

Reality Check-In

September 14, 2012

- 004

A Hotel Room

The nameplaque says **Angela Robertson**. If you have the room key with item # **100**, you may enter the room.

Please do not remove this until September 15, 2012.

— The MIT Assassins' Guild —

Reality Check-In September 14, 2012

This is a sign being used by the MIT
Assassins' Guild.

Please do not throw this away.

Reality Check-In

September 14, 2012

- 004

A Hotel Room

The name plaque says **Lindis Curtis**. If you have the room key with item **# 101**, you may enter the room.

Please do not remove this until September 15, 2012.

— The MIT Assassins' Guild —

Reality Check-In September 14, 2012

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Reality Check-In

September 14, 2012

- 004

A Hotel Room

The name plaque says **Jacqueline Pulaski**. Below it is another name plaque that says **Billy Pulaski**. If you have the room key with item # **102 or 103**, you may enter the room.

Please do not remove this until September 15, 2012.

— The MIT Assassins' Guild —

Reality Check-In September 14, 2012

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Reality Check-In

September 14, 2012

- 004

A Hotel Room

The name plaque says **Seth Ashford**. If you have the room key with item # **104**, you may enter the room.

Please do not remove this until September 15, 2012.

— The MIT Assassins' Guild —

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Reality Check-In

September 14, 2012

- 004

A Hotel Room

The name plaque says **Reverend Cornelius**. If you have the room key with item # **105**, you may enter the room.

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— The MIT Assassins' Guild —

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- 002

A Mortar and Pestle

A Mortar and Pestle are lying on the counter. You may not interact with this sign unless you know otherwise.

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— The MIT Assassins' Guild —

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Reality Check-In

September 14, 2012

- 002

Refrigerator

A big, industrial sized refrigerator. If you would like to search the refrigerator, place both hands on this sign for 30 seconds. Note: The items available here are effectively infinite in quantity. If this envelope is ever empty, tell a GM.

Please do not remove this until September 15, 2012.

— The MIT Assassins' Guild —

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Reality Check-In

September 14, 2012

- 002

The Kitchen Sink

A big, stainless steel sink. A good place to wash your hands. If you would like to search the sink, place both hands on this sign for 30 seconds. Note: The items available here are effectively infinite in quantity. If this envelope is ever empty, tell a GM.

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— The MIT Assassins' Guild —

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September 14, 2012

- 002

A Kitchen Cabinet

Full of all kinds of useful cooking implements. If you would like to search the cabinet, place both hands on this sign for 30 seconds.

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— The MIT Assassins' Guild —

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September 14, 2012

- 002

An old-fashioned television

Oh, the TV is playing. Yet the switch seems to indicate that its turned off?

If you watch it for a moment, its clear that the same two ads are playing, over and over.

Buy Nibbles n Kits dog food! Buy Peach Laundry Detergent! Buy Nibbles n Kits dog food! Buy Peach Laundry Detergent! Buy Nibbles n Kits dog food! Buy Peach Laundry Detergent! Buy Nibbles n Kits dog food! Buy Peach Laundry Detergent! Buy Nibbles n Kits dog food! Buy Peach Laundry Detergent!

This television may be opened up if you spend one minute doing so. If so, remove an item below.

Please do not remove this until September 15, 2012.

— The MIT Assassins' Guild —

Reality Check-In September 14, 2012

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Reality Check-In

September 14, 2012

- 002

The Bar

Normally there would be a bartender here, mixing drinks. If you would like to search behind the counter, place both hands on this sign for 30 seconds. You may then take 1 item from the counter.

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— The MIT Assassins' Guild —

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Reality Check-In

September 14, 2012

Hall off of - 002

A Toolbox

If you would like to search the toolbox, place a hand on this sign for 1 minute. You may then take 1 item of your choosing from the toolbox.

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— The MIT Assassins' Guild —

Reality Check-In September 14, 2012

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Reality Check-In

September 14, 2012

Hall off of - 002

A Pile of Wood

An assorted collection of wooden planks and boards. If you would like to search the pile, place a hand on this sign for 1 minute. You may then take 1 item of your choosing from the pile.

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— The MIT Assassins' Guild —

Reality Check-In September 14, 2012

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Blocking hall off of - 002**A Block of Water**

There appears to be a floating aquarium in the middle of this hallway, blocking most of the passage. It is possible to squeeze by next to the wall if you're careful.

But on closer inspection, this aquarium lacks glass. It is simply a cube of water, held in the shape of a cube by god-knows-what, with a single, very confused fish swimming around haphazardly inside.

If you have a strainer-like device and make a CR 2 attack, you can catch the fish. Open the packet below.

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— The MIT Assassins' Guild —

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Reality Check-In

September 14, 2012

Main Hallway

The Reception desk

Normally there would be someone staffing the desk.

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— The MIT Assassins' Guild —

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Main Hallway

A Picture of the God of Virtuism #444

A beautiful rendering of the image of the God of Virtuism.

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Main Hallway

A Vase of Flowers

What a lovely flower arrangement! This would look quite nice at the wedding.

If you get close, you can hear a strange static noise coming from the vase. What could be making that sound? Its grating.

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— The MIT Assassins' Guild —

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Reality Check-In

September 14, 2012

-032

A Spa

This was a fancy Spa, but something's wrong.

Everything in this room seems to be sprouting leaves. Even the plastic and metal furniture is sprouting plastic and metal foliage.

For every 30 seconds spent in this room, lower your by 1.

Please do not remove this until September 15, 2012.

— The MIT Assassins' Guild —

Reality Check-In September 14, 2012

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Assassins' Guild.

Please do not throw this away.

Reality Check-In

September 14, 2012

-015

**YOU MAY NOT PASS THIS SIGN
UNLESS YOU KNOW OTHERWISE.
If you know otherwise, you may pass
into this room, but you **MUST** interact
with the sign on the table directly
inside the door before taking any
action in this room.**

#9999

Please do not remove this until September 15, 2012.

— The MIT Assassins' Guild —

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Reality Check-In

September 14, 2012

-015

How to Possess A Body

Since you are normally just a simulation, you must possess a body in order to exist in the real world. Below are a set of three robot bodies you may possess. Pick up one of the index cards labeled "Robot" and carry it with you at all times while you are in reality. If there are no notecards on the table, there are no bodies available and you must return to the simulation immediately.

Unless you know otherwise, you may not possess an alien body.

If you wish to destroy one of the alien bodies, you may do so. If you choose to do so, you must inform a GM before you begin. The action takes 5 minutes and is interruptable. If you succeed in killing the body, tear up one of the notecards marked "Alien".

All bodies have CR 0.

Please do not remove this until September 15, 2012.

— The MIT Assassins' Guild —

Reality Check-In September 14, 2012

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Please do not throw this away.

Reality Check-In

September 14, 2012

-015

Alien Ship

There is an airlock here that leads to an alien ship docked alongside this one. If you wish to take the alien ship and leave this one you may do so, however doing so constitutes leaving the game and you will not be allowed to return.

In order to take the alien ship, you must first gain access to it.

If you have the **number combination**, you may simply lay hands on this sign for 3 minutes. Then take down this sign and inform a GM that you have left game. This is an interruptable action.

If you do not have the **number combination** you may hack into the lock. The lock has a difficulty level of 3.

Please do not remove this until September 15, 2012.

— The MIT Assassins' Guild —

Reality Check-In September 14, 2012

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Reality Check-In

September 14, 2012

-015

The Simulation State Readout

The signs below indicate the state of the simulation. If either one does not read **“Broken”**, then the simulation has been altered from the broken state. If one of the signs reads otherwise, then the state of the simulation is such.

If you would like to alter the state of the simulation, follow the instructions on one of the signs below.

Please do not remove this until September 15, 2012.

— The MIT Assassins’ Guild —

Reality Check-In September 14, 2012

This is a sign being used by the MIT
Assassins' Guild.

Please do not throw this away.

Reality Check-In

September 14, 2012

-015

The Simulation is Broken

The simulation has experienced a fatal error. At 11:00 pm, the simulation will be terminated. All data will be lost. REPEAT: All data will be lost.

If you have item **#126**, and you place it in the blue square below (remove anything already in the blue square), replace this sign with the one under it. If the sign to the right does not indicate that the simulation is **broken**, swap the signs so it does.

Please do not remove this until September 15, 2012.

— The MIT Assassins' Guild —

Reality Check-In September 14, 2012

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Please do not throw this away.

Reality Check-In

September 14, 2012

-015

The Simulation is Broken

The simulation has experienced a fatal error. At 11:00 pm, the simulation will be terminated. All data will be lost. REPEAT: All data will be lost.

If you have item **#148**, and you place it in the blue square below (remove anything already in the blue square), replace this sign with the one under it. If the sign to the left does not indicate that the simulation is **broken**, swap the signs so it does.

Please do not remove this until September 15, 2012.

— The MIT Assassins' Guild —

Reality Check-In September 14, 2012

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Please do not throw this away.

Reality Check-In

September 14, 2012

-015

The Save State is present

The fatal errors have been corrected. At 11:00 pm, the simulation will revert to the save state. All anomalies will be removed.

Please do not remove this until September 15, 2012.

— The MIT Assassins' Guild —

Reality Check-In September 14, 2012

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Reality Check-In

September 14, 2012

-015

The Utopia State is present

The simulation has been modified to reflect a utopian state. At 11:00 pm, the changes will take effect.

Please do not remove this until September 15, 2012.

— The MIT Assassins' Guild —

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Reality Check-In

September 14, 2012

-015

A coil of cable

There is a long coil of steel cable in this corner. It can't be moved very far, but two players may use it to restrain a third. The two players wishing to use the rope must each put one hand on this sheet and then indicate the player to be restrained. The restrained player must comply, but is immediately released should either restraining player remove their hand from this sheet. This item has a 2 minute cool down time while you untangle the rope after a player is released (intentionally or accidentally).

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— The MIT Assassins' Guild —

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Reality Check-In

September 14, 2012

-015

How to return to simulation

If at any time you wish to return to the simulation, simply replace the index card representing your body where you found it, set your badge to “I’m not here” and return to the deck of cards. Then set your badge back.

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— The MIT Assassins’ Guild —

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Reality Check-In

September 14, 2012

-015

A free-standing console.

This console is set a little away from the others. It doesn't appear to do anything special.

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— The MIT Assassins' Guild —

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Reality Check-In

September 14, 2012

-030

The Gift Shop

This is the gift shop for the hotel. It is small and mostly full of cheap junk.

Please do not remove this until September 15, 2012.

— The MIT Assassins' Guild —

Reality Check-In September 14, 2012

This is a sign being used by the MIT
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Reality Check-In

September 14, 2012

-030

A Display in the Gift Shop

There are many things on display. If you would like to take one, place your hand on the sign for 1 minute, then you may take an item of your choice.

Please do not remove this until September 15, 2012.

— The MIT Assassins' Guild —

Reality Check-In September 14, 2012

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Reality Check-In

September 14, 2012

-030

A display of stuffed animals

There are a whole host of stuffed animals on display here. If you would like to search the pile of stuffed animals, place your hand on the sign for 1 minute, then you may take an item if one is available.

Please do not remove this until September 15, 2012.

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Reality Check-In

September 14, 2012

-030

A clothing display.

This trendy boutique is selling some chic skirts and suits! Look, matching purses and wallets!

Wait a minute what color is the fabric? Its not one youve ever seen before. Youre not sure you can describe it.

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Reality Check-In

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Near -013

A High Security Door

This steel door looks important. It has been left open. You may close the door. If you do so, replace this sign with the one under it (put this sign under that one).

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Reality Check-In

September 14, 2012

Near -013

A High Security Door

This steel door looks important. It has a keyhole instead of a card reader. If you have item **# 125** you may open the door. Replace this sign with the one under it (put this sign under that one). You may then take any item from this room that you wish to take.

Please do not remove this until September 15, 2012.

— The MIT Assassins' Guild —

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Reality Check-In

September 14, 2012

-032

A Broom Closet full of junk

This is a small broom closet. There seems to be a whole bunch of random items in here if you had the patience to find them.

Please do not remove this until September 15, 2012.

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Reality Check-In

September 14, 2012

-032

A Pile of Junk

There is a pile of junk here. If you would like search the pile of junk for a useful item, spend 3 minutes searching this room. You may then take one item randomly.

Please do not remove this until September 15, 2012.

— The MIT Assassins' Guild —

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