

Welcome to Bevi Royale! In this game you need only two things: A dispenser (water gun) and a target. Your mission, should you choose to accept it, is to eliminate your assigned target and avoid being eliminated yourself. Eliminate your target and theirs becomes yours. Any agent still alive by the end of the game wins.

Bevi Royale, like any game, has rules. Breaking them may result in disavowal (removal from the game). They are as follows:

- The game boundaries are the area of the hotel.
  - Within these boundaries the bathrooms and hotel rooms are off-limits at all times.
  - The area in which an agent is eating is off-limits for the duration of their meal.
  - All agents have a 5 minute grace period when leaving off-limits areas. They may not be eliminated (or eliminate others) in that time.
  - Other off-limits areas may be added later in the game by the handlers.
- The game begins as soon as you arrive and ends as soon as you leave.
- The only authorized hardware for the game is a dispenser.
  - You may provide your own dispenser so long as it is under \$10 and not realistic. Please submit a picture of it to a handler for approval.
  - If you don't want to bring your own dispenser, one will be provided to you.
  - Using anything else to eliminate your target will result in disavowal.
- Player identities are classified. You will only be told the identity (real name) of your targets.
  - If you wish to share that you're an agent with others for the sake of an alliance you may do so. Be warned that this may get you double crossed.
  - Be mindful of who witnesses an elimination. While there are no penalties for witnesses, if someone sees that you're playing the game they may tell others compromising your cover.
  - If you discover an agent's identity and wish to tell others do so at your own risk.
- Eliminations are "one-hit". If you get water on you, you are out.
  - In an encounter the first agent hit is eliminated.
  - If both agents hit each other simultaneously, they are both eliminated. Report both to a handler.
  - *If your assassin misses, don't let them get a second chance.*
  - DO NOT try to "disarm", "wrestle", or otherwise physically struggle with another agent during an encounter. Doing so will result in disavowal. If you want to avoid being eliminated, watch your back and run away or take cover if necessary.
- You may only eliminate legitimate targets. This means:
  - Your assigned target.
  - Your assassin.
  - Any agent with a visible dispenser. If you visibly draw or poorly conceal your dispenser (e.g. sticking out of the waistband of your bathing suit), other agents are open to engage you.
  - As soon as an agent conceals or drops their dispenser they are considered a bystander unless they are your target or assassin.

- If you eliminate an agent, you may take a picture for the bulletin board, and send it to a handler for confirmation.
  - If you eliminate your assassin, you are now the target of their assassin.
  - If you legitimately eliminate another agent other than your target or your assassin their assassin will simply receive their target.
- If you're eliminated:
  - Go gracefully. If you were legitimately eliminated, be a good sport and allow your assassin to confirm it. If you feel as though your elimination was illegitimate, don't squabble over it. Simply contact a handler for arbitration.
  - Only talk with handlers about how you died. Telling others, agents or bystanders, who eliminated you and how can have negative effects on the game. Wait till after the game has ended to share stories. Running your mouth can get you disavowed.
- You may challenge other agents to a duel. A duel *should* be monitored by a third party whether that's a handler, an agreeing bystander, or another agent. Should you wish to issue a challenge contact a handler to arrange it. You are not obligated to accept a challenge should one be extended to you.
  - While duels have an air of honor to them, there are no actual dueling rules. If you challenge a player and they eliminate you while you're "getting ready" *c'est la guerre*.
- DO NOT INVOLVE BYSTANDERS
  - A bystander is anyone NOT playing the game or a legitimate target.
  - NO "human shields".
  - NO eliminating bystanders (even accidentally).
  - You may ask bystanders to assist you but they may not eliminate other agents. They are allowed to perform surveillance, distract a target, relay messages to teammates, alert you, etc.
  - If you involve a bystander in the game without their consent or eliminate an illegitimate target you will be disavowed.
- Sleeper Agents: Bystanders may join the game at any time by contacting a handler to arrange activation.
- Players may leave the game at any time. Contact a handler for exfiltration.
- All agents are required to have code names to protect their identity. Try to pick something people close to you won't immediately recognize. Beyond this agents are encouraged, though not required, to go undercover and create a legend for themselves. This may be as simple as a backstory or as elaborate as a particular outfit and persona.

#### Additional Details:

- Justin Adams and Natalie Waxler will be the handlers during the game. If you opt to join the game they will reach out to you over Slack to coordinate your participation.
- A website will be setup for game announcements and leaderboards.
- At the end of the game there will be 3 different agent achievements:
  - Live and Don't Die: Goes to any and all agents who avoid elimination.
  - License to Drench: Goes to the agent with the most eliminations.

- Bevi Royale is a reskin of Steve Jackson's *Killer: The Game of Assassination*. If you wish to read the full ruleset you can do so here: <https://archive.org/details/SJG-killer>

If you agree to play by these rules and wish to enter Bevi Royale, fill out the following information and the handler will reach out to you. Remember your participation in the game *should* be a secret so fill out and submit this when you feel it's safe to do so.