

The Assassins' Guild Rules

Introduction:

Assassins is a game of mock assassination for a large number of players. The object of the game is to track down and eliminate the other players using a variety of harmless methods in accordance with the rules, while trying to avoid elimination yourself. The game is played for the enjoyment of everyone involved.

If you have any questions about these rules, then once you have read them thoroughly, please ask for clarification from the Umpire, who will be only too happy to provide it.

Throughout these rules, a "Player" is someone who has signed up to participate in the Game in any capacity. An "Assassin" is a Player who has been alive since the start of the Game and is not a member of the Undead - this is the capacity in which most people take part in the Game.

Who can play?

Currently the game is open to students of the University of Leeds who register with the guild.

How do I play?

The game, in brief:

- * Once you are registered with the guild you can log on to the website and sign up for each game.
- * When the game starts, you will be sent an e-mail with the names of your three targets. Try to kill them using any legal means at your disposal. There will also be three other people after you.
- * If you successfully kill your target, you must confirm this with the victim (make sure you're both happy). Then log in to the website and click 'Register a Kill' and enter the details of the kill. You just need to wait for the kill to be confirmed then you will receive another target.
- * If you die you need to take the pseudonym of your killer, then log in to the site and click 'I died!' and fill in the correct details. The game is now over for you but, once the kill has been confirmed, you may join the Undead (see later).
- * If one of your targets is eliminated, the Umpire will send you a replacement target.
- * If you are the last remaining Assassin, congratulations! You are declared the winner.

The weapons rules describe the various weaponry you may use to eliminate other assassins.

Whom can I kill?

The following are licit targets for any player:

- * The three targets you have been assigned by the Umpire.
- * The three people who have been assigned you as a target (you will not be told who these are, but should you find out you may attempt to defend yourself pre-emptively by killing them first).
- * Anyone involved in making or having just made an attempt upon you.
- * Anyone openly carrying a weapon or setting a trap. The object in question must be clearly visible to you as an Assassins weapon. Players who were previously holding weapons but have since concealed them are not licit targets.
- * Anyone on the Most Wanted List (see Most Wanted List).

Conduct during the Game:

It is important that players familiarise themselves thoroughly with this section. Deliberate breaches of rules of conduct may lead to being placed on the Most Wanted List, or disqualification. They may also lead to trouble with the authorities. If someone breaches a rule, the Umpire is at liberty to effect what he believes the likely result had that rule been obeyed.

Exercise common sense at all times. Players are entirely responsible for their behaviour. Avoid inconveniencing other people, especially Porters and the general public.

This game depends on players being honest for it to work. Please inform the Umpire if you have been killed. Anyone knowingly giving false or misleading information to the Umpire will face severe penalties.

You must expect other players to have nefarious intentions at any time during the game. Do not involve (or cause to become involved) college authorities or other non-players to eject or intimidate those attempting to kill you or others. If you feel players are behaving unreasonably, contact the Umpire.

This is not a game about physical strength or violence. There is no excuse whatsoever for pushing people around or forcing them out of your way. For example, if someone is holding a door shut, you should not attempt to force the door open, and you should never do anything likely to cause anyone (including yourself) injury.

Be aware that both the security forces and the public are particularly easily alarmed at present. Avoid behaviour that may cause them to mistake you for a stalker, burglar, murderer or terrorist: do not wear a balaclava or other suspicious clothing; avoid bearing weapons or fighting in public; remember that even toy guns can look real in the dark or on CCTV; where possible, do not lurk suspiciously; be particularly cautious anywhere outside central Leeds, where students are less common.

You are not allowed to impersonate authority figures such as Cleaners, Porters, College authorities (not including student union representatives) or the (real) Police. This is so that players can take part in the game without aggravating their Cleaners by refusing to let them into their room. You should also not take advantage of Cleaners unlocking the door to your target's room to break in and kill them or leave a trap.

You are not allowed to impersonate the Umpire, for the same reason. If someone knocks on your door claiming to be the Umpire (or, for that matter, a Cleaner or Porter), you may safely let them in. You are also not allowed to impersonate the Umpire indirectly by, for example, forging e-mail messages.

You may neither use nor manufacture a fire alarm, security alert or medical emergency to gain an advantage in an attempt to kill a Player or gain information on them.

You may enter a target's room through an unlocked door. If the door is locked you may not make any kind of attack including firing shots or pushing any other item through keyholes, letterboxes or any other gap in, under or over the door (exception: you may post special letters under the door or through the letterbox, since this does not distract the occupant). The same principle governs toilet cubicles.

You are perfectly at liberty to deny that you are an Assassin. However, you are not allowed to claim that you are a Dead Assassin and hence harmless. You may also not lie about the vital status of other Assassins who are immediately present (i.e. disclosing their targets).

Most of all, remember that this is just a game. Do your best, but have fun. Please be friendly to other Players you meet during the game, even if they may be trying to kill you.

Out-of-bounds areas (Hallowed Ground):

There are some places and circumstances which, for reasons of sanity and safety, are considered Hallowed Ground, which makes them STRICTLY out-of-bounds. No one may kill anyone or be killed when they are on Hallowed Ground, which includes the following:

- * Lecture theatres, whether or not a lecture is in progress.
- * Official practicals and laboratories.
- * All ISS and other Computing Clusters.
- * Seminars, supervisions, tutor meetings and the like: A student is on Hallowed Ground from the time they meet their supervisor until the time they part ways. The pre-arranged supervision location is Hallowed Ground for the duration of the meeting.
- * Persons engaged in 'serious' activities on the water, such as rowing or canoeing, are on Hallowed Ground. Similarly, they are on Hallowed Ground while transporting substantial, related equipment to or from such an activity. Punts are not Hallowed Ground.
- * Anyone working in a real, proper job is on Hallowed Ground while at work. Anyone working at a college bar or in the union is also on Hallowed Ground.
- * The premises of government buildings, banks and building societies are Hallowed Ground. You should avoid using any kind of projectile weapon in a shop. The immediate vicinity of a shop till or an automatic ATM machine is Hallowed Ground. This includes a queue for one. While you may usually take shortcuts through such places, none of the areas listed in this clause should, under any circumstance, be used as an avenue to escape pursuit.
- * Public transport vehicles are Hallowed Ground. The same is true of airports, train stations and their vicinities. The Leeds Train and Bus Stations are also Hallowed Ground.
- * Auditoria of theatres/cinemas and concert halls are Hallowed Ground during and immediately preceding/following a performance. 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 Hallowed Ground.
- * Official university society meetings are Hallowed Ground.
- * Any persons performing/practicing with fire poi/fire sticks/fiery juggling implements are considered to have a rather large Hallowed Ground 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.
- * Organised sports activities are Hallowed Ground. This will usually be taken to mean tournament matches at inter-College level or higher. This does not include impromptu 'kickabouts'. However, pre-arranged training sessions of officially recognised teams may be considered society meetings. Non-spectating participants are on Hallowed Ground for the duration of the match and during any preparations immediately before or after.
- * Players working with or riding on horses are on Hallowed Ground.
- * Hospitals, libraries, museums and sports halls are out-of-bounds.
- * Churches, chapels, synagogues, mosques, temples, stupas or any other official places of worship are out-of-bounds.

Players should not abuse no-kill zones. You may not take a suspicious letter into a no-kill zone and open it in safety.

If you are not sure whether a given time or place is Hallowed Ground or not, please contact the Umpire. Similarly, if there is something not mentioned on this list you think should be Hallowed Ground, ask the Umpire to consider it.

Dead Players:

If you die, you remain bound by the rules until the conclusion of the Game. In particular, you should refrain from bearing weapons, from announcing the fact that you are dead unless directly questioned face-to-face and from involving yourself in any Assassins activity. Failure to abide by this may lead to consequent events being annulled at the Umpire's discretion. Once your death has been posted on the Assassins website, you may consider yourself a non-Player with regard to the rules on accomplices, unless you subsequently sign up as a member of the Undead.

Once dead, you may rejoin the game as a Zombie; see The Undead.

Epistemology:

Any information disseminated through the website or given you by the Umpire you should assume to be legitimate information unless you have information to the contrary, in which case you should check with the Umpire.

If a Player tells you that they are dead, you may assume they are dead. Players may not lie about their status in order to make a kill or avoid death. The Umpire will take a very dim view of any Player who impersonates another Player, or who permits a non-Player to impersonate them, for the purposes of pretending to be dead. The obvious similar rule exists for any Assassin who tells you explicitly that they are Wanted or a member of the Undead.

Information considered illegitimate is most likely to have been acquired from a Dead Player: A Player, once dead, may NOT make known, nor by deliberate omission cause to be known, any information they acquired as a direct consequence of playing the Game; most importantly their target lists or information concerning the identity of their Killer.

Using information you have acquired only through illegitimate means to your advantage may result in sanctions.

Reporting:

Whenever a player is involved in any assassins-related incident, such as attempting to kill another player, or another player making an attempt on them, they must inform the Umpire as soon as possible.

During the course of the Game, reports of events will be published on the website. Reports are encouraged to be dramatic and creative and sometimes misleading (although they may never contain outright lies). However, if a Player's report is sufficiently outlandish to make it unclear what actually happened, please explain the raw facts separately to the Umpire in the e-mail, as he likes to know what is going on.

Assassins are strongly encouraged to reach a decision about the facts of an incident at the scene. However, do not be afraid to disagree over the outcome of the incident or the way in which the rules have been applied to events. If there is a strong element of uncertainty as to what the outcome should be, you should make a report to the Umpire as soon as possible and should avoid directly

involving yourself in Assassins proceedings until you have received clarification. The Umpire will try to be understanding as far as Competence is concerned.

Pseudonyms:

Each Assassin starts the game with one pseudonym, which they may use in news reports to disguise their true identity. Reports can be made under an Assassin's pseudonym, or under their real name. If you do not specify a preference, your initial pseudonym will be used. You can change your pseudonym as much as you want between games.

Pseudonyms must not cause an undue degree of personal or general offence and the names of recent Players may not be used (unless it's your own name).

The Most Wanted List:

Assassins who break the rules in minor ways, for instance by accidentally killing an illicit target, will be placed on the Most Wanted List and they become legal targets for everyone else in the game, including the Undead.

A Player is considered Most Wanted and a legal target for all Players from the moment their name appears on the Most Wanted List webpage, until it is removed due to their death.

To encourage participation in the game, there is a time limit for making attempts on your targets, called the "competence period". The competence period will be one kill per week. If you do not make an attempt within each week, you will be designated Incompetent and therefore your reputation will be damaged. As such, to alleviate other Players' annoyance with your amateurish conduct, you will be placed on the Most Wanted list.

The Most Wanted list can be found on the bottom on your profile when you log in. There will also be a indication of how many days have passed since your last kill.

The Undead:

Dead Players may, if they wish, be reincarnated as a member of the Undead. This is a special group of Players who exist as Zombies, hunting down and killing Most Wanted Players. If you have died and would like to join the Undead, there is an option on your profile once you're dead. A list of all Zombies will appear on the current game page. It is important to remember that:

- * Zombies cannot win the main Game, but may still run for the other Awards.
- * Zombies cannot make indirect attempts.
- * Zombies are not permitted to shoot other Players; they may only use direct weapons (e.g. clubs, truncheons, chainsaws).
- * As a Zombie, you can only kill Assassins on the Most Wanted List, OR any Assassins who are openly bearing weapons, causing alarm in public or are in the course of an attack on you.
- * Zombies count as such from the moment their names appear on the Undead list.
- * Zombies can only be killed via decapitation or by shooting them in the head; this does not count as a kill, it merely freezes them until the next evening, when they will re-spawn.

Points

When the game starts you will be given three tasks, which can be seen when you log on to the site. Associated with each task is the number of points awarded. When you complete a task the points

will be added to your game total and you will receive a new task. A basic kill will also get you 10 points (exclusive of any points awarded for tasks). There is an award for the person with the most points at the end of the game.

Some of the tasks will require a good use of imagination. Under no circumstances are they an excuse to break the rules. All tasks can be completed without rule breaking, some just require more thought than others.

If you complete a task or are on the receiving end of the task then you must email the umpire with the details. This is very important and requires a lot of honesty for it to work. There are some cases where the target might not realise they are the victim of a task, it is up to the assassin to inform them.

If you have any queries about the tasks you've been assigned, or the points system, then ask the umpire.

The Umpire:

The Umpire is always a member of the Committee and varies from game to game; they may be contacted by e-mailing umpire@luuassassins.co.uk.

The primary method of contacting the Umpire is through e-mail, though players can arrange a meeting with the Umpire on the University campus. At any point the room occupied by the Umpire is to be considered Hallowed Ground, but players are discouraged from running into this area in order to escape an attacker. Should a Player burst into the Umpire's room gibbering about attacking Assassins, he will laugh and may draw attention to their lack of (wo)manly courage.

Any queries about the game can be e-mailed to the Umpire, or players can visit (but you should probably try to arrange the meeting beforehand, since even the Umpire goes to lectures occasionally). Players should try to resolve any queries before they become a matter of life or death.

Attempting to take items from the Umpire's pigeonhole or break into his computer account is strictly forbidden. Impersonating the Umpire is also forbidden; see Conduct.

Player-Umpire communications may be made public at the end of the game for everyone's enlightenment and amusement. If players do not wish a certain communication to be made public, please tell the Umpire.

The Umpire is immortal. Players attempting to test this proposition may be placed on the Most Wanted List.

Administration:

It is the responsibility of Players to read their e-mails and check the website frequently to see whether they have been put on the Most Wanted list. Players are deemed to know that they are Wanted/Undead as soon as these details are published on the website. They are not Wanted/Undead before this, and you cannot kill someone just because you believe that they are about to become Most Wanted, unless they have explicitly told you that they are Most Wanted.

Web pages:

The game website is at <http://www.luuassassins.co.uk/>; you are probably reading these rules there

now. During the Game, the news will be published on the website along with any updates to the rules, news of upcoming special events or social events, etc.

Signing up for the game:

If you've read all that and you'd like to play, you should email the Umpire with your full name, Leeds University user name and contact email address.

Anyone found to have supplied false or misleading details to the Umpire will be disqualified, but I'm sure it's not necessary to say that.

If you live in a shared room/house, you are advised to tell your roommate that you are playing, so that he or she will not think that your assassins are real murderers. It is your duty to ensure that they will not act unreasonably towards any attacking Players.

Note that by signing up to play you are agreeing to report any assassins-related events, which you are involved in for the period during which you remain alive, including your death. It should be noted that the Undead are (somewhat loosely) classified as alive. You are also giving permission for other players to enter or attempt to enter your accommodation should you leave doors unlocked or windows open and to make attempts to 'kill' you, acting in good faith and utilising such methods as described elsewhere in the Rules.

You play the game of Assassins entirely at your own risk. Neither the Umpire nor any other member of the Guild, past or present, can accept any liability for personal injury, loss of or damage to property or other loss incurred during the game. Nothing contained in these Rules should be taken as encouragement or permission to break the Law.

Comments:

- * The Umpire's ruling is final. There will be no right of appeal against a disqualification.

- * Official complaints about a person's behaviour will almost certainly result in disqualification. Involvement of the (real) police will definitely cause you to be disqualified.

- * Individual players may not speak for the Guild as a whole, and as such not use our rules as an excuse for their behaviour.

- * We have neither the resources nor the inclination to make the rules completely watertight. Hence, although the precision of the wording is often of import, your attention is drawn more to the spirit of the rules than their content. The Umpire will not be bound by the rules if he feels that someone is attempting to exploit a loophole. If in doubt, e-mail the Umpire.