to be the first to finish a sequence of objectives.

- *Ready, Set:* Each team will be given a start time and location; all team members must be present. The first clue will be handed to the team leader at exactly the start time.
- *Hunt!:* The team will then read the clue and complete the objective. Upon completion of the first objective, a second clue will be received with a new objective. This continues until the last objective is completed.

- *The Finish Line:* The time at which a team completes the final objective will be recorded and the elapsed time calculated. After all teams have finished, the teams will be ranked and winners announced.

# Territories

## I. Registration

All players must register on the UGC website before orientation so that the Game Director can pick an appropriate team size and minimum number of starting territories. After this size has been set, players can volunteer and register as a team captain on the UGC website. Players may join teams within the size limit, and teams may be tweaked at orientation.

## II. Orientation

An orientation, being necessary for the smooth progression of the game, will be carried out following the registration period. It must be attended by all registered (and non-registered) players wishing to play Territories. Orientation includes:

- An overview of all game rules and procedures by the game director and AGAs.
- Teams are finalized. Any players still without a team will either be assigned a team or drafted to a team. A new team is created only if all existing teams have the minimum number of players AND if there will be enough territories available for all teams to have the minimum number of allowed territories at the start of the game.
- A draft rotation will be created at random for territory selection. Teams will choose territories and their color based on the order of this rotation. Starting territories will be chosen by team captains in order of the draft rotation. All teams will start the game with the same number of territories.

## III. Objective

The objective of Territories is to end with the most territories at the end of predetermined time limit. Defend your team's territories while trying to conquer more. In the event of a tie, tying teams may battle under conditions defined by the Game Director.

## IV. Teams

At least four teams must exist for a game of Territories. The minimum and maximum team size will be determined by the Game Director. The team captain is solely responsible for his/her team and will conduct all administrative duties for the team, i.e. bidding points, declaring attacks, etc.

## V. Boundaries

The boundaries will be specified by the game administrator and defined for players at the beginning of the match. If both teams are familiar with the boundaries, then time will not be wasted to review boundaries.

Territory boundaries will be set by the game director when the territory is brought into the game and will not change during the game unless they are disturbing non-players or are found to be a safety hazard.

Buildings and dumpsters within territory boundaries may not be entered.

Boundary violations will result in immediate elimination of the player in question from the match.

Territories are not designed to all be equal. Territory size and terrain is meant to vary from one territory to another.

## VI. Equipment

- UGC Bandanas, the game director will specify how to wear them.

- Weapons: Blasters, socks, and foam swords.

## **VII. Duration**

The duration of Territories will be declared by the game administrator but is recommended to be 2-4 weeks. Each day consists of several 15-minute rounds with time in between for setup, cleanup, and moving to the next round.

## **VIII. Challenging**

Before a round of matches can be conducted the challenging period must take place.

Team captains are responsible for submitting a list of challenges before the deadline determined by the game director.

To challenge another team for a territory that territory must be adjacent to a territory already controlled by the challenging team. This is known as being within range 1.

A team may only be attacked once per game day.

Since a team may only be attacked once, each team captain should submit multiple attack challenges ranked in the priority with which the team captain wishes the challenges to be considered.

The challenges will be arranged by game director and assistant administrators likely through the computerized systems in place on the UGC website. The system will give weight to priorities for attacking but will otherwise be random.

No team is guaranteed to receive an attack or a defense.

However, the first strike option exists for teams to use and is set up as a blind auction. Each team captain may bid points accumulated throughout the game for the right to have their first priority challenge assigned on that given day of battle. The team which bids the most points will win the auction. In the event of the tie between teams in bidding a second round of bidding will occur with only those teams tied for first participating. The game director will announce only who won the first strike option. At no time will information be released regarding which teams bid or how many points were bid.

The team leading in the point count has the benefit of an extended range 2 attack, meaning they may jump over one territory when declaring an attack. If there is a tie for first place in the point count neither team will receive the extended range.

## **IX. Pre-Battle**

After all challenges have been submitted, the Game Director will post a schedule of matches. Note that there will usually be at least two rounds so that each team may attack and defend. Players arriving late will not be permitted to join the round.

Before matches begin, team captains may purchase items from the Game Director. For more information, see the Points and Items section.

## **X. Battle**

Each match starts with a 1-minute setup for the defending team. After setup, the 15-minute timer begins, and the attacking team enters the battlefield.

A player is eliminated from the round from a direct hit from any approved weaponry landing below the neckline. Eliminated players must immediately drop all carried weaponry and ammo, remove their bandanas, and leave the territory. Re-entering and communicating with eliminated players is prohibited.

Once one team has been completely eliminated, the round is over, and the remaining team has won. If the 15-minute round ends without one team being completely eliminated, then the defending team wins.

## XI. Post-Battle

*Attacking Squad Victory:* The attacking squad takes control of the territory.

Neither squad claims points for controlling the territory the day of the challenge.

*Defending Squad Victory:* The defending squad retains control of the area, and thus receives points as if nothing happened at the Territory. The attacking Squad does not gain or lose any territory, but loses points 2 for failing to win the challenge.

If a squad is out of territories, that squad is eliminated from the game.

## XII. Points and Items

Points will be awarded after all, if any, challenges scheduled for the day are over.

- 5 Points will be awarded to a squad for each territory controlled by that squad at the end of each day. (The number of points will be determined by the amount of territories each team starts with.)
- 1 point will be awarded to the winning team for each player that does not use a modified weapon during the match.
- 2 points will be deducted from any challenging squad that is defeated in its challenge.

The following table of items and point costs is arbitrary and may be manipulated at any time by the game director.

NOTE: When buying items from the Yoderbucks Store, you must say “please” and “thank you”. Your order can be refused if you do not. Points may not be refunded.

Item	Points	Item Specifics
Self Destructing Blasters	5 per player	For one day the designated players do not have to drop their blasters when dead.
Respawn Card	15	One team member may hand this card within 60 seconds of dying to an admin to re-enter the game. The last person on a team cannot use a respawn card. A respawn card may not be used within the last 2 minutes of the match. The entering player has 10 seconds of immunity during which he may shoot or be followed.
Defensive Setup Time	20	±30 seconds to defensive setup time. May only be used once per match.
Attack One More Away	30	You may attack at an additional +1 range.
Attack Anywhere	50	You may attack anywhere on the map.
Match Time	55	±5 minutes to the match time. May only be used once per match.
Sonar	60	You designate a player that can yell "I like to!", the opposing team members must yell "Move it!" in response (think of Marco Polo).
Sabotage	60	The team chooses an opponent his or her weapons and ammo are removed from the match.

7 Player Team	70	The team gets an extra player.
GPS Mishap	80	The attacking team can surprise switch the match to another in range territory owned by the opposing team.
Medieval Battle	95	Only socks and melee weapons may be used. This will be declared in advance.
First Strike	X	Teams secretly bid points. The highest bidder pays those points and automatically gets their first attacking choice.

### **XIII. Last Stand**

Once a team has zero territories, that team may attempt a last stand attack. The last stand attack is a single attack on any territory on the map. A team declaring a last stand attack will receive priority over all other teams in the challenging phase except for a team winning a first strike.