The Oxford Guild of Assassins

~Rules for 3th week game, Trinity 2014~

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# What is the game?

‘Assassins’ is a game of mock killing. It is fun. If you are reading this, then you’ve already signed up for this week’s dose of hilarious carnage. We do ask, however, that for the duration of the game, you live and spend a large proportion of your time within 6 miles of Carfax tower and in an environment compatible with the game (so not, for example, a prison). Once you have read these rules, if you have any questions about them, email the Umpire at umpire@oxfordassassinsguild.org.uk - who will be more than happy to help.

# When and Where

The game **commences at 00:00 on Monday of 3rd Week (12th May) and will run until 21:00 on Thursday of 3rd Week (15th May).** It is played all around Oxford, except for certain areas which are classed as out of bounds. These are discussed later in the rules.

# Game Mechanism

This is a survival game. **It may only be won by ‘living’ assassins, i.e. those who are not zombies. The winning assassin will be the one with the most kills of living assassins at the end of the game.** Should this be a tie, it will be judged by the lowest number of deaths. Should this still be tied, the number of zombies killed will be used to determine the winner. In the vastly unlikely event that there is STILL a tie, the Umpire will declare a winner on the purely subjective, but none the less reasonable grounds of who was least boring.

**There will be two events- one on Monday, one on Tuesday, of which you must attend one. Anyone who does not give the Umpire a piece of paper with their name on it at one of these events will be made a Zombie on Wednesday. Furthermore, anyone who has not killed a living assassin by 00:00 on Thursday will be made a zombie.**

# Killing

“Killing” is using a weapon allowed in the game (see below) upon another person. You should avoid doing this to innocents (people who are not playing the game). Both the killer and killed should agree that a kill has taken place, and send separate kill/death reports to the Umpire. Don’t insist you’re alive when you’re patently not – it’s bad form.

# Death

When you die, after a period of one hour you become a zombie. This state persists until the end of the game, unless you benefit from one of the rules described below.

**\*Being a Zombie\***

If you are a zombie you cannot win the game. However, you can still kill living assassins. You **may only use melee weapons** (i.e. swords and attack animals but not guns or throwing knives). If you are killed (in the normal manner) by a living assassin, you are out of the game (following the normal rules for death) for a period of **10 minutes**.

There will, however, be chances for you to get back into the game. On Wednesday, antidotes to zombie-ism will be available at a time and place to be determined by the Umpire, and on Thursday **only**, kills made on living assassins will return you to the game in their place. Further, to encourage you to keep killing **all kills made on living assassins will count in the final scores if you manage to return to life**.

# Reporting

You should inform the Umpire of **all interesting game-related incidents**. This includes things like killing someone or being killed (very important!), going hunting for someone, planting a trap, discovering a trap (whether or not it kills you) and so on. There are bonuses available for interesting and amusing reports—provided the essential details are in the report, feel free to be as creative as you like. At a minimum, reports should include :

Date and time:

Location:

Assassin(s) doing the killing:

Assassin(s) killed – or innocent(s) – killed:

Weapon:

lengthy reports are requested to include the above details in summary format at the bottom for the sake of the Umpire's mental stress during the week.

# Innocents

**Do not kill innocents!** Similarly, if you do anything stupid which results in an innocent being killed (e.g. having them open your mail, using a photo of your friend as your Facebook picture) **you will be held responsible for the death and point maybe deducted**. Non-players may still have a role in the game though. They are perfectly at liberty to warn you of approaching assassins and anything else that may be helpful to you. However, whilst they are doing so, they may be killed, in which case they should desist, and stop providing assistance. In this circumstance, the assassin doing the killing will neither lose nor gain points, although the assassin being assisted may be penalised if they are putting the non-player at risk. Innocents cannot be used as attack anythings! Even if you dress them up in an animal onesie.

# Bounties

There are no ‘bounties’ as such for this game. However, breaking the rules, doing something silly or killing too many innocents in this game will result in points deductions, entry into zombiehood, or in extreme cases removal from the game,

# Legitimate targets

**If you are living, all other assassins, living or zombie, are legitimate targets. If you are a zombie, all living assassins are legitimate targets. You may not kill each other.**

The Umpire (Odysseus) is most certainly not a target and attempting to kill him will annoy him greatly and require bribery in the form of cake, wine or adaptations of the Disney hit ‘Let It Go’ to recompense.

# Scoring

All kills will be worth 1 during this week. However, more interesting kills may play into the subjective criteria of ‘not-boringness’

# Blues- \*BLUES ARE NOT ACTIVE IN THIS GAME\*

Certain members of the Guild have proved the prowess in battle against a common enemy, and have thus been awarded an obscure fraction of blue. **These people can earn extra points for killing you, but are also worth more points when killed.** We’re working on getting this recorded permanently on the website, but for now, this list is as follows:

**3/16 blues (WORTH AN EXTRA 3 POINTS):**

Sugar Daemon

Flan

Rorschach

Incantanto

Die Fledermaus

Harriet

Odysseus

Platypus

Ajax

Kylar Stern

Shadowfax

The Master

# The Golden Rule

The spirit of the rules is more important than the content, and if the Umpire thinks you are unfairly utilising a loophole, a new rule may be made up especially for you. If in doubt, email the Umpire.

# Conduct

**Players are entirely responsible for their own actions.** The Guild is not an excuse to do anything stupid.

The Guild does not condone any course of action that leads to confrontation with people in authority. Specifically, do not cause college authorities to eject those attempting to kill you. By signing up you are agreeing to permit assassins to come after you using methods in accordance with the rules.

‘Assassins’ is not a game of force. Do not push people around. Most specifically, if someone is holding a door open or shut, you should not attempt to move that door, and you should never do anything likely to cause anyone (including yourself) injury.

It is not permitted for players to impersonate authority figures for Assassins purposes. This includes the (real) Police, porters, college authorities (not including student union representatives), the NHS, and your own esteemed Umpire. Impersonating other Assassins is fine, though.

Similarly, do not manufacture fire alarms, medical emergencies or similar. It’s just not a good idea.

Players should be safe when they are locked in their rooms; a locked door is to be considered an airtight, acid-proof, explosive-proof barricade. So attacks made by, for example, firing under a locked door, will not count. This is mostly relevant for toilet cubicles and letterboxes. Do not attempt to gain entry by any means other than an unlocked door or an open window.

Inevitably, there will be disagreements between players involved in an incident. 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.

If players are unsure about what happened during an attack, they may call a ‘discussion phase’ to clarify who has been hit and who, or whether anybody, is dead.

Once a Player has made a bona fide call for a discussion phase to sort out the facts of the incident, so long as it is not a direct interruption of the event, no Players involved in the discussion phase may kill each other during or immediately after the discussion phase is over—there should be enough time for each player to get a reasonable distance away.

Players taking part in a discussion phase should take care not to expose themselves to other passing assassins. Calling a discussion phase in order to gain an advantage in the game (e.g. to expedite your retreat) is specifically not allowed.

**If asked whether they are alive or dead, an assassin must respond truthfully. FURTHERMORE, IF ASKED WHETHER THEY ARE A ZOMBIE OR NOT, THE ASSASSIN MUST RESPOND TRUTHFULLY.**

# Out-of-bounds areas

The following areas are out of bounds. Any kills made in these areas will be annulled. Assassins should not enter an out of bounds area to avoid being pursued. **The principle is that someone is out of bounds if they can’t take reasonable measures to defend themselves, for practical reasons or to avoid disrupting others unnecessarily. In disputed cases, this is the criterion by which the Umpire will judge.**

Lecture theatres are out-of-bounds, whether or not a lecture is in progress. This applies **only** to the theatre; the moment you exit the room in which the lecture took place, you are fair game.

Official practicals and laboratories are out-of-bounds.

Just to labour that point: don’t go into the Chemistry Research Lab to try and catch one of the chemist players as they’re leaving/entering work. Security may well rugby-tackle you.

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.

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 counter of some form is in bounds. College Formal Halls and the like are out-of-bounds. Regular Hall is fine.

Any Ball, Event, garden party or similar is out-of-bounds. Regular college entz are within bounds.

Seminars, tutorials, tutor meetings and the like: A tutee is out-of-bounds from the time they meet their tutor until the time they part ways. The pre-arranged tutorial location is out-of-bounds for the arranged duration of the tutorial.

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. Punts are within bounds.

Anyone working in a real, proper job is out of bounds while at work. Anyone working at a college bar or entz event is also out of bounds.

The premises of government buildings, banks and building societies are out-of-bounds. You should avoid using any kind of projectile weapon in a shop. The immediate vicinity of a shop till or a cash machine is out-of-bounds. 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.

Anyone in a car or other motorised vehicle is out of bounds and cannot attack or be attacked. Players on bicycles are in bounds, but please be **very**careful only to attack if there is no possibility that you could cause an accident or injury. Players should also avoid fire fights 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.

Oh, it goes on yet further:

Auditoria of theatres/cinemas and concert halls are out of bounds 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 out-of-bounds.

Official university society meetings or regularly scheduled meetings of an unofficial society which take place in college grounds, including in players' rooms are out-of-bounds. Pub meets are within bounds. Assassins carrying bulky or expensive items to and from society meetings may be out of bounds while doing so – however the circumstances must be communicated to the Umpire beforehand. If you are planning to attack someone near their society meeting, you may check with the Umpire as to whether there is any reason that your target may be out-of-bounds.

Any persons performing/practising with fire poi/fire sticks/fiery juggling implements are considered to 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.

Organised sports activities are out-of-bounds. 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 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.

A computer room, defined as a room where any group of people is permitted to use computers which is not a library (although including completely separate rooms within a library) is out-of-bounds between 9.00am and 5.30pm. No projectiles may be used in these rooms at any time.

A player's room is usually only out-of-bounds for tutorials, society meetings and sports activities, as described above. If you believe your room should be made out-of-bounds for any other purpose, or are unsure of its status, you should ask the Umpire.

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

# Weapons

The following gives an outline of the various weapons which can be used against enemies. **ZOMBIES MAY ONLY USE MELEE WEAPONS** It is not an exhaustive list and players are encouraged to use their imagination; however, the Umpire may make any kills carried out with an unauthorized weapon invalid, so do come and check before using your latest creation in the heat of battle. In general, all weapons

* **must be completely safe (for both people and property),**
* **must be defensible so as not to unbalance the Game,**
* **and must materially do something, to indicate to the victim that he/she has been killed.**

All non-obvious weapons must be clearly labelled; if you were carrying a real knife, you wouldn't be able to convince your target that it was a pencil by holding your thumb over the label, so don't do that either.

**Messy weapons and water weapons should be used sensibly**; they should be carefully aimed and not used to excess. Do not use messy or water weapons against people carrying something expensive or wearing formal clothes as they might get annoyed. Weapons should be specific to the victim – killing bystanders is to be avoided even when the effect is harmless.

# Guns

Wooden rubber band guns, Nerf weapons, pea-shooters, and toy pig catapults all count as guns and are projectile weapons. Other similar weapons may also be allowed, but you must contact the Umpire before using one so it can be approved. A direct hit is required; projectiles rebounding off walls, etc. do not count. **BB guns and pellet guns are not allowed under any circumstances.** You should not use any weapon that looks at all realistic. Try to avoid head shots with all projectile weapons. If you are found to be using a realistic-looking gun you will be removed from the game. No matter how safe it is, the law is quite strict on this matter, and the Guild has no desire to see its members arrested.

# Bang kills

In former games, if using a model gun-like object which did not fire projectiles, a ‘bang kill’ could be made by use of the word ‘Bang’. Possibly preceded by ‘Hasta la vista, baby.’

**In this game, there are no bang kills.** If a gun-like object does not fire water or projectiles, it is not a legitimate weapon. Not even for pistol-whipping someone to death.

This rule encompasses all genuine ‘sonic’ weapons as well. Stab backs, not ears.

**Laser Pointers are not to be used as sights or otherwise in any circumstances.**

# Water weapons

Any **small** water pistol may be used as a weapon. You must get a definite hit with the main jet for it to count—if you just splash the target with the edge of the spray or at extreme range, the kill does not count. Extreme caution is advised when using water weapons, particularly around electronics or anything else that may be damaged by water. Remember, you are solely responsible for any damage or injury you cause.

To reiterate: Any small water pistol may be used as a weapon. The use of immense super-soakers once resulted in a Dean (of somewhere; we knew once, but senility takes its toll) getting drenched on his way to a formal dinner, and he was understandably unimpressed. **Do not use absurd-sized super soakers** outside specific contexts which the Umpire of an individual game may arrange. Especially as it’s winter.

It is a good idea to confirm the kill immediately with the victim, who might not have noticed the hit if wearing thick clothing. This avoids arguments later, when the water has evaporated.

Bottles of water, hosepipes, etc are specifically disallowed, as are water weapons filled with anything but water.

# Knives, Swords, Rabbits, and other Melee Weapons

Knives made of foam, rubber or cardboard, plastic knives with retractable blades, pens with lids (not metal) and without a metal barrel or sharp ends, may be used as knives. Anything which is not very obviously a knife should be labelled “KNIFE”. Please do not use anything very pointy, and be careful with anything slightly pointy. Be extra-careful when throwing knives.

Arbitrary objects may not be turned into weapons simply by writing “KNIFE” on them; this may only be done to vaguely knife-shaped objects. No metal objects including cutlery knives may ever be used as knives.

Plastic or cardboard swords may be used as swords; cardboard ones must be labelled “SWORD”. Toy light-sabres may also be used. Rolled-up newspapers or cardboard poster tubes are coshes, not swords.

Latex LARP swords and knives (or other LARP weapons, **not including LARP bows or crossbows**) may be used if they are labelled very clearly, and you bring them to the Umpire so that he/she can check that they are safe, and that you can pull your blows correctly.

In the interests of safety, with all melee weapons, you should be careful to avoid attacks of a stabbing nature (particularly with LARP weapons) and should never aim for the head. Remember that this is a game of subtlety rather than combat.

**Fluffy animals may be used as attack animals as long as they are labelled** “ATTACK ANIMAL”, “KILLER RABBIT”, etc. Ideally all attack animals should be presented to the Umpire first as we like to see what embarrassing fluffy animals players keep in their rooms. Be creative with ways to use them, but if you wish to try something unconventional, then check with the Umpire beforehand. Importantly, if a fluffy animal is NOT labelled then it is just a fluffy animal. Real animals are not allowed.

Direct contact with any of the above weapons will suffice for a kill. If, however, a melee weapon is thrown at the target, it is subsequently treated as a projectile weapon, and – as a projectile – does not cause a kill if striking on the rebound.

# Boulders and safes

An empty (large) box or sizeable lump of expanded polystyrene may be labelled “safe”, “fridge”, “anvil” or similar, and then dropped. It can kill if it falls at least a metre before impact. A beach ball or balloon at least the size of a football may be labelled as a boulder and then rolled, dropped or thrown as a weapon (not kicked, however – that would break your leg). Any impact with significant speed may kill, including from rebounds (most weapons do not count on the rebound). You may also rig traps in which a boulder is positioned to fall on the victim, such as when opening a wardrobe.

# Indirect weapons

**Indirect weapons are not allowed in this game- if you’re not their when the kills occurs, it’s illegal.**

# Other weapons

It is possible to use many other weapons not in this list. However, you must contact the Umpire to register any other weapon first so that the Umpire can decide whether it is fair and safe. Any kills you make with an unlicensed weapon may be disallowed. Examples from our Cambridge counterparts of previously-licensed novelty weapons include poisoned umbrellas, double-decker buses and poisoned lipstick. In general you can probably license anything that is completely harmless, and more difficult to kill with than the items in this list.

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# Shields

There are no shields in this game, and clothing, bags and weaponry will not block incoming shots. This means that if you are hit in the back while carrying a rucksack and the shot would have hit your body had you not been wearing it, you are dead. Weapons may likewise not block shots and so hits to your weapon may count as having hit your arm or body as appropriate if they would otherwise have done so. In the case of sword fights, however, a direct bodily hit is required.

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# Disallowed weapons

The following are specifically disallowed – don’t ask if you can use them, as the answer will be ‘no’.

* **Any indirect weapons**
* Body armour
* Shields or tanks
* Poison gas
* BB guns, air pistols or any kind of “real” weapon
* Rubber pellet guns
* Thrown CDs or playing cards
* Stink bombs or water bombs (water bombs [balloons] may be allowed in strictly-controlled set-piece encounters arranged by the Umpire)
* Paintball guns
* Party poppers

This list is not exhaustive; any weapon not explicitly allowed must be checked with the Umpire before being used in the Game.

**History**

2007-02-11: Blatantly stolen and edited from the Cambridge Assassins’ Guild.

2007-10-14: Edited by Adam Dinwoodie & James Miller for the first Michaelmas 2007 game.

2007-11-04: Altered for second Michaelmas 2007 game by Adam Dinwoodie. Indirect weapons are out.

2007-11-16: Further updated by Adam Dinwoodie for the third Michaelmas 2007 game.

2008-01-27: Revised by James Miller for Week 3 Hilary 08 game.

2008-02-22: Altered by James Miller & Annabel Morley for Week 6 Hilary game

2008-05-04: Altered by Thibault Jeakings for Week 3 Trinity 08 game.

2008-11-15: Altered again by Thibault Jeakings for Week 6 Michaelmas 08 game.

2009-01-30: Revised by James Miller & Annabel Morley for Week 3 Hilary Triads game.

2009-05-14: Revised by Annabel Morley & Janice Heng for Week 3 Trinity ‘Project Exam Relief’ game.

2009-10-18: Revised by Janice Heng for Week 3 Michaelmas 09 game.

2010-01-29: Revised by pilly (Richard Owen) for 3rd week Hilary 2010 game. Including correcting a remaining Tab-ism. Bah.

2010-02-21: Revised by Jaffar (Keiran Smith) for 6th Week Hilary 2010 game.

2010-05-09: Altered by Richard Purkiss for 3rd Week Trinity ‘round-the-maypole’ game.

2010-10-24: Altered by Patrick Briône for 3rd Week Michelmas 2010 game.

2010-11-08: Altered by David Rainsley for 6th Week Michaelmas 2010 game.

2011-10-21: Altered by David Rainsley for 3rd Week Michaelmas 2011 game. Highlighted some important rules.

2012-10-21: Modified slightly by pilly for 3rd Week Michaelmas 2012 game.

2012-11-11: Altered by John Brazier for 6th Week Michaelmas 2012 game.

2013-01-16: Altered by John in the Dark (Lothar Krapp) for 3rd Week Hilary 2013

2013-02-19: Altered by pilly for the 7th week Hilary 2013 (individual) game

2013-10-28: Altered by John Brazier for 3rd Week Michaelmas game.

2013-11-18 Altered by Isobel Priest for 6th Week Michealmas 2013 game.

2014-01-20: Altered by Tom Lear (Platypus) for 2nd Week Hilary 2014 individuals game.

2014-02-18: Altered by Ben Kybett (Odysseus) for 6th Week Hilary 2014 Game of Thrones- themed team game, with some other more general clarifications and additions

2014-03-29: Uploaded to Google Docs for ease of editing and viewing by Tom Lear (Platypus)

2014-05-09: Edited for the Trinity Zombies game by Ben ‘Odysseus’ Kybett