

Assassins' Guild Rules

Contents:

- 1.) Introduction
- 2.) Full Rules
- 3.) Weapons Section
- 4.) Variations
- 5.) Version History

1.) Introduction:

The Assassins' Guild plays a game in which Players have to track down and 'assassinate' each other using a variety of simulated assassination techniques. The game is open to members of the society and is free to play. It can be as time consuming as you want to make it, you could spend hours of your day tracking your target around their lectures, setting up an elaborate ambush and lying in wait outside their residence, or constructing a weapon from scratch. Or, alternatively, once a week you could spend ten minutes walking down to a targets room and seeing if they are off guard enough to let you in.

Many assassins will at some point purchase a weapon such as a water pistol, but it is also possible to construct your own from common materials such as cardboard, all you need to do is cut out a knife shape, label it, and away you go. There are many ways to 'assassinate' an opponent, but if you have any ideas of a way to 'assassinate' them which aren't covered by the rules contact the umpire and usually he or she will be happy to allow them, unless there is a good reason not to, such as it would be too unfair on the target.

During the game, the Umpire issues you specific targets, and in turn only a few assassins are targeting you. Many areas are out-of-bounds to prevent the game from ruining other aspects of your life, and you can request to be out-of-bounds for specific events/times. When you eliminate one of your targets from the game you, hopefully, should feel a well-earned sense of accomplishment, and the Umpire will issue you with a new target. There are circumstances in which you can eliminate Players who are not on your target list, but if you do this without justification the Umpire can place you on the 'Wanted List', which essentially means all Players in the game are now targeting you, usually this is quite an effective deterrent. When you are killed, you are no longer able to win the game but can still participate as a member of the Inquisition. This acts as a law-enforcement body and hunts down 'Wanted' Players.

During the game, Players all start with a pseudonym and can gain more in various ways. Players can choose their pseudonyms, although there are restrictions on this. Each Player has a duty to report events to the Umpire, be they attempts or kills made, or attempts survived, or even, lamentably, your own death. These events will then be reported to other Players, and so the people involved have a choice as to whether or not to use their pseudonyms, to help conceal their anonymity.

2.) Full Rules:

Introduction:

If there are any elements of the rules which you are unclear about then please raise the issue either by emailing our umpiring email account assassins_umpire@hotmail.com or on the Warwick Assassins' Guild Forum at www.theassassinsguild.co.uk/forum for clarification.

Who can Play?

To play the games you have to be a member of the Assassins' Guild society at Warwick University.

How do I Play?

You will receive an email from the society informing you of when games are beginning and when to sign up to play. The Umpire will then issue you with targets, and after the specified start time you may begin attempting to 'assassinate' them, and the Players targeting you will begin their attempts to remove you from the game. Details of all successful or unsuccessful attempts must be emailed to the Umpire, whether they were by you, or on you. As Assassins are killed, targets are redistributed, and the Inquisition grows in size and strength. The last one standing is declared the winner, although accolades are also given out to other Players who performed well e.g. for most kills made.

Signing Up for the Game:

When you sign up to play the game, you need to provide the Umpire with the following details, which will be passed onto the Players targeting you via email. All distribution will occur in this way, and no personal information will be posted on a website or any other media available to the general public:

- Your full name, indicating the name/nickname by which you are usually known.
- Your department/course.
- The email address you wish to receive emails from the Umpire at. (This will *not* be passed onto the Players targeting you.)
- Your address at University. If in halls, this includes the room number. If you are going to be away from this address for a length of time, you need to inform the Umpire of this. If you lived in shared accommodation, e.g. shared rooms, it is your responsibility to make you housemate(s) aware of the game so they do not believe someone is genuinely trying to kill you.
- If you live off-campus, please provide brief details of trips to campus that you regularly make. This is to make the game more even between the Players living on and off campus.
- A starting pseudonym that you can opt to use when you report to the Umpire.
- Any other details of relevance such as if you live in a shared room.

Anyone found to have intentionally supplied incorrect or misleading information to the Umpire will be disqualified.

Targets:

The following Players are legitimate targets for you:

- The *two* targets the Umpire assigns to you. The Umpire will inform you via email as and when these change due to Players being eliminated etc.
- The *two* Players who are targeting you. You will not be told you these are, but if you have a Sherlock Holmes streak in you and discover their identity, you may chose to protect yourself by killing them pre-emptively.
- Anyone involved in or having just made an attempt on you.
- Anyone openly carrying an assassins weapon. If the Player conceals the weapon they are no longer a legal target, but you are at liberty to follow them and hope they reveal it again.
- Any Player who has been placed on the Wanted List by the Umpire.

The ‘assassinating’ of a legal target will remove that Player from the game, bring you closer to earning an additional pseudonym and of course, closer to overall victory. However, ‘assassinating’ a Player who was not a legal target will result in you being placed on the ‘Wanted List’ and depending on circumstances, the Umpire may decide to annul the ‘kill’ entirely.

Competence:

The object of the game is for Players to ‘assassinate’ other Players using legal methods outlined in the Weapons section of the rules. However, not all attempts to do this will be successful. In order to keep the game moving, the Umpire asks Players to make frequent attempts to ‘assassinate’ other Players, these do not have to be successful. To encourage frequent attempts there is a ‘competence period’ in which a Player has to make an attempt or else they will be placed on the Wanted List. This period is set to 5 days initially, although the Umpire may choose to alter it at their discretion. If changes to the competence period are made, all Players will be informed. Kills of Inquisitors or non-legal targets do not count towards Competence.

Death:

When a Player is killed, they are required to report their death to the Umpire, as they would any other attempt. Dead Players should remember that they are dead and as such cannot participate in the game or affect its outcome except by choosing to be resurrected into the Inquisition. Players in the Inquisition are bound by their own rules, but other dead Players must refrain from influencing the game in any fashion, such as giving information to still active Players.

Reporting:

Any time a Player is involved in an assassins incident, such as making an attempt on another Player or another Player making an attempt on them, they must report the incident to the Umpire as soon as possible, via email to the Umpire account. Reports

can be dramatised, but may never contain lies. The Umpire does need to be clear as to exactly what transpired. If Players are unsure as to exactly what happened or the result of the attempt they should email as much detail as possible to the Umpire who will make a ruling on the issue, although it is preferable that Players resolve issues at the time. When making a report to the Umpire it is vital that the Players state explicitly whether or not they wish to have their real name or pseudonym (or which pseudonym) used when the incident is made public knowledge. The Umpire will not be held responsible for a Player's pseudonym being revealed through use if the Player did not specify their preference in the report.

The Wanted List:

Assassins who fail to meet the competence deadlines, or who break minor rules such as attacking a non-legal target will be placed on the Wanted List. Players on the Wanted List are legal targets for every other Player in the game, including the Inquisition. If a Player continues to infringe upon the rules, or another competence deadline passes without an attempt, the Player may become 'Most Wanted' and a priority target for the Inquisition and other Players. Wanted Players are legal targets from when the email is sent, and a kill will stand even if they are unaware of their status due to having not checked their email.

The Umpire will, when making a Player Wanted, specify conditions for the Players removal from the Wanted List. These will depend on the circumstances and the Players offence; the usual conditions are two legal attempts within a single competence period. Variation of this is at the Umpire's discretion, an example of a previous variant is the killing of another Wanted Player.

Wanted Players are legal targets for all other Assassins, however, Most Wanted Players are a priority target for all in the game. For other Assassins, they will earn that Player another pseudonym in their own right.

Inquisition:

The Inquisition is a force which exists with the sole objective of hunting down and killing any Player made Wanted by the Umpire for whatever reason. It is led by a Chief Inquisitor who is selected before the game begins and operates in that role for the duration of the game. The ranks of the Inquisition are filled by dead Assassins, when a Player dies they have the option of being resurrected into the Inquisition, please inform the Umpire as to whether or not you wish to join the Inquisition when reporting your death.

Inquisition Players are out of the main game but compete in their own internal competition. Inquisitors can only attack Wanted Players or those who are openly bearing weapons. They can, of course, defend themselves if attacked. Inquisitors may collaborate with living Assassins.

If an Inquisitor is killed they cannot take further part in the game for 3 days, this represents an injury sustained in the attempt on the Player and the time necessary for the Inquisitor to recuperate. It is the duty of the Chief Inquisitor to oversee the recovery period of their Inquisitors and inform them of when they become active

again, Inquisitors have infinite lives. Inquisition Players should make their reports to the Chief Inquisitor who will then inform the Umpire of the events. The Inquisition email address is assassins_inquisition@hotmail.com and all communications from the Chief Inquisitor should be sent from this address.

The internal Inquisition competition works on a points system. Each Wanted Player has a points score and the Inquisitor who kills the Player gains that many points, if working in teams, all present Inquisitors gain the points each. If an Inquisitor is killed, they lose 2 points in addition to the 3 day inactivity period. The points for Wanted Players work as follows:

- A Player made Wanted due to Incompetence is worth 1 point.
- A Player made Wanted for infringement on minor rules is worth 2 points.
- If the Wanted Player kills any Inquisitors during their Wanted time, this adds 1 point per Inquisitor slain.
- If a Player is made Most Wanted by the Umpire then 3 points are added to their score.
- The Chief Inquisitor has the authority to assign priority targets to the Inquisition by modifying the point value of each Wanted Player by up to 2 points. It is the responsibility of the Chief Inquisitor to keep track of Player points values and to inform the Inquisition as and when they change.

If a Player is removed from the Wanted List by the Umpire, their points are cancelled and if they subsequently become Wanted again any points they accumulated previously are not carried over.

Pseudonyms:

Each Assassin begins the game with one pseudonym of their choice. They have the option of using the pseudonym in their reports to the Umpire, as reports of events will be made public. This enables the assassin to conceal their identity and position within the game. Every three legitimate kills made by the Assassin entitles him or her to another pseudonym, which should be registered with the Umpire prior to use.

Pseudonyms can be any string of characters, whether actual words or not, but they may not be the real name of another Player involved in the game. Pseudonyms may look like a real name, however. Nor may the names be offensive etc. If a kill is made in public, (i.e. there are a half a dozen or more other people present) then the Players pseudonym may not be used in the report, it will be published under their real name.

Accomplices:

Non-Players may assist Players in their attempts on other Players to a limited extent. Non-Players may not kill anyone or even carry an assassins weapon on the behalf of a Player. If your accomplice is killed while acting on your behalf, you will be placed on the Wanted List. Accomplices must be informed prior to their involvement in the game of the rules governing their actions; this is the responsibility of the Player on whose behalf they are acting.

Out-of-Bounds Areas:

Any Player may request to be considered out-of-bounds for a specific time or event by emailing the request to the Umpire who will pass details on the Assassins targeting that Player. Essentially, Players may not kill or be killed in Out-of-Bounds areas. If you think somewhere should be out-of-bounds, that currently is not please email the Umpire. Out-of-bounds areas are:

- Lecture theaters and seminar rooms whether or not a lecture or seminar is in progress.
- Practicals and laboratories.
- Hospitals, libraries, museums and sports halls.
- Churches, Chapels, Synagogues, Mosques, Temples, Stupas or any other official places of worship or religious buildings.
- Any dining arrangement in which you are obliged to wait for the attention of staff in order to be seated is out-of-bounds. Anywhere you get food yourself from a Servery is in bounds.
- Any Ball, Event, or similar is out-of-bounds. Regular union ents are in bounds.
- Seminars, supervisions, tutor meetings and the like are out-of-bounds. A supervisee is out-of-bounds from the time they meet their supervisor until the time they part ways. The pre-arranged supervision location is out-of-bounds for the arranged duration of the supervision.
- Persons engaged in 'serious' activities on the water, such as rowing or canoeing, are out-of-bounds. Similarly, they are out-of-bounds while transporting substantial, related equipment to or from such an activity.
- Anyone working in a job is out of bounds while at work. Anyone working at a union bar or ent is also out of bounds.
- The RaW radio station is out-of-bounds.
- Government buildings, banks, building societies and shops are out-of-bounds.
- Anyone in a car or other motorized vehicle is out-of-bounds and cannot attack or be attacked. Players on bicycles are in bounds, but please be careful only to attack if there is no possibility that you could cause an accident or injury. Players should also avoid water-fights etc across busy streams of traffic, both to avoid risk of injury and to prevent aggravating drivers.
- Public transport vehicles are out-of-bounds. The same is true of airports, train stations and their vicinities.
- Auditoria of theatres/cinemas and concert halls are out-of-bounds. Any area in which a scheduled public play is being performed counts as an auditorium. Areas in which backstage preparation work is taking place are also out-of-bounds.
- Any persons performing/practicing with fire poi/fire sticks/fiery juggling implements or juggling knives are considered to be have a rather large out-of-bounds area surrounding them which should encompass all those in the immediate vicinity who are primarily engaged in watching/teaching/heckling said persons. This is entirely a safety concern.
- Organized sports activities are out-of-bounds. This will usually be taken to mean tournament matches at inter-uni level or higher. This does not include impromptu 'kickabouts'. However, pre-arranged training sessions of officially recognized teams or societies are out-of-bounds. Non-spectating participants

are out-of-bounds for the duration of the match and during any preparations immediately before or after.

- Players working with or riding on horses are out-of-bounds.
- Computer rooms are out-of-bounds.

Code of Conduct:

This is very important and all Players must be familiar with this. By playing our games, you are accepting this Code of Conduct. Breaches will be taken very seriously by the Umpire and the Society and potentially lead to trouble with authorities including those at Warwick University or even the Police. The society reserves the right to ban members from taking part in our games if they repeatedly breach this Code of Conduct.

- Players are responsible for their own actions and must exercise common sense at all times, avoid inconveniencing non-Players especially university staff.
- Honesty is required for the game to work. All Players must make honest reports including their own deaths to the Umpire. Any Player discovered to be intentionally lying to the Umpire will be removed from the game. Players must be honest with each other, they cannot lie and claim they are already dead when they are not to avoid an attempt, or claim they are not playing etc.
- Do not use non-Players to 'scare off' Players who are targeting you.
- If you feel another Player is acting unreasonably or not in accordance with this or any other section of the rules contact the Umpire or a member of the society exec.
- This game is non-violent. There is no excuse for strength to be used on another Player. Do not indulge in any action that could lead to injuries for yourself or any other Player, or damage to private or university property, such as trying to force open a shut door.
- Be aware that not everyone is aware of the game. In the current political climate, people are easily alarmed. Do not indulge in any activity that will frighten members of the public, do not use weapons that could be mistaken for real weapons, do not dress up in an intimidating fashion.
- You are not allowed to impersonate university officials including cleaners for the purposes of the game. Nor are you allowed to impersonate non-university authorities such as the Police. No one is allowed to impersonate the Umpire, any messages from the Umpire should be sent through the official account, assassins_umpire@hotmail.com any suspicious messages should be reported to this account.
- Fire alarms, security alerts, and medical situations may be neither manufactured nor used for game purposes.
- Do not undertake in any action that is either illegal, such as breaking into your targets house, or that could be construed to be illegal.
- Dead Players are not to become involved in the game by disseminating information they acquired through the game to other Players still involved with the game.
- Above all, remember this is just a game to be played for fun. Players who act in a manner that has a detrimental affect on the enjoyment of others may be reprimanded or removed from the game by the Umpire.

Umpire:

Contact to and from the Umpire should be made through the official Umpiring account ONLY. This is assassins_umpire@hotmail.com This is the address which you should send any queries about rules or other aspects of the game to, it is also the address used for signing up to the games. It is forbidden to impersonate the Umpire. The Umpire is immortal, invulnerable and cannot be bribed or intimidated. Players who wish to test these propositions will cease to be Players.

The rulings of the Umpire are final. There is no right of appeal against a disqualification, being placed on the Wanted List. In turn, the Umpire has a duty to familiarise themselves with these rules and must enforce them fairly. Any serious complains about the Umpiring of the game, such as victimisation, should be brought the society exec, principally the Chief Umpire (currently David Robb) or the President (currently Richard Snowdon) who can be contacted through the society email account or in person through their university email addresses. Umpires who abuse their position will be removed from the position and will not be permitted to Umpire another game at any time.

Final Comments:

Official complaints about a person's behaviour will almost certainly result in disqualification from the game. Players may not speak for the society as a whole, only the elected exec are permitted to represent the society. The rules contained herein may not be used as an excuse for any illegal, dangerous or amoral actions. These rules are not watertight, and will not be made so. Players' attention is drawn to the spirit of the rules and the game and are expected to act accordingly. The Umpire will not be bound by the rules if they feel someone is attempting to exploit a loophole, and has the discretion to deal with any such incident as they see fit.

3.) Weapons Rules:

Introduction:

This section outlines the various weapons which may be used in the mock assassination attempts conducted by Players. It is not exhaustive and Players are encouraged to be imaginative but if you wish to use a weapon which is not explicitly permitted in this section of the rules you must email the Umpire with details and must await confirmation from the Umpire as to whether or not the weapon is permitted before you use it. The reasons for an Umpire refusing to allow are weapon are fourfold. It must not be dangerous, for people or property. It must be fair, a weapon which is seen to be excessively powerful as the victim cannot escape being killed will not be permitted, it must also be target specific and not affect innocent bystanders. It must not look like a real weapon e.g. anything resembling even vaguely a real gun will not be permitted. It also must tangibly do something to the other Player make them aware they have been killed. All non-obvious assassin weapons must be labelled appropriately. Kills with weapons are made by a hit to the torso – do not aim for another Players head/face.

Ranged Weapons:

The only ranged weapons permitted are water guns, ranging from tiny water pistols up to supersoakers. All other ranged weapons are banned specifically including: nerf guns, rubber band launchers, bb guns etc. This is part of our agreement with Warwick Security and any Player contravening this rule will be subject to any disciplinary measures they see fit to impose.

To make a kill with a water pistol the main jet of water must hit the torso of the target; splash does not count as a kill. Please use the weapons responsibly, do not drench your target, nor aim for a backpack as this is likely to be containing work.

Loaded water weapons may be used to make a ‘bang-kill’. To do this you must be within touching distance of the target and have an indisputably clear and unmissable shot at the target. The kill is made by loudly saying ‘Bang’ instead of firing the weapon. **Note that bang kills may be made in areas in which water weapons may not actually be fired.**

Water weapons may not be used in any indoor areas with the exception of for making ‘bang-kills’. Do not fill these weapons with liquids other than water, especially not ones which dry sticky, or are coloured and may stain clothing.

Melee Weapons:

Fake knives, clubs, coshes, swords, axes etc may be used. These can be inflatable, plastic, made from cardboard or newspapers. They may not be thrown and any-non-obvious weapons must be appropriately labelled e.g. a cardboard cut out in the shape of a knife must be labelled ‘Knife’. Do not use any metal objects as weapons. Rolled up newspapers used as clubs must be sellotaped so the shape is permanent and labelled clearly. LARPs weapons may be used. Again, kills are made by a blow to the torso, not the head of the target.

Attack Animals:

Soft toys or other appropriate toys may be used as attack animals. They must be clearly labelled as 'poisonous spider' or 'killer rabbit' or anything else appropriate. These may be thrown towards the target, but in the event of a miss, the target may not touch the animal, as it is loyal to its master if the target touches the animal it will attack, and kill, that Player.

Grenades:

Bags of confetti, water bombs, etc may be used as grenades, if they strike the target then it does not matter if they explode, the Player is killed. If they miss, there must be an appreciable splash over the Player in the explosion for the kill to count. The usual area restrictions on water weapons apply to water bombs, especially do not use them indoors.

Boulders:

A large object such as a beach ball, mass of polystyrene, or empty cardboard box labelled appropriately as 'boulder' 'anvil' 'safe' etc may be dropped onto a target for a kill. Footballs may be labelled and rolled, not kicked, at a target to make a kill. These objects may be set up as traps for unsuspecting Players.

Banned Weapons:

None of the following are permitted in any form:

- Armour/shielding of any kind.
- Poison gas
- Any projectile weapon that does not fire water
- BB guns, air pistols, paintball guns or any other actual weapon
- Thrown CDs or playing cards
- Bombs or any explosive devices.

4.) Variations

Introduction:

The Assassins' Guild runs variations on the above game. These work in exactly the same way and are subject to the same Code of Conduct etc as the main game. The differences are outlined below.

Vampires!

This game simulates a small community being infiltrated by a vampire lord, and their struggle to root out the evil before it consumes them all.

- All Players begin as human, except one who is unknown to the rest selected by the Umpire to be the Vampire Lord.
- All Players receive details of every other Player in the game. There are no target lists, Vampires can target at will, the Humans must try to figure out which Players are Vampires and kill them.
- A Human killed by a Vampire becomes a Vampire after a 24 hour period has elapsed.
- A Vampire that is killed, or a Human that is killed by another Human is out of the game.
- Vampires may only make kills during 'hours of darkness' specified by the Umpire.
- If a Human makes an attempt on a Vampire during the day, the Vampire may 'kill' the Human but this only counts as driving the attacker off. Neither party may make an attempt for 24 hours. The Human is injured; the Vampire's rest was disturbed and is not strong enough to hunt.
- The Vampire Lord may not be killed while other Vampires are in the game, a kill counts as an injury and the Vampire Lord takes 48 hours to recover during which no attempts may be made by the Vampire Lord.
- Vampires are restricted to Melee Weapons only.
- Vampires can only be killed by weapons representing wooden stakes or holy water. These are equally effective on human targets.
- Vampire Players may not make public kills (no more than half a dozen other people present) as they need to conceal their identity from the Humans.
- A Vampire must make a kill every 7 days or die from lack of nourishment. This does not apply to the Vampire Lord while other Vampires are in the game.
- Vampires are at liberty to deny being Vampires if asked.
- Dead Players can't talk, do not supply active Players with information.
- Vampires may not make attempts in groups larger than 3.
- The Umpire distributes rumours instead of factual reports, so the Human Players must attempt to work out which Players are Vampires.
- Vampires know the identity of other Vampires.
- The victor is the team which eradicates the other team.

Bounty Hunter:

- Every Player receives details of every other Player and can target every other Player.
- There is a starting bounty of 1000 credits (abbreviated to “c”) on the head of each Player.
- When you kill a Player, you are awarded the bounty for the kill. The bounty on your own head is increased with each kill you make.
- If you are killed, you lose the cash collected (although it may still stand as a high score) and the bounty on your head is reset to 1000c.
- The idea is to accumulate the most money in a fixed period of time.
- Umpire reports on kills, and publishes a list of the bounties on the head of each Player under their pseudonym. Players get a new pseudonym (or can keep the same one) each time they die.
- Alliances are permitted in which case the bounty is split evenly.
- There is no competence period.
- The Umpire can increase the bounty on a Player’s head by 500c if they break rules/offend the Umpire. The Player will be informed of the details of the reason for the increased bounty. Reasons include a breach of weapon rules.
- The bounty is increased for each kill made by the Player in the following gradations:

Number of Kills this life	Increase in Bounty	Cumulative Bounty
0	0	1000
1	100	1100
2	150	1250
3	200	1450
4	250	1700
5	300	2000
6	400	2400
7	500	2900
8	600	3500
9	700	4200
10	800	5000
11+	1000 each kill	6000, 7000 etc

One Day Games:

The below games are all run on a single day, the Deathmatch is the core one day game, the rules for the others are written as variations on this game.

Deathmatch:

Players and Umpire meet at a specified place and time. Armbands are distributed to all Players and contact details are filled in. Armbands must be worn visibly until the Player’s death. Assassins disperse 5 minutes before the start of the game. A killed Player hands his armband over to the Player who killed him, but keeps any collected

Capture the Flag:

The Players are divided into two even teams, each of which is given a flag to protect, which can be carried by any Player and can change hands. If a Player carrying the flag is killed it must be dropped and can be picked up by any Player. Killed Players return to the Umpire and can rejoin the game, with a new armband. The objective is to return the opposing team's flag to the Umpire.

Capture the Flag (bases):

As above but each teams flag is held by an umpire at a specific location known to both teams. Teams must capture the enemy flag as above and return it to their own flag, which must be at its base. Defending Players must attempt to carry the retrieved flag directly back to the base. Killed Players return to the Umpire holding the flag they are protecting and can rejoin the game after a 1 minute delay.

5.) Version History

- June 2006 – first draft created based around rules from similar societies at Durham and Cambridge
- 3rd October 2006 – Poisoning and other indirect methods removed, rules tidied up and references to places in Cambridge etc removed (Richard Snowdon)
- 22nd November 2006 – Minor changes to clarify rules (Richard Snowdon)
- 5th December 2006 – Ranged Weapons restricted to water pistols only after a meeting with Mr. Royce Farr. Inconsistencies removed. Version History added. (Richard Snowdon).
- January 2007 – Rules rewritten from scratch. Changes made to role of Inquisition. Variations added. (David Robb).