

General Manual for the Game of

AGENCY

Revision 2.1.0

A manual of rules for the “Agency” variant of the live-action roleplaying game of “*Assassin*”, derived from the UP Assassin’s Guild manual, and based ultimately on the Steve Jackson game “*Killer*”

All enclosed material is deemed
CONFIDENTIAL



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1 How to Play This Game

1.1 Basic concepts & overview

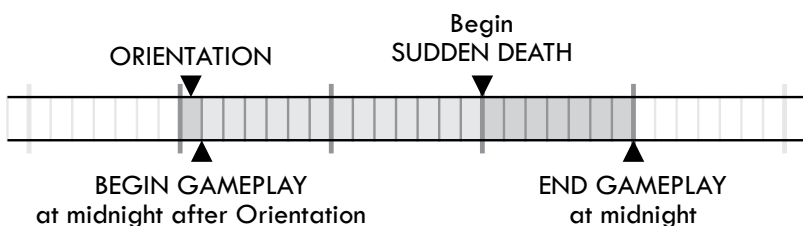
Agency is an excitingly intense game of cat-and-mouse, where each person must rely upon wits, guile, and resourcefulness in order to survive.

Here, each player is a secret **Agent** “employed” by **the Agency**, the governing body of the game. Each Agent is randomly assigned a single **target**, which is another Agent. Agents must “**assassinate**” their target before the game ends using only the weapon provided to them by the Agency.

The game is a “kill-or-be-killed” process of elimination, running 24 hours a day, 7 days a week. **The last Agent to survive wins.**

1.2 Timeline

The game, which lasts a maximum of 3 weeks, is divided up accordingly:



1.2.1 Registration and Orientation

During Registration, the Agency meets prospective players to collect information, such as:

- Name, age, weight and height
- Desired codename
- Contact information
- Away-days expected during gameplay



The Agency also photographs the player.

Some of this information is used by Agents to identify and locate their targets. Other information is used by the Agency to contact players, and is kept confidential. All appropriate information is safely and confidentially disposed of when the game is over.

Once all player information is collected and game materials compiled, game dates are announced, and an Orientation meeting is held right before actual gameplay starts.

During Orientation, the Agency familiarises players with the procedures and rules of the game, and provides each with:



An **Agency Identification Card**, which identifies the player as a member of the Agency. Players *must keep this document on-hand at all times, and must relinquish it to their assassin* if they are killed.



An **assignment sheet**, which provides basic information regarding the Agent's target. This information is used to identify and locate the target, and thus *must be kept secret from the target at all times*.



A **copy of the game rules**. Agents may refer to these as necessary. Any issues not adequately covered in the rules documentation may be discussed with the Agency directly.



A **weapon**, with which the Agent will assassinate their target. This weapon is a standard-issue item officially sanctioned by the Agency; no other weapon may be used, or substituted.

Additionally, players are provided information regarding which players are serving as Agency representatives, how to contact the Agency, and (if one is made available) what the prize(s) would be for winning the game.



Players are also reminded of seemingly obvious facts: they will be *shot at* as a normal part of gameplay, they are responsible for their own actions, and that they must *leave the game immediately* if they are not comfortable with these conditions. They should also be briefed on basic weapons etiquette, as outlined in Section 3.9.

1.2.2 After Orientation: Gameplay begins

At midnight after the Orientation, gameplay begins. Before this point, no kills are considered valid. This time gap allows Agents enough time to become familiar with the rules and their gameplay materials. It also prevents everyone from shooting at each other immediately after leaving the room with their weapons and dossiers.

Agents must use the information provided, and their own wits and skill, to hunt down and eliminate their targets as quickly as possible. They must also endeavour to survive as long as possible, keeping a sharp eye out for the Agent(s) assigned to assassinate them.

If an Agent is shot, the assassin must confront the target to verify that the kill has been made, and to collect the dead Agent's Identification Card. The assassin must then immediately hand over the card to the Agency, claim the kill, and do their best to survive until the end of the game.

The Agency will then post the kill to a scoreboard/list located at the Agency office and/or on the game homepage. This scoreboard will allow Agents to keep track of who is, and is not, playing in the game at any point.

If the kill is contested, and the Agents cannot agree on the validity of the kill, they must immediately contact the Agency for a resolution. Most contestations are resolved using a duel. **All Agency decisions are final.**

At its discretion, the Agency may play a direct role in the assassinations, sending out decisively-equipped **Enforcers** to mete out justice, or change the pace of the game. At any time, it may also alter or update target assignments in order to keep gameplay progressing smoothly.

Gameplay continues for 24 hours a day, 7 days a week. **At any time during the course of gameplay, once a single Agent is left alive, the game is**



over – as such, the game may end before the full 3-week period has elapsed.

1.2.3 The last week of gameplay: Sudden Death

If more than one Agent is left alive by the end of the second week, the game enters a final “Sudden Death Week”. During this period, the Agency forces a resolution by reshuffling assignments between remaining players, and by sending out Enforcers to hunt down and kill remaining Agents in an ordered fashion. This keeps the game from dragging on forever, incentivising Agents to finish their jobs.

During Sudden Death Week, Agents may shoot at Enforcers on sight, **as long as the Enforcers are armed** (and at the Agency’s discretion, appropriately marked).

Once a lone survivor emerges (at any time during the course of the game), the end of the game is announced to all players. This last Agent is awarded the spoils of victory.

1.3 Don't forget!

- **Players are entirely responsible for their own behaviour!** If you upset others, or hurt yourself or others as a result of your behaviour, it is *your* responsibility to manage the consequences. Neither game organisers nor fellow players will be held liable for your actions!
- **Safeguard all gameplay materials!** Keep your information secret!
- Keep your Agency Identification Card **on-hand at all times!**
- **Refer to the rules** for guidance on gameplay and proper conduct, and **contact the Agency** in case of questions or problems.



2 How to Organise and Run a Game

2.1 Basic concepts & overview

Agency is a live-action roleplaying game centred on a fast-paced process of elimination, by which one single player emerges as winner.

The governing body of the game is referred to as **the Agency** – it registers and provisions players, administers gameplay and enforces rules, and determines and awards the winner.

Players are referred to as **Agents**, who are “employed” by the Agency. They are provisioned with standard-issue weapons and intelligence materials at the start of the game, which they employ to “assassinate” assigned targets – other Agents – before the end of the game.

The plot subtext is that the Agents are unwitting pawns in an internal power struggle that will ultimately decimate the organisation. This “kill-or-be-killed” struggle for survival runs 24 hours a day / 7 days a week until only a single player is left - **the last Agent to survive wins**.

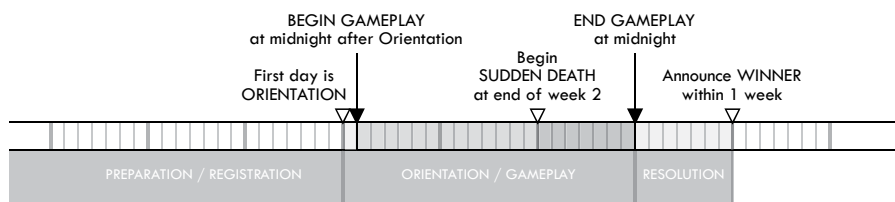
2.2 Timeline & organisational reference

The following timeline serves as a quick, at-a-glance guide to the overall mechanics of the game, from the organiser’s point of view. It is meant to serve as a simplified reference to major landmarks, and to indicate when to initiate certain phases of organisation and gameplay.

Information on specific topics can be found here, and in **Section 3 : Detailed Rules and Guidelines**.

The game is broken into three major periods:

- Preparation/Registration,
- Orientation/Gameplay
- Resolution



2.2.1 Preparation/Registration: Get everything set up

Preparation and recruitment will take up the majority of your time and effort; actually running the game is relatively simple. To simplify matters and avoid headaches, do as much preparatory work beforehand as possible.

Before beginning Registration, make sure that the following work items are complete:

- **Read the Detailed Rules (Section 3)**

As the game organiser(s) ('the Agency'), you **must** have a deep, intimate familiarity with the rules and procedures; it is critical for successfully setting up and running the game. It is your duty to orchestrate gameplay, provide pertinent information to players, and to make definitive decisions and arbitrations upon demand. Be prepared – read this entire manual!

- **Determine player overhead**

Choose a target number of players, making sure that there is a large enough pool to make the game exciting and challenging, yet restricting it to a manageable size. Determine the cost overhead per player, which should take into account materials costs, operational cost, and (as applicable) total prize cost(s). This cost overhead can be used to determine the per-player fee (as needed).

Note that charging a **fee** is usually advisable, regardless of the overhead; doing so encourages people to participate/expend more effort in gameplay.

For more information on fees, see Section 3.3 : Eligible Participation.



- **Determine Agency overhead**

Based on how many players you will have in the game, determine the requisite number of Agency representatives that will be needed to administer them / act as Enforcers. Generally, it is advisable to have one **Director** (serving as gamemaster/DM) and at least one person to serve as an assistant/**administrator**, both of whom could also serve as **Enforcers**.

It is advisable to have at least one person who can serve as an Enforcer for every 10-25 Agents. Note that each Agency representative will also require game materials and weapons.

*Example recommended **minimum** totals for Agency representatives*

<i>Players</i>	<i>Director</i>	<i>Additional administrators</i>	<i>Additional Enforcers</i>	<i>Total participants</i>
25	1	-	-	26
50	1	1	-	52
100	1	1	2	104

For more information on *Agency representatives*, see Section 3.7 : Sovereignty and Powers of the Agency.

For more information on *Enforcers*, see Section 3.6 : Representation and Rule Enforcement by the Agency.

- **Determine candidate player pool**

Choose which people you'd like to approach to participate in the game. Opt for candidates that will have fun playing the game, will be comfortable with the nature of the gameplay (especially with being shot at with play weapons – try to avoid crybabies who may get the game shut down), are reasonably responsible, and will be physically available during the majority of the play period.



For more information on *personal responsibility and liability*, see Section 3.4 : Fair Play and Proper Conduct.

For more information on handling *crybabies and snitches*, see Section 3.6 : Representation and Rule Enforcement by the Agency.

- **Procure game resources**

- You will need a **physical location** to serve as Agency headquarters: a place that is easily accessible for at least large portions of the day, and where the list of kills can be posted. This location will be made available to candidates and prospective players. Make sure that this location (or another) provides a secure means of storing game materials, weapons, and personal information (as applicable).
- You will need a **camera** for photographing players; typically, taking a single full-length $\frac{3}{4}$ profile shot of each person will be adequate for use on the Agency Identification Cards and assignment sheets.
- You may also want to set up a game **homepage**; doing so allows for an alternate means for players to get information/contact the Agency, should they be unable or unwilling to reach representatives at the office directly. This homepage should be regularly updateable, providing space for regular announcements, the list of kills, and a copy of the game manual.

- **Prepare game materials**

- Prepare/update and test or test-print the **Registration form** (as applicable). At a minimum, the Registration form should provide fields for collecting the following information:
 - Name: First, and last initial
 - Gender
 - Age range
 - Approximate weight
 - Approximate height
 - Desired codename (a codename may be provided by the Agency, as appropriate)



- Email address
- Physical address
- Away-days expected during gameplay

If, based on the nature of the field of play and/or player pool, you expect a need for a liability waiver, you should also include that on the form. This waiver should explicitly name who is not liable for player actions (game organisers (the Agency), company/school/organisation, etc.), how players should behave, and that participation in the game is dependent upon agreeing to this waiver (thus, *all players will have to sign a waiver should it be used*). A legally-recognised form of signature must accompany this waiver.

- Prepare/update and test-print the **Agency Identification Card** template. At a minimum, the Card should display the following information:
 - Agency name: 'The Agency of Secret Actions'
 - Player role designation: 'Secret Agent'
 - Player codename & identification number
 - Active timeframe
 - Photograph of the player: $\frac{3}{4}$ profile head-shot (usually derived from a full-length $\frac{3}{4}$ profile shot)
- Prepare/update and test-print the **assignment sheet** template. The sheet should provide, at a minimum, the following information:
 - Sheet purpose
 - Mission background and summary of objectives
 - Target codename
 - Target gender and age
 - Target weight and height
 - Last known location of target, and expected away-days



Additionally, photographs of the target should be attached to the assignment sheet: a full-body $\frac{3}{4}$ profile shot, and a shoulders-up close-up sample of the full-body shot.

- Update and print the **game manuals** (and post the manual to the game homepage, as applicable). Ideally, you should also mark critical areas clearly, so as to help encourage players to read them; these areas include:
 - *Section 1: How to Play This Game*, providing quick game basics for players
 - *Section 3.8 : Field of Play and No-Kill Areas*, for rules on No-Kill Areas
 - *Section 3.9 : Legitimate Weapons*, for rules on correct weapons usage

For more information on *personal responsibility and liability*, see Section 3.4.

- **Procure weapons**

For the given player pool, procure **regular weapons** for Agents, which should be small, affordable, as accurate as possible, have a limited amount of ammunition (or equivalent), and should all be **identical** in order to keep gameplay balanced. Procure 1 weapon per Agent, with an additional 1 weapon for every 10-20 Agents, to serve as replacements (as necessary).

Agency representatives may employ the backup weapons for the player pool as needed.

Procure **special weapons** for Enforcers, which should be as powerful and frightening as possible, just bordering on 'unfair' and 'unreasonable', without violating basic guidelines outlined in Section 3.9. Procure a pool of 1 weapon per representative, under the expectation that all representatives may serve as Enforcers simultaneously. Ideally, this pool should be selected to cover a broad range of situational needs, such as enhanced range, definitive hits, and versatility. Big, dramatic weapons that take the guesswork out of a kill are always a plus.



Example recommended **minimum** totals for weapons/types

For players	For Director, admins	For Enforcers	Total weapons
25 regular + 1 regular (as backup)	(Use backup)	1 special	27 regular, 1 special
50 regular + 2 regular (as backup)	(Use backups)	2 special	55 regular, 2 special
100 regular + 4 regular (as backup)	(Use backups)	4 special + 1 special (as backup)	107 regular, 5 special

For more information on weapons, see Section 3.9 : Legitimate Weapons.

- **Procure prize(s)** (as applicable)

Ideally, the main prize (if used) should be chosen to be fun, generally appealing, and clearly have value in the minds of the players. It should be paid for using a portion of the total fee pool paid by the players; the per-player fee should thus be calculated with this in mind.

Additional prizes for in-game achievements and failures may be employed; more information can be found in Section 3.4.

- **Determine dates for start & end of gameplay**

Determine dates for start & end of gameplay, and start of Registration (2-3 weeks before the start of gameplay)

In choosing dates, select start and end dates that coincide with the availability of the largest number of players; ensure that all players can attend Orientation, and that enough useable time is provided for gameplay to wrap up during Sudden Death Week. Typically, weekends and holidays are avoided for these reasons.

- **Prepare and rehearse Orientation presentation**



Update/prepare the Orientation presentation, making sure to include a brief overview of the critical basics for gameplay from a player's point of view. At a minimum, the presentation should provide the following information:

- Game name and basics:
 - This is a private game, not officially supported/sponsored by the company/school/organisation
 - Core concepts: 'the Agency' (game organisers), 'Agents' (players), 'targets', 'assassinations'
 - That the players *will be shot at* as a normal part of gameplay, how to correctly fire upon targets and claim kills; players can fire upon their assassins only when they know who they are and are in danger of getting killed
 - What the Agency Identification Card is; that it must be kept on-hand at all times and relinquished upon 'death' or game end (whichever comes first); that targets' cards must be handed in to the Agency in order to claim kills
 - The game is a process of elimination that ends once a single player is left alive; that it starts at midnight following Orientation, lasting a maximum of 3 weeks (announce the official end date) but can end at any time
- Materials overview and demonstration:
 - Dossier and contents: Agency Identification Card, assignment sheet, rules booklet
 - Standard-issue weapon, how to use it, and weapons etiquette rules that must be read & followed
- Warnings and tips:
 - Don't piss off non-players (they complain and can get the game shut down), apologise profusely if you screw up
 - You are responsible for your own actions and must deal with consequences personally; the Agency won't accept responsibility for, or deal with the consequences of, your actions; involve real-world authorities only if real-world laws are in violation or if player safety is at risk; if you don't accept these conditions, you can't play this game



- Always use common sense and courtesy; always be honest and forthright
- Don't be an asshole; don't roughhouse, trip, fight, fire at faces or crotches; don't let the game degenerate into a grudge match; try not to fire at anyone other than your target (and what will happen if you do)
- Read the rules – most of what you need to know is in the rules booklet; documentation and updates are posted at the Agency headquarters (and on the homepage, if used); contact the Agency in case of any questions
- 'Keep on your toes':
 - Enforcers will *hunt players down* if they break the rules, are a danger to the game, or survive to the last week of the game - 'Sudden Death' week
 - Players have excellent weapons at their disposal, but Enforcers have grossly unfair and overpowered weapons, and are a force to be feared; players can fire upon Enforcers only during Sudden Death Week, with certain conditions
- Answers to common questions:
 - Informal allegiances are allowed, but in the end there can only be a single winner
 - If you shoot someone other than your target, that person is an innocent victim; it will be at the Agency's discretion as to whether to revive that person, and whether to punish you for the offence

If you are planning on giving a prize, you will need to present it to the player pool as a performance incentive; be sure to plan accordingly.

You should conclude with a question-and-answer session, a reminder of the most important points (game begins at midnight, don't lose your weapon, and keep mission information secret), and a handout of dossiers and weapons.

For more information on *Orientation*, see Section 2.2.3 : **Orientation**.

- **Prepare announcements**



Using determined dates for gameplay, prepare announcements for major game landmarks/announcements.

2.2.2 Begin Registration

Once preparations are complete, open Registration. Post announcement(s) to the game homepage, as applicable.

For each prospective player, reserve time to brief them on:

- Game name and basic concepts
- The date of Orientation/start & length of gameplay
- How to register
- Fee amounts and basic refund restrictions (see Section 3.4)
- The use of weapons
- The limits of Agency liability, including basic mandates around personal responsibility (as noted in Section 3.4)
- Mandatory attendance at the Orientation meeting (or options for orientation that day before midnight, as applicable)

Then inform the candidate that they must **ACKNOWLEDGE** and **AGREE** with these conditions in order to play in the game (which can be handled if adequately stated on the registration form).

DO NOT LET THEM PLAY WITHOUT GETTING CONSENT!
DO NOT COLLECT ANY FEES BEFORE GETTING CONSENT!

Doing so helps to prevent headaches later on in the event of mishaps, arguments, and legal complications.

Once the candidate has been briefed and has agreed to play conditions, collect their personal information for registration purposes (as listed in Section 1.2.1), and take their photograph(s). Carefully collect this information in a centralised list that you can reference later, which will double as the player roster.

Process players as they are added to the roster, creating Agency Identification Cards and target sheets for each, as a means of managing



the workload. Carefully prepare these gameplay materials for easy distribution during Orientation.

Once all possible players have been registered, use the centralised list to match each player with a target player. Ensure that matches make the game challenging, yet are balanced, fair, and playable. Avoid pairing direct neighbours/roommates/etc., and players who are located prohibitively far from each other. Every player should have both a target and an assassin at the end of the process; it is not recommended that more than one target be assigned to any single Agent.

Only ever refer to players by their codenames, and DO NOT provide to any prospective Agent the real name of any other Agent, in order to balance gameplay and avoid complications around privacy.

The use of teams as a high-level way of grouping players is not encouraged, and not part of normal gameplay. This is primarily to avoid incidences of *mêlée* combat; by pitting lone individuals against each other, it undermines the desire to 'gang up' on targets.

Similar considerations underlie the prohibition on phased deployment of players; to avoid complications around sharing information, privacy, and to restrict gameplay timelines, all players start at the same time, and so have an equal chance at winning (or losing).

2.2.3 Orientation

3-4 days before the end of Registration, announce the upcoming Orientation meeting. State clearly that **ALL PLAYERS MUST ATTEND ORIENTATION**, lest they forfeit their ability to play in the game.

Once Registration ends, all prospective players are accounted for, and you have announced the upcoming Orientation meeting, wrap up gameplay materials production and prepare to present.

The Orientation meeting is meant to brief players on necessary game mechanics, provision them with necessary game materials and weapons, and assign them targets. As noted in the previous section, it should consist primarily of a presentation outlining core game concepts and dynamics.



As noted previously, ALL PLAYERS (including Agency representatives) MUST ATTEND ORIENTATION, lest they forfeit their ability to play in the game. This uniformity is intended to ensure fairness and organisation. Accommodations may be made for players that cannot attend the main Orientation session, so long as they are briefed/provisioned before midnight that day.

To recap, your presentation should be clear, concise, and at a minimum ensure that players are aware of the following:

- Basic overall game mechanics
- Game timeline, and significant dates such as the start and end of gameplay
- Purpose and usage of game materials and weapons, including restrictions (especially around weapon supplementation, modification, and augmentation), and basic weapons etiquette
- How to make valid kills and report them to the Agency, and what to do when killed
- That players should avoid annoying non-players, should be considerate and respectful of others, and must avoid No-Kill Areas as outlined in the manual
- That players are responsible for their own behaviour, and that neither the game organisers (the Agency) nor fellow players will be held liable for their actions; complaints should be directed to the Agency as appropriate
- What Enforcers are, how/when they are active, and why they should be feared
- That the game manual should be read and referred to as needed

If a prize is to be offered, be sure to show it to the player pool during the presentation, so as to incentivise them.

After your presentation, distribute the following game materials to the prospective Agents:

[Materials typically provided in a dossier or document envelope]

- Agency Identification Card
- Assignment sheet (including photograph(s) of target)



- Game manual

[Materials typically provided alone, alongside the other materials]

- Basic weapon (including ammunition)

If you are approached by anyone who wishes to leave the game (and thus forfeit), process them accordingly; strike their names from the roster, return any game fees (if refundable), and assign their targets to their erstwhile assassins. To offset any complications this last-minute change may present to the assassins, feel free to provide compensatory incentives, such as moving them to the back of the Enforcer target list should they survive to Sudden Death Week. This methodology may also be employed if you encounter forfeits in the middle of regular gameplay.

At the end of the meeting, provide additional briefing and specific guidelines to the Agency representatives, and distribute to them the following materials:

[Materials typically provided in a dossier or document envelope]

- Agency Identification Card
- Game manual

[Materials typically provided alone, alongside the other materials]

- Basic weapon (including ammunition)

Cover the same presentation points as for regular Agents, to ensure consistency of conduct. Do not distribute assignment sheets or heavy weapons until needed for enforcement missions.

Before midnight that day, check to make sure that all prospective Agents are matched with their targets. Remember that making an unmatched player an Agency representative may leave an Agent without an assassin or target, so plan carefully.

2.2.4 Begin Gameplay

At midnight the day of Orientation, officially start gameplay.



From this point on, do NOT add any new players, regardless of their previous registration status. As soon as possible after the start of gameplay, send announcements to forfeited players that they are dead, and ineligible for participation in gameplay. Post their names to the list of kills, and send announcements to the general player pool / update the game homepage (as applicable).

By this point, all Agents should have their sets of game materials and weapons, and should have been briefed on basic game mechanics and gameplay regulations. All Agency representatives should also have been similarly briefed and equipped.

From here, administration of the game should be relatively straightforward. Each day, process kill claims as they come in. Demand from each claimant the victim's Agency Identification Card (REQUIRED in order to claim the kill), and collect a report on how and when the kill occurred. If something looks fishy, contact the victim to make a confirmation.

If a kill is contested, resolve it as quickly as possible. Collect together all involved parties (usually just the attacker and the victim), along with witnesses (as applicable). Hear out both sides, and make a decision. If the circumstances are too unclear to discern a clear resolution, and/or if it seems that a grudge is emerging, force the attacker and victim to engage in a duel (see Section 3.14 for details). Duels may be used wherever needed to force a resolution between players.

If you hear reports of unsportsmanlike behaviour and/or receive complaints, act swiftly and decisively. Manage issues with consideration, resolving them in-house except where real-world laws are violated and/or player safety is at risk. See Section 3.6 for common violations and enforcement procedures.

At the end of each day, post a batch of the latest verified kills to the casualty list, along with any kills made during rule enforcement. It is up to you to state if a player has died at the hands of an Agency representative, and for what reason (which may be good for discouraging unsportsmanlike behaviour in the player pool). After updating the list, notify the player pool of the changes, and update the



homepage (as applicable). The majority of kills should occur during the first week of gameplay, significantly reducing the player pool.

If an Agent suddenly no longer has a target due to forfeiture, or due to elimination via the Agency, it is recommended that you immediately match them up with one in order to keep gameplay balanced; the existence of an Agent without a target indicates the existence of another without an assassin. If you are approached by anyone who wishes to leave the game (and thus forfeit), process them accordingly; strike their names from the roster, return any game fees (if refundable), and assign their targets to their erstwhile assassins. To offset any complications this last-minute change may present to the assassins, feel free to provide compensatory incentives, such as moving them to the back of the Enforcer target list should they survive to Sudden Death Week.

Keep a close eye on the number of remaining players; once a single Agent remains, they are the winner and the game is over. This could conceivably happen in the first day, or drag on until the end of the full gameplay cycle. If it happens before the end of the second week, proceed directly to Section 2.2.6 : End Gameplay. Otherwise, continue on to the next subsection.

2.2.5 Begin Sudden Death Week

If you have reached the end of the second week without a clear winner, announce the beginning of Sudden Death Week to the general player pool.

The core purpose of Sudden Death Week is to force an end to the game. This is achieved by: reshuffling player assignments, eliminating slacking Agents, and instilling the remaining ones with a sense of dire emergency.

Start the week by first examining the player pool, and looking for orphans and other players who no longer have an assignment; create new assignments for them, using other remaining players as targets. Players who have yet to complete a single assignment should be singled out first.



Regularly through the week, assign the role of Enforcer to available Agency representatives, and send them out on assassination missions. Again, Agents that have not yet made a kill should be the first to be targeted, followed by the remaining Agents in a random fashion. Spread the kills over the week, so as to give players enough time to wrap up.

Remember that Enforcers should be armed decisively with the most powerful and frightening weapons in the Agency arsenal, with more than adequate information and resources to allow them to complete their assignments quickly and decisively. At your discretion, also employ clear physical marker(s) by which players can identify them as Enforcers (such as an armband, etc. – see Section 3.6 for more details). Note that unique to this period, they can be killed by Agents (as opposed to any other time, in which they are immortal/invulnerable) – if killed, they will ‘respawn’ after an 8-hour cooldown period.

Between the use of assignment reshuffling and Enforcers, you should be able to increase attrition adequately to narrow down to a single winner; continue to play an active hand over the course of the week so that this is so.

2.2.6 End Gameplay

As already noted, once a single Agent remains, they are the winner and the game is over. This could conceivably happen in the first day, or drag on until the end of the full gameplay cycle.

Regardless of the number of remaining players, gameplay **must** be officially halted at the end of the cycle. The player pool must be notified accordingly (as outlined in the next subsection) – any game-related activity occurring after midnight at the end of the last day is considered **invalid**.

2.2.7 Determine and Announce Winner

Double-check to make sure that all gameplay materials are accounted for, contacting individual players as necessary.



Notify the player pool of the end of gameplay, and of the fact that any additional game interaction will not be considered valid.

If a clear winner is apparent, declare them to the player pool in this notification.

If no clear winner is apparent, make it known in this notification that one will be determined and announced as quickly as possible. Then gather together the remaining players for an official resolution. This resolution should be overseen by the Agency leadership, and should employ repeated cycles of randomly-assigned duels between the players, until only one person remains. That person is then declared the winner, with all relevant gameplay materials collected from all players. If a prize is to be awarded, do so as soon as possible, and declare the winner to the player pool.



3 Detailed Rules and Guidelines

Ultimately, the spirit of the rules is more important than the actual rules themselves. These rules are provided to make the game challenging and enjoyable for all. Please play fairly, play nicely, and don't be an asshole.

3.1 This Is Just a Game

Always bear in mind that this is a *game*. Any similarity or likeness to persons living or dead, organisations active or defunct, events, or associated media, is purely coincidental. This game is not meant to serve as a political commentary, or an arena in which to work out personal grievances.

This game should never degenerate into a grudge-match, and it should never inspire the ire or resentment of non-players. Always be courteous to players and non-players alike, keep gameplay within the context of the rules, and keep a sense of humour.

Unless otherwise stated, this game is not an officially sponsored or sanctioned activity. In all cases, players are personally responsible for their actions.

3.2 Player types and key concepts

- **The Agency/Agency representatives**

The principle entity of the game is '**the Agency**', comprised of a body of players that administers and regulates gameplay. Any explicit member of this body is referred to generically as an '**Agency representative**', and does not primarily participate in normal gameplay. In its role, the Agency has the power to dictate the nature of gameplay, enforce rules, arbitrate conflicts, and enlist/dismiss players.

- **Agents**

The majority of players are **Agents**, 'employed' by the Agency to carry out 'assassination' assignments using representational/non-lethal 'weapons'. Following the subtext of the game premise, the



Agents act as the unwitting pawns of the Agency leadership, playing their roles in an internal conflict that will result in the eventual elimination of all but one lone Agent. They are provided limited means to carry out their missions, and must rely on skill, guile, and luck in order to survive until the end.

- **Enforcers**

In order to enforce game rules, balance game dynamics, or alter the pace of gameplay, the Agency leadership is at liberty to assign the role of **Enforcer** to any Agency representative, usually for the duration of a given assignment. Enforcer assignments almost exclusively involve the assassination of Agents – as such, Enforcers are given liberty to participate in gameplay with far more liberal restrictions around the use of weapons, cooperative ‘combat’, and access to critical information.

- **‘Targets’/‘Kills’/‘Deaths’**

When players are eliminated during gameplay, they are considered **‘dead’**, and may not continue to participate in any way. Agents and Enforcers are given **‘targets’** – players that they must eliminate in a given period of time; the act of eliminating targets involves **‘killing’** them using sanctioned ‘weapons’.

- **Sudden Death Week**

If a single player is not left standing before the end of the normal gameplay period, the Agency declares an additional week of play, referred to as **‘Sudden Death Week’**. The core purpose of this period is to force an end to the game both by eliminating slacking Agents, and by instilling the remaining ones with a sense of dire emergency. The Agency achieves this by systematically eliminating remaining Agents one-by-one, until a winner is resolved.

- **No-Kill Areas**

As a means of regulating gameplay and avoiding complications with non-players, the Agency declares certain physical locations to be **‘No-Kill Areas’**. Generally, any location where the use of a ‘weapon’ will damage property, is considered dangerous or



inappropriate, or will bring down public wrath on everyone in the game, is considered a No-Kill Area.

- **Innocents/Witnesses/Accomplices**

Generally, non-players cannot participate directly in gameplay - this is to keep things fair, balanced, and uncomplicated. However, there are certain ways in which they may become involved. Non-players that are caught in 'crossfire' between players can be 'killed', and are considered '**innocent**' victims. Non-players that witness 'crossfire'/'kills'/'deaths' of players may serve as **witnesses** in cases where arbitration is necessary to resolve in-game conflicts. Non-players (and players) that co-operate with a player to effect the 'death' of another player are considered to be **accomplices** of each other.

3.3 Eligible Participation

In order to keep gameplay fair, balanced, and civilised, it is at the discretion of the game organisers (the Agency) to determine who is eligible to play this game, and refuse or disqualify individuals as they see fit. Known troublemakers, previously disqualified players, and those who are emotionally and/or psychologically unstable are often determined to be ineligible.

A registration form requiring prospective players to agree to game conditions (including the fact that they will be shot at as a normal part of gameplay, etc.) may be employed to reduce liability, and to help eliminate slackers, crybabies, and snitches.

Should such a form be employed, it must clearly state potentially uncomfortable and dangerous aspects of gameplay, and that agreeing to this is a dependent condition for participation in the game. Most importantly, if a form is used, *all players must be required to sign*, or the terms will lack validity. Failure or refusal to sign should entail immediate and definitive exclusion from gameplay.

Game organisers (the Agency) may require a fee for participation to cover the costs of materials (such as paperwork, photos, weapons, etc.). If used, the fee amount and restrictions around refunds should be posted clearly, before



the game dates are announced. So that fairness is maintained, this fee is rarely waived for individuals. Fees may be refunded to players upon the event of their forfeiture before the start of gameplay; after this point, fees are non-refundable. See the latter part of the next subsection for more information on fees.

3.4 Fair Play and Proper Conduct

Bearing in mind both the *Idiots-and-Assholes Law*¹ and *Murphy's Law*², there arise numerous opportunities for things to go awry while playing this game.

Common Sense and Personal Responsibility

Players are entirely responsible for their own behaviour. If you upset others, or hurt yourself or others as a result of your behaviour, it is your responsibility to manage the consequences. Neither game organisers (the Agency) nor fellow players will be held liable for your actions. Use common sense, and try to make wise decisions wherever possible.

Avoidance of Public Wrath

The biggest threat to the game is always non-players. Irritating, distressing, or injuring non-players tends to force outside involvement, ruining everyone's fun. As this game requires a sense of humour, and non-players tend to lack a sense of humour about raucous behaviour, exercise extreme caution with regard to how you play this game.

The game organisers (the Agency) do **not** condone the breaking of "real-world" laws or regulations. Always follow public laws or company/school/organisational regulations in the event that they conflict with game rules. Consult the Agency whenever needed in case of questions or issues.

Non-players should not be disturbed during the course of the game. It takes only a few complaints to shut the game down permanently. It is all too easy

¹ Maxim: "The best-laid plans can always be undermined by the inability or unwillingness of individuals to conform to the rules."

² Maxim: "If something can go wrong, it will go wrong, and at the worst possible time."



for non-players to get bothered by or even caught up in gameplay, which can result in emotional distress or injury. *If you do upset or hurt someone, apologise... a lot!*

Veteran Agents have a term they use for a player who, emboldened by the possession of a brand new weapon, goes around shooting everyone they meet, player or non-player. That term is **idiot**. This sort of behaviour is irritating, immature, and tends to incur public wrath. While there is no cure for idiocy, the game organisers (the Agency) are at liberty to apply their strongest sanctions against anyone who systematically molests/irritates non-players.

There will be no right of appeal against a disqualification. Official complaints about a player's behaviour will almost certainly result in disqualification. Involvement of real-world authorities will *definitely* cause the player to be disqualified, and possibly prevent them from playing in further games.

Honesty, and Currency of Information

Players are expected to provide correct information during Registration, timely updates when this information changes, and to inform the Agency of successful kills, especially of their own death. Players must notify the Agency of changes to away-days during gameplay, and other factors that may affect their ability to participate. This game depends on trust and gentlemanly conduct. **Please be honest.**

So that gameplay remains fair and open, all players (including Agency representatives) must keep their Agency Identification Cards on-hand at all times.

Finite Player List, and Static Roles

Once the game has started, no new players may be added, either as Agents, or as representatives of the Agency. Agents can only be recruited by representatives of the Agency. Players are considered dead if they quit/forfeit the game, and may not re-join until a new game is organised. These restrictions keep gameplay balanced, and prevent the game from dragging on indefinitely.



Players' roles are static once the game starts; Agents cannot become Agency representatives or innocents, and vice versa. The only exception to this the role of Enforcer, as it is only a role temporarily bestowed upon Agency representatives for the sake of balancing gameplay.

Any player may be eligible to serve as a representative of the Agency; excess players / players as yet unmatched with targets may be made representatives, so long as this determination is made before the start of gameplay. Representatives may be dismissed at any time, at the discretion of the Agency leadership.

If teams are employed, team alignment may not change once the game starts.

The phased deployment of waves of players is generally prohibited to avoid complications around the sharing of information, individual privacy, and to restrict gameplay timelines. All players start at the same time, and so have an equal chance at winning (or losing).

The Dead Stay Dead

Once an individual (player or non-player) is killed for any reason, they play no further role in gameplay, and are considered dead. They cannot perform assassinations, or serve as targets, witnesses, or collaborators.

There are exceptions to this where Agency representatives are concerned. By default, all Agency representatives (including Enforcers) are immortal/invulnerable – due to their importance in regulating gameplay, they cannot be killed. However, when Enforcers are hunting down remaining Agents during Sudden Death Week, if they are armed (and at the discretion of the Agency, appropriately marked) they can be killed on sight by any active Agent. Enforcers killed under these circumstances will subsequently “respawn” after an 8-hour cooldown, allowing them to re-enter gameplay and continue their missions.

Forfeits

If, at any time, players leave or are dismissed from the game, they are considered dead, and have forfeited their chance to further participate in gameplay in any way. The Agency will announce their deaths to the general



player pool, and subsequently update the list of kills/deaths posted at its office and/or on the game homepage.

Any registered candidates who have not fulfilled prerequisites for participation before the start of gameplay, or do not make themselves available for orientation/provisioning before the start of gameplay, are considered to have forfeited their opportunity to participate. As applicable, any fees paid by candidates may be returned before the start of gameplay.

Fees, Prizes and Fairness

A fee may be levied for participation in the game, usually set at an amount to cover materials purchases and expected operational costs per player. Fees are typically also levied to encourage player retention and participation in gameplay. Due to differences in materials and gameplay interaction, this fee may be waived for players serving as Agency representatives, at the discretion of the Agency leadership.

In order to maintain a basic level of fairness, if a fee is levied on Agents it must be applied in a standardised fashion for all such players: the same amount must be collected from each person before the start of gameplay - **no exceptions**.

If a player forfeits for any reason before the start of gameplay, any fees levied may be refunded. *No fees are refunded after the start of gameplay.* Information around refund restrictions should be clearly communicated to players before the start of gameplay.

A prize may be awarded to the winner of the game, as long as it is declared to all players before the start of gameplay (usually at Orientation). If a fee is levied for participation in the game, all or part of this fee may be applied towards the procurement of the prize, so long as the portion is standardised across all fee payers. Additional fees may apply for the replacement of gameplay materials.

At the Agency's discretion, prizes for in-game achievements may be awarded at the end of gameplay, so long as they are made known to players during Orientation; it is at the Agency's discretion as to whether such prizes should be paid for through player fees.



Humiliating prizes awarded as a form of punishment/active discouragement can also be employed (with similar restrictions), though the practise is not recommended, as they may inadvertently reward bad behaviour. Due to overhead variability and cost complications, it is also not recommended that they be paid for using player fees.

3.5 Core Duties of the Agency

The Agency provides the players of the game with rules and materials, and governs the play of the game. This governing includes, but is not limited to:

- Management of documentation, weaponry, and other materials
- Dissemination of game rules, procedure, events and changes
- Arbitration of conflicts
- Enforcement of rules

Whenever possible, the Agency will notify Agents should they have violated any rules/procedure, and what the consequences may be.

It is **not** the responsibility of the Agency to notify the player in the event that they are in violation of any “real-world” laws or regulations. Players are personally responsible for their own behaviour, and for keeping aware of potential violations of public laws or company/school/organisational regulations.

Materials

The Agency provides its Agents with the materials necessary for the completion of assignments. Agents will receive relevant details about their target(s), and other materials (such as weaponry), during Orientation.

These materials are specified by the Agency, and may not vary from Agent to Agent without the express consent of the Agency. Any materials issued in previous games (for any reason) **are not valid** for use in the current game, even if they match currently issued materials exactly. **Only** those weapons designated for Agency representatives may be modified, augmented, or supplemented.



At the Agency's discretion, any or all materials may be collected at the end of gameplay. Usually, however, this is restricted to Agency Identification Cards, with other materials considered disposable, and weapons the property of players. Signed registration forms may be retained by the Agency for the sake of record-keeping.

If replacements are issued for lost, stolen, or damaged materials, it is at the Agency's discretion to charge a nominal additional fee. Usually, however, this additional fee is waived under all but the most extreme circumstances. Additional fees are usually not waived for weapon replacements.

Information

The Agency provides its Agents with regularly-updated information regarding:

- Events of the game, including stages of play, kills/deaths, and meetings
- Changes to procedure and/or game rules
- Changes to player status, due to events not directly resulting from normal gameplay (e.g., real-life events, disqualification, etc.)

The Agency will keep a regularly-updated list of kills/deaths posted at its office and/or on the game homepage. It is at the Agency's discretion as to whether or not to post kills made by Agency representatives as part of rule enforcement.

It is the responsibility of Agents to read their e-mail and/or check the game homepage to keep up with game happenings and rules changes.

Property of the Agency

As a rule, Agency documents in any form are the property of the Agency, and may not be copied, lent, borrowed, damaged, altered, destroyed or erased without the express written consent of the Agency. Taking or attempting to read Agency documentation not made freely available to Agents, in any form, is strictly forbidden.

3.6 Representation and Rule Enforcement by the Agency



One of the Agency's key functions is to enforce the rules of the game. Its job is to oversee assassinations, and ensure that the game doesn't degenerate into a grudge match, or that it annoys non-players.

When enforcing the rules, the Agency has a number of possible actions available to it at any given time. Ranging in severity from least severe to most severe, they include:

- Simple verbal warning
- Formal verbal/written warning
- Declaring the player to be an open target of the Agency, whereupon Enforcers will hunt down and assassinate the player
- Declaring the player to be an open target for any other player to assassinate, with optional reward(s) for the kill
- Disqualifying the player, whereupon they may not play again until the next instance of the game
- Banning the player altogether, whereupon they may not play in that or any future instances of the game (reserved for complete assholes)

These actions may be applied to Agents and Agency representatives alike, at the discretion of the Agency leadership.

Incidences of unsportsmanlike behaviour, demand swift and decisive action on the part of the Agency. Common violations include:

- **Snitching, sniveling and crybabiness:** disruptively arguing and/or complaining; making unreasonable complaints about the game and/or players to outside entities/authorities
- **Acting like an idiot:** firing weapons in/into designated No-Kill Areas; firing upon non-players, especially in designated No-Kill Areas
- **Acting like an asshole:** being unreasonably aggressive and disruptive; allowing gameplay to unreasonably spill over into No-Kill Areas; stealing gameplay materials/information from others; modifying, augmenting, and/or supplementing weaponry; killing, especially repeatedly killing, non-targets



Following reports of such behavior, information from witnesses and others involved in the incidents must be gathered, with clear judgment made and executed swiftly.

If it has been judged that the player should be removed from gameplay, but has not acted badly enough to merit outright disqualification/banning, one or more Enforcers should be dispatched to assassinate them. If the player *has* merited outright/permanent removal, they should be notified that they are no longer allowed to play, with their name added to the casualty list; their bad behaviour should not be rewarded by allowing them to engage in any further gameplay of any kind (including being killed).

Should Enforcers be employed to warn or remove a player, their designation and dispatch follows a simple procedure:

1. One or more available Agency representatives are selected for the assignment
2. If not already briefed on Enforcer power limits and weapons etiquette, they are informed accordingly
3. Each is provided an Enforcer weapon, an assignment sheet, and at the Agency's discretion some form of outward identification (such as an armband, badge, article of clothing, etc.)
4. Each is then sent on their way, being re-deployed until the assignment is complete

To help guarantee a measure of success for Enforcers, and to adequately communicate the gravity of the situation to Agents, Enforcers should be provided with any and all available information relating to their targets, including explicit location information and real names. Additionally, they should be armed with the most powerful and frightening weapons in the Agency arsenal.

Enforcers are be able to work cooperatively with other Enforcers to complete missions (including attacking in *mêlée* combat).

During Sudden Death Week, they can be killed by Agents whilst armed (and at the Agency's discretion, appropriately marked), but will 'respawn' after an 8-hour cooldown period. Any deaths of Agency representatives must be communicated to Agency leadership immediately.



All Agency decisions are final. After Agency leadership has run the course of procedure to come to a decision, no appeal may be made to overturn that decision.

3.7 Sovereignty and Powers of the Agency

Agency representatives (including Enforcers) are sovereign in role. No one may attempt to bribe, coerce, threaten, extort, or otherwise manipulate the opinions or judgments of any representative of the Agency, or attempt to derive from them any unfairly beneficial treatment, materials, or actions. No one may attempt to impersonate a representative of the Agency, either in person or via any form of communication.

The Agency leadership is the only set of players that may create, modify, or remove rules, or modify the game manual. If any such changes are made in the course of gameplay, these changes must be communicated immediately to all players.

Enforcers are the only Agency representatives that can be fired upon by Agents, only when armed, only during Sudden Death Week, and at the discretion of the Agency, only when identifiable as Enforcers via the use of clear visual marker(s) (see Section 3.6 for more details). By default, all Agency representatives (including Enforcers) are immortal/invulnerable. Agency representatives must relinquish their Agency Identification cards upon the event of their death/dismissal, unless the death occurs at the hands of an Agent during Sudden Death Week.

It is at the Agency's discretion to determine which of its representatives may serve the role of Enforcer, at which times, and under which circumstances. It is at the discretion of Agency representatives to determine appropriate circumstances to kill players/non-players; the Agency need not bestow the role of Enforcer upon a representative in order to make a kill (although it is recommended), and any representative may fire upon a player/non-player in self-defence.

Agency representatives are the only players empowered to recruit players, and distribute gameplay materials and weaponry. Agents cannot attain the capabilities of Agency representatives.



3.8 Field of Play and No-Kill Areas

One the game starts, *the entire world* constitutes its field of play, for 24 hours a day/7 days a week, until the game ends.

Various **No-Kill Areas** are reserved as out-of-bounds for gameplay. No assassination attempts or acts of self-defence may be made while a player is in a No-Kill Area; no kills are valid in these areas. Generally, any location where the use of the weapon will damage property, is considered dangerous or inappropriate, or will bring down public wrath on everyone in the game, is considered a No-Kill Area. As always, use your best judgment.

Common No-Kill Areas:

- Meeting rooms, lecture halls, computer labs, and classrooms
- Personal offices, cubicles, work counters, or workbenches
- Hospitals and libraries
- Officially recognised places of worship
- Showers and bathrooms when being used for their intended purpose (includes hygienic tasks such as hand-washing). No matter how effective (and amusing) a kill on the crapper may be, here it's just dirty pool. Note that running away from your attackers and holing up in a bathroom does **not** classify as using it for its intended purpose.
- Motor vehicles or bicycles, when either moving or stopped in traffic
- Any location specifically labeled "No-Kill"

At its discretion, the Agency may declare any area a No-Kill Area, or allow gameplay in any No-Kill Area.

3.9 Legitimate Weapons

Only weapons provided/sanctioned by Agency are acceptable for use. Weapons may only be used in the form provided/sanctioned by the Agency; no modifications, amendments, substitutions or supplementation allowed. Only one weapon at a time may be used by Agents. If a weapon is damaged, the user must contact the Agency for a replacement. A replacement **will not be issued** if the weapon is lost or stolen, nor will ammunition



replacements/amendments be issued. An additional fee is usually applied for the replacement of a weapon.

Any weapons issued in previous games (for any reason, including as prizes) **are not valid** for use in the current game, even if they match currently issued weapons exactly.

In general, these weapons are chosen to be reasonably safe to both people and property, and clearly indicate to the victim that they have been killed. To this end, “Nerf”-style guns, water guns, or markers are typically employed as weapons.

Correct Weapons Etiquette

All players must follow these rules of etiquette when holding/using weapons:

- *Always* assume that the weapon is loaded and ready to fire
- Never point weapons (even water pistols) at someone else unless they are meant to be fired; barrels should be pointed up at the sky or down at the ground when not being aimed/fired
- Never point weapons at sensitive areas, such the face or groin
- Don’t threaten other players outside of gameplay; never threaten or shoot at non-players
- Never fire weapons into or while in a No-Kill Area
- Do apologise promptly in case of a misfire or otherwise unintended hit, especially to a non-player
- Do pick up dropped rounds/material promptly

If the weapon is a water pistol, it may not be used where there are electrical appliances, books or other goods which are likely to be the worse for it. If a small/low-power water pistol is used, 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.

Weapon power must be constrained for safety. Thus, soft air guns may not be used. However, soft plastic pellets fired by spring *might* be safer. These Powers also apply to “Nerf”-style soft dart guns (i.e., avoid Nerf bazookas). As accuracy is also important, similar restrictions also apply (i.e., avoid Nerf grenades or automatic weapons for regular players).



Agency representatives (especially Enforcers) are given licence to exceed these Powers, within reasonable limits. To balance gameplay, Agents are only allowed a single weapon, with limited range, power, rate-of-fire, and ammunition. Agency representatives, on the other hand, are allowed to carry/use more than one weapon simultaneously, use weapons with higher power, higher rate-of-fire, longer range, and more rounds. Additionally, Agency representatives are exempt from restrictions around mêlée combat, which they may employ as needed to complete missions. This flexibility allows them to decisively enforce game rules, or alter the pace of gameplay.

3.10 Legitimate Targets

Unless directed otherwise by the Agency, an Agent may only attack the following:

- The Agent's assigned target
- Another Agent assigned to assassinate them
- An **armed** (and at the Agency's discretion, appropriately marked) Enforcer, during Sudden Death Week

Any attempts to circumvent these restrictions, such as diverting fire by handing someone else your weapon, will be met with appropriate action from the Agency.

Targets can only be assigned by the Agency, either before the start of gameplay, via inheritance protocols, or via standard re-assignment. It is recommended that under normal conditions, only one target be assigned at a time to any single Agent (open targets excepted); having multiple targets greatly complicates gameplay, and the administration thereof.

Assignment Inheritance

Inheritance occurs when the target of one Agent becomes the designated target of another Agent. Inheritance occurs through one or more of the following methods (as allowed for by the Agency):

- **Inheritance directly between Agents**

This is not part of normal gameplay. Here, an Agent successfully assassinates their target, who in turn has a target that is still alive. The



Agent receives target information from their victim, and carries out the victim's assignment as if it was their own.

- **Inheritance via the Agency**

An Agent is killed, forfeits, or is removed from gameplay, resulting in a gap in the assignment chain (an 'orphaned' player). This is resolved by the Agency, who assigns the former Agent's assassin to their target.

OR

An Agent is declared by the Agency to be an open target for any other player to assassinate. The Agency provides appropriate target information to the player pool.

The Agency may intercede at any point to cancel assignments or re-assign them as it sees fit. If an Agent suddenly no longer has a target (usually due to forfeiture or elimination via the Agency), it is recommended that they are immediately matched up with one, in order to keep gameplay balanced; the existence of an Agent without a target indicates the existence of another without an assassin.

If inheritance between Agents is employed as a normal part of gameplay, this fact must be communicated clearly to players during Orientation, its use not suspended or its methodology changed until gameplay ends. Incentives for the completion of inherited assignments may be provided at the discretion of the Agency. It is at the Agency's discretion as to whether direct inheritance between Agents can only occur once (Agents inherit only their victim's target), or continue indefinitely (Agents continue to inherit targets of successive victims).

Except in cases of open targets, incidences of inheritance should never be communicated to the general player pool, in order to avoid imbalances in gameplay. Only Agency representatives are exempt from restrictions around assignment inheritance.

Open Targets

At its discretion, the Agency may declare that a given player is an open target for all other players in the game, or for a subset of players (e.g., "Agents only"). Assignment information is posted by at the Agency office.



The Agency may also declare rewards for the kill, at its discretion; such rewards are typically procedural (e.g., temporary immunity, one assisted kill, etc.), not material.

The declaration of open targets is rare, and usually reserved for rule enforcement, due to complications around the possibility of *mêlée* combat arising. It is typically reserved for players whose problematic behaviour has resulted in more than one formal warning by the Agency. It should never be used to 'remove' unassigned Agents (where the Agent has suddenly lost their assigned target in the middle of gameplay, usually due to forfeit or elimination by the Agency).

3.11 Innocents

Anyone that is not a legitimate target as designated by Agency orders and/or aforementioned target rules is considered an 'innocent'. This includes other Agents, and Agency representatives; non-players are considered innocent by default. Agents are responsible for their kills; the murder of innocents may be punished as per the terms of the rules. For example, getting other people to open your door for you will make you responsible for them should they die. Agency representatives are not necessarily bound by these restrictions; at the discretion of the Agency leadership, the killing of innocents may be deemed permissible for the sake of completing a mission.

Attacking bystanders, or any other innocent, is to be avoided at all costs. As always, this is to avoid bringing down public wrath on everyone in the game. Players who have killed innocents may be removed from gameplay at the discretion of the Agency.

3.12 Kills

In general, a victim is not dead unless they know about it.

In order for a kill to be legitimate, the attacking player must get a *definite hit* on the target's torso (front or back) while the target is in a valid field of play. Hits that land while the target is in a No-Kill Area do not count.

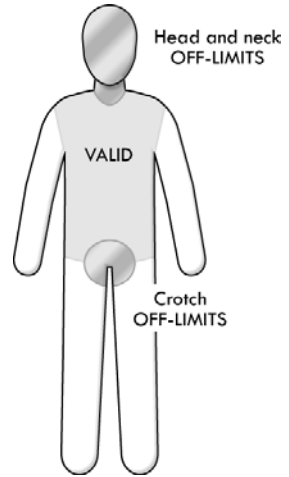


Hits must be delivered directly by the player via the player's weapon. If the hit is just a splash or graze (e.g. at extreme range), or a hit to a limb, then it is only a flesh wound – the player can carry on as normal. Ricochet shots do not count as definite hits.

If used, darts themselves cannot be weapons; throwing them at a target, or stabbing the target with them does not count as a definite hit. The same rules apply for water and ink – they are not lethal unless delivered correctly using a condoned weapon.

Safety and Privacy

For the sake of safety/privacy, **hits to the head and crotch are off-limits**, and do not result in valid kills. Hits to the buttocks may also be designated as off-limits at the discretion of the Agency. Additionally, avoid attacking targets under especially sensitive circumstances (e.g., using the restroom, having sex, etc.) – doing so would be particularly underhanded, and might result in your getting your ass kicked by others.



In general, physical contact is to be avoided if at all possible. The only physical contact between players should be in the form of weapons usage. No hitting, kicking, holding, tackling, tripping, etc. **Always respect the rights and privacy of others.**

Mêlée combat (e.g., a roomful of people attacking each other in various ways, or multiple Agents attacking a single target simultaneously) is to be avoided - it is inelegant, confusing and totally opposed to the "spirit" of the game. It also tends to the most disruptive form of gameplay, greatly increasing the chance of incurring public wrath.

Killing and Being Killed

Once killed, victims must immediately relinquish their Agency Identification Cards to their assassin (exceptions may be made for Agency representatives – see Section 3.7). If a dispute arises over the validity of the kill, all involved players must approach the Agency for arbitration.



All deaths should be reported to the Agency as soon as possible after the event. Players must provide the victim's Agency Identification Card, stating all pertinent information (when, where, how, and whether any innocent bystanders were killed); creative/amusing reports are encouraged. The victim may be contacted by the Agency in order to validate the kill.

At regular intervals, verified deaths are added to the list of kills posted at the Agency office and/or on the game homepage.

Once an individual is dead, either as an Agent, or as an innocent victim, that person may not knowingly act as an accomplice for the remainder of that game. Corpses tell no tales. If you die, and there were no witnesses to your own death, no ratting out your assassin to the other Agents.

Incidences of friendly fire (typically, one Agent accidentally killing another Agent that is not their target) are generally handled like any other death; grace revivals are rarely used, as doing so undermines the seriousness of weapons fire. It is at the Agency's discretion as to whether to revive Agents, but is not recommended. It is also at the Agency's discretion as to whether the responsible Agent is to be punished; If it is noted that an Agent is repeatedly engaging in incidents of friendly fire, it is recommended that they be immediately removed from gameplay.

Mêlée Combat

Mêlée combat (e.g., a roomful of people attacking each other in various ways, or multiple Agents attacking a single target simultaneously) is to be avoided - it is inelegant, confusing and totally opposed to the "spirit" of the game. It also tends to the most disruptive form of gameplay, greatly increasing the chance of incurring public wrath.

The lack of formal teams in standard gameplay is also an attempt to avoid mêlée combat; by pitting lone individuals against each other, it undermines the desire to 'gang up' on targets. Temporary allegiances are of course allowed, so long as they are not employed in mêlée combat.

Only Agency representatives are exempt from restrictions around mêlée combat.



3.13 Suicide and Unusual Death

Killing yourself is usually a bad idea. To dissuade assassins from trying to manipulate the outcome of the game in some fiendishly clever and complicated suicide machine, the Agency will be sure to assign a properly humiliating penalty. It will almost never issue a grace revival.

While in possession of their weapon, a player is safe from the effects of that weapon. If another player, especially the potential target, comes into possession of the weapon, it can be used against its owner.

3.14 Arbitration of Disputes

In the case of a dispute, the Agency will hear both sides and decide the outcome. As always, **the Agency's decisions are final.**

The resolution of the dispute may take the form of a duel. Duels may occur only with the Agency's permission, and must be supervised by representatives of the Agency. Seconds can be appointed, and challenges issued. Proper dueling etiquette must be observed; all duels will be conducted using an adaption of old Navy rules³.

Duels may also be employed in the event that there is no clear winner to the game. Should more than one Agent be left standing by the end of the gameplay cycle, duels will be fought between random arrangements of the surviving Agents, until only one is left alive.

3.15 Witnesses and Accomplices

Witnesses

A witness is any person (player or non-player) who is present at the exact moment of the kill and within a direct line of sight of both Agents (although not necessarily looking at the Agents) with the following exceptions:

³ Two-person duel; duelists meet, pace apart, and turn and face each other at a distance determined by the arbitrator. The duelists then fire at each other simultaneously; the first one to get hit loses the duel.



- Dead Agents and dead innocents cannot be witnesses. Corpses tell no tales.
- Sleeping or unconscious people are not witnesses.

Witnesses may warn the target. If an assassin is hidden from view they are considered safe. Disguises and darkness do not protect you from being seen by witnesses. Witnesses can, of course, talk about the assassination to other Agents. An assassin's identity will not be hidden if there are any witnesses to the event.

Accomplices

Accomplices are people, player or non-player, who aid you in an assassination. Accomplices must be alive. Non-players may never kill a player, either directly or indirectly.

In the rare event that two Agents should share a single target, they may work together to accomplish the assassination (a temporary allegiance), although they may not fire on the target at the same time, in order to avoid *mêlée* combat. Should teams be employed, the same firing restrictions apply. Only Agency representatives are exempt from restrictions around *mêlée* combat.

Your own accomplices will not count against you as witnesses, although they will count as witnesses to your own demise. Double-crossing accomplices will be considered to side with the survivor. Once an individual has been killed (either as an assassin, a target, or an innocent victim) that person may not knowingly act as an accomplice with or against their killer.



4 How to Contact the Game Organisers

The following is information for contacting the Agency (the game organisers), or individual players.

The Agency of Secret Actions
(Central Division)

<http://agency.spectre.dev.ebay.com>

DL-eBay-UED-SPECTRE-AGENCY

Comrade.Cid
Director
Toys/0158G

The Doctor
Deputy Director
Toys/0152D



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