
 Ω

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Wedding Preparations

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If you wish to fulfill the conditions of being the **Bride** or the **Groom** you must complete the following tasks, in any order you choose:

- Collect a **flower**. Make sure to bring it to the ceremony!
- Spend 3 minutes in conversation with someone about the ceremony. *Role play accordingly.*
- Spend 5 minutes alone in contemplation of your vows. *Simply choose not to interact with anything or anyone since you are contemplating your vows. You may do this anywhere, as long as no one is within 2 ZoC. If someone enters this range you may warn the person and if they immediately retreat, you may continue. Otherwise, you must start over.*
- Spend 2 minutes in your **room**, getting ready. *Stand with both hands on the sign for your room for your room for 2 minutes while in possession of your room key.*
- If you are the **Bride**, get somebody to brush your hair while in the spa. You must acquire a hairbrush to do so. You and your helper must both place a hand on the *Spa* sign for 1 minute (you must both do this at the same time).
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If you wish to fulfill the conditions of being the **Pastor** you must complete the following tasks, in any order you choose:

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- Spend 2 minutes in conversation with one non-believer, explaining the importance of the wedding ceremony.
- Bring enough **glasses** of wine (3 plus any witnesses. Dont hesitate to bring extras) from the **Bar** to the **Ballroom**. *Glasses have a bulkiness of 1 hand. You may therefore carry up to 2 at a time, if you are carrying nothing else. Since they are fragile, you must walk heel to toe whenever you are carrying at least one wine glass. Dont spill!*
- Spend 3 minutes preparing your speech which you will deliver at the beginning of the ceremony.

If you wish to fulfill the conditions of being a **Witness** you must complete the following task (*note: non-believers can act as witnesses if they have spoken to the pastor*):

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7. The bride and groom dance.
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Electronic Lock Picking

(This greensheet details how to use your computer skills to hack into any electronic lock. (note, this does not work on locks that require a physical key).)

You are well versed in computer programming and thus have the skill to trick any electronic lock into opening for you. This is a very delicate process that can be fairly time consuming. The difficulty of hacking the lock varies, depending on the lock itself. If anyone asks what you are doing, you must tell them that you are hooking up a small PDA to the lock which emits a series of beeps.

In general, if you wish to hack into a lock, you will interact with your deck of cards. The procedure for doing so is as follows:

- 1: If you are starting with a full deck, shuffle the deck 6 times
- 2: Deal out 5 cards in a line. This is your *working hand*.
- 3: Deal out 5 cards in a line below your working hand. This is your *dynamic library*.
- 4: You may swap out **one** card in your *working hand* with one card in your *dynamic library*.
- 5: Discard all 5 cards in your *dynamic library*.
- 6: Repeat from 3 until you have fulfilled your success condition or you run out of deck. If you run out of deck, you must start over from step 1.

Success Conditions:

Lock Difficulty	Required hand:
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In general, if you wish to hack into a lock, you will interact with your deck of cards. The procedure for doing so is as follows:

- 1: If you are starting with a full deck, shuffle the deck 6 times
- 2: Deal out 5 cards in a line. This is your *working hand*.
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Lock Difficulty	Required hand:
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How to Make Poisoned Wine

Poison Making

This green sheet details how to make a latent poison to put in wine. If you are reading this green sheet, you have knowledge of poison synthesis.

Many people think puffer fish are harmless, but you know just how wrong they are. You have the skills to create a potent poison that will kill anyone who ingests it. It is of course a latent poison; you wouldn't want the person you poison to drop at your feet. That would cast entirely too much suspicion on you. The person will die about half an hour after consuming the poison. Be careful; there is no antidote.

In order to make a vial of poison you must:

1. Catch a **fugu**, a kind of fish. To do this, you will have to improvise a net from a pasta strainer.
2. Obtain a vial in which to separate the poison.
3. Use a mortar and pestle to make your poison. You know how to use a mortar and pestle. Spend 2 minutes with your hand on the sign for the mortar and pestle once you are in possession of the fugu fish and vial. Afterwards, destroy the fugu fish and vial item cards and take a glass of poisoned wine.

Ingredients for the poison are very limited and you will only be able to make one dose.

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The Dream Controller User Guide

****** READ THIS PAGE FIRST ******

(This greensheet details how to use the dream controller item. Keep this greensheet with the dream controller at all times. A deck of cards is the physrep for the dream controller.)

The dream controller looks like a very sophisticated virtual reality headset. **All** players can interact with the dream controller, even if you have no scientific background or cannot normally interact with objects.

When using the dream controller, you are putting it over your head, covering your eyes and ears. You cannot see or hear anything around you, although you can be interrupted by physical touch. Any player may choose to interrupt you when you are using the dream controller.

To use the dream controller, first shuffle the deck of cards. Reveal the top three cards in the deck in a row. Continue to reveal cards until you get a “three card straight”, (three cards with either ascending or descending values. ignore suit). If you run out of deck, shuffle the deck and try again. When you get a “Three card straight” you have successfully activated the dream controller. You must then flip to the next page and follow the instructions.

****** READ THIS PAGE FIRST ******

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****** DO NOT READ THIS PAGE UNTIL YOU HAVE ACTIVATED THE DREAM CONTROLLER ******

A moment ago, you were staring into a pleasant field of stars. Now, you feel massively disoriented and your body is somehow very wrong. Switch your badge to “Not here”. **Drop all your items including the dream controller on the ground**, except for item #148, item #126, and item #111. Proceed to, and enter, room 15, following all signs and instructions directly inside the door.

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