

Reality Check-In

May 25, 2013

- 004

Hotel Room Access

There are three ways to gain entrance to a hotel room:

1. Possess the appropriate room key.
2. You may hit the door with a **CR of 5** or greater. If you do so, you must write "Broken" on the door to indicate that the door is now broken down and anyone can pass freely in and out of the room.
3. Hack your way in. The lock has a difficulty level of **1** unless the room belongs to Jacqueline Pulaski, in which case the lock has a difficulty level of **2**.

Once you have completed one of the above requirements, you may stand with your hand on the room sign for 30 seconds to enter the room. You may then freely stash items that are stashable, and take items that are in the room.

Please do not remove this until May 26th.

— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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

Please do not throw this away.

- 004	I	Reality Check-In/May 25, 2013
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Reality Check-In

May 25, 2013

- 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 May 26th.

— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

- 004

A Hotel Room

The name plaque says **Lindis Curtis**.

If you have the room key with item # **101**, you may enter the room.

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— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

- 004

A Hotel Room

The name plaque says **Jacqueline Pulaski**. Below it is another name plaque that says **Bailey Pulaski**.

If you have the room key with item # **102 or 103**, you may enter the room.

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— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

- 004

A Hotel Room

The name plaque says **Seth Ashford**.

If you have the room key with item # **104**, you may enter the room.

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— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

- 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 —

Reality Check-In

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Reality Check-In

May 25, 2013

- 004

A Hotel Room

The name plaque says **Kevin Gordon**.

If you have the room key with item # **106**, you may enter the room.

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— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

- 004

A Hotel Room

The name plaque says **Nava**

If you have the room key with item # **107**, you may enter the room.

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— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

- 002

A Food Processor

A Mortar and Pestle are lying on the counter.

You cannot interact with this item unless you know otherwise.

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— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

- 002

A Big Cookie Jar

There is a cookie jar on the counter.

If you would like a cookie, put both hands on this sign for 30 seconds. You may then take a cookie. The cookie jar is essentially infinite. If it is empty, tell a GM.

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— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

- 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.

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— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

- 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 —

Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

- 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 —

Reality Check-In

May 25, 2013

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- 002	T	Reality Check-In/May 25, 2013
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Reality Check-In

May 25, 2013

- 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! 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.

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— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

- 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. The items here are essentially infinite in quantity. If the envelop is empty, tell a GM.

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— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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Hall off of - 002	A	Reality Check-In/May 25, 2013
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Reality Check-In

May 25, 2013

Hall off of - 002

A Toolbox

A big metal 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

May 25, 2013

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Reality Check-In

May 25, 2013

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

May 25, 2013

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Reality Check-In

May 25, 2013

Blocking hall off of - 002

A Block of Water

It is possible to squeeze past if you're careful.

There appears to be a floating aquarium in the middle of this hallway, blocking most of the passage. 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 some very confused fishes swimming around haphazardly inside.

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

Please do not remove this until May 26th.

— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

Main Hallway

**A Portrait of a tastefully dressed
gentleman #444**

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

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— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

Main Hallway

The Reception desk

Normally there would be someone staffing the desk.

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Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

Main Hallway**A Vase of Flowers**

What a lovely flower arrangement! These 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.

If you would like to take a flower, stand with both hands on the sign for 30 seconds then take a flower.

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— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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- 013	B	Reality Check-In/May 25, 2013
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Reality Check-In

May 25, 2013

-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 within 2 ZoC of this sign, lower your Ω by 1.

Please do not remove this until May 26th.

— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

This is a sign being used by the MIT
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Please do not throw this away.

Reality Check-In

May 25, 2013

-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 May 26th.

— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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

Please do not throw this away.

-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.

There is a time limit for how long you can stay in reality. You can stay for a maximum of **5 minutes. You may choose to leave before the time is up.**

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 once you have possessed a body of your own. If you choose to do so, you must inform a GM before you begin. The action takes 5 minutes and is interruptable. Pick up the notecard and do nothing else for 5 minutes. If anyone asks what you are doing, explain that you are attempting to destroy the body. If you succeed in killing the body, tear up one of the notecards marked "Alien".

NOTE: All bodies have CR 0. This supercedes your CR.

Please do not remove this until May 26th.

— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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Assassins' Guild.

Please do not throw this away.

Reality Check-In

May 25, 2013

-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 May 26th.

— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

-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 as it says.

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 May 26th.

— The MIT Assassins’ Guild —

Reality Check-In

May 25, 2013

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

May 25, 2013

-015

Item #126

The Simulation is **Broken**

The simulation has experienced a fatal error. At 6:00 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 May 26th.

— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

-015

Item #148

The Simulation is **Broken**

The simulation has experienced a fatal error. At 7:00 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.

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— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

-015

The Save State is present

The fatal errors have been corrected. At 7:00 pm, the simulation will revert to the save state. All anomalies will be removed.

Please do not remove this until May 26th.

— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

-015

The Utopia State is present

The simulation has been modified to reflect a utopian state. At 7:00 pm, the changes will take effect.

Please do not remove this until May 26th.

— The MIT Assassins' Guild —

Reality Check-In

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Reality Check-In

May 25, 2013

-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 where you used the dream machine (deck of cards). Then set your badge back.

Please do not remove this until May 26th.

— The MIT Assassins’ Guild —

Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

-015

A free-standing console.

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

Please do not remove this until May 26th.

— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

-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 May 26th.

— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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

May 25, 2013

-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 May 26th.

— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

-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.

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— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

-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.

Please do not remove this until May 26th.

— The MIT Assassins' Guild —

Reality Check-In

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Reality Check-In

May 25, 2013

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.

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— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

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).

Please do not remove this until May 26th.
— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

-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.

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— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

-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.

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— The MIT Assassins' Guild —

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Reality Check-In

May 25, 2013

-013

The Grand Ballroom

This is the Grand Ballroom for the hotel. The floors are a rich, grainy red wood. The walls are covered in gilded wallpaper and the sweeping, the vaulted ceilings are graced by elaborate chandeliers.

The wedding is scheduled to take place here this evening.

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— The MIT Assassins' Guild —

Reality Check-In

May 25, 2013

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Reality Check-In

May 25, 2013

A Window

This window used to look out over the grounds of the hotel, but now when you look out, you see. . . *nothing*. It's disconcerting because you don't see darkness, or light, or anything. There is just—nothing. The window won't budge, and you aren't sure you'd want to open it anyway.

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