



Rules

Registration is a two step process. Access the site via <http://defrag.depaul.edu>. Step one is to register for an account on the right hand side of the DeFRAG home page. After you register, you must Campus Connect verify your account. Do this by clicking the “Campus Connect Verification” link on the right hand side of the main page (after you have logged in). After your account has been Campus Connect verified, you can register for DeTAG by selecting the “Register for DeTAG” link in the DeTAG menu on the top of the page.

To upload a photo of yourself (required) first log into the DeFRAG website and click on “profile” on the right hand side of the main page. At the bottom of the profile page there is a field called “Your Photo”. The photo must be current and look like it belongs on a passport or drivers license. **It must be clearly recognizable.** Students who do not have a current, recognizable photograph of themselves can have a photo taken in the Game Lab (CDM room 920) during hours of operation Photo opportunities will also be afforded in most GAM courses. All registrations will be approved by the GM. Pictures of more than one person, pets, cartoons, Photoshop enhanced faces, goofy hats or dark glasses, or body parts other than the face of the player will be rejected.

Team Formation and Communication

Players will have the option to register as a group or be randomly assigned to a team. Preformed groups will be limited to a 10 player maximum. We will merge groups into teams of equal size. Players will have access to their team member’s names and photographs, an online message system, an email list of their teammates, and an information board on their targets.

The target information board will only contain the names and photographs of the members of the target team. The target team will not know what team is assigned to pursue them. Teams will have to work together to gain information about the target team members to locate and tag them. They will also use the message system to establish who the members are of the team pursuing them so members know to avoid those players. Players will not know how many teams have been formed or who is on each team, but there will be a master list of players and their photographs available to all players.

Rounds

The game will consist of three week-long rounds for which new target teams will be assigned to each pursuing team. The new pursuit/target team pairs will become active at midnight on Friday each week. Players can only tag members of their current target team.

Tagging a Target

Any player on a pursuing team can tag any member of their target team only once during each round. A “Tag” is accomplished by sticking a DETAG sticker on the targeted player. To tag a target, the pursuing player must have a clown nose (provided) on their nose before the target sees them. This means if you are entering a room to tag a target, you must have the clown nose on your nose before your target sees you. If they see you without the clown nose on, you cannot tag them until you leave the room and return with the clown nose in place. If you spot a target outdoors and they see you without your nose, you must enter a building and reemerge with your nose on to pursue the target. When a player is tagged, the tagger must report the tag event to the GM via the web site. This report will include the time of the tag and the players involved. When a tagging player reports a tag, an email notification will be sent to the player tagged. The tagged player will have until the end of the day to dispute the tag. If no dispute is raised, the tag is considered valid. Once tagged, a player will have to sit out the remainder of the day and cannot tag or be tagged by other players. They return to play the next day.

Booby Trap

Each team will have a US currency \$1 bill the serial number of which will be posted on the DeTAG web site and the bill will be signed by the GM.. There will be a printable version of the serial number list so that each player can easily carry a complete list of the serial numbers of the \$1 bills which constitute the Booby Trap of each team. The teams will be able to pass the Booby Trap Bill to any member of their team at any time.

If you tag the member of your target team who happens to be physically in possession of the Booby Trap Bill, the target player gains a point and you are out for the rest of the day. This is just as if they had tagged you. When tagged, the booby trapped target must immediately show the tagger the official Booby Trap Bill and then report the event to the GM via the web site.

If a team member misplaces or spends the Booby Trap Bill their team forfeits the Booby Trap function for the remainder of the game and the member who lost the Booby Trap Bill will be ridiculed by their teammates and publicly flogged by the GM (it’s going to be MY \$1)

Shooting the Moon

If a player has been tagged four days in a row, they have “Shot the Moon.” When this happens, you must submit that you shot the moon, and your **team** will gain 3 points. There is no penalty to

the teams who have done the tagging. Reverse Tags (AKA Booby Traps) do NOT count towards shooting the moon.

If you falsely report having shot the moon, your **team** will lose 6 points.

The VIP

On every team one person per team will be randomly assigned VIP status. This person will be worth double points if tagged. As a player you only know who your target team's VIP is, not your own team's. When a VIP is reported tagged, another, who has not yet been VIP that week, is immediately assigned. If all players on the team have been the VIP, then any player can be reassigned to the VIP.

Winners Victory Party

At the end of the final round the total number of tags accomplished by each team will be tallied, one point for each tag. To encourage full participation, three tag points will be removed from a team's total for each person who is neither tagged nor tags anyone during the game. The team with the highest number of tag points will be declared the winner.

The average number of tags will be computed for the winning team based on the number of tag points divided by the total number of players. Any players on non- winning teams who personally accomplished more than the average number of tags made by the winning team will also be invited to the DeTag victory party.

Restrictions

A) Work

Players cannot be tagged while they are working and required to remain in a single room. In other words, an instructor working in their office, a person working as a cashier, as a desk clerk or at some similar job cannot be tagged while they are working. If that person leaves their work location for a break, that person is fair game once they leave the room in which they are working.

B) Home

Players can not be tagged in their room or apartment. You can't knock on someone's door and tag them. That's too easy. Other places in their dorm or apartment building are fair game.

C) Classrooms

Classrooms are off limits while non-players are assembling for a scheduled class or leaving from a scheduled class. This includes breaks if students remain in the classroom. As long as non-players are present in the classroom for the purpose of attending class, it is off limits. If after the class ends and the instructor and any non-players leave the room, and the player stays behind, they may be tagged.

D) Labs

Due to expensive and fragile equipment, all Lab environments are off limits.

- E) Library
No tags are to be made in any DePaul libraries, the GM gets in too much trouble.
- F) Bathrooms
Bathrooms are *universally* off limits, what were you thinking? You can't tag someone while they are peeing. Duh.

Implicit and Safety Rules

This is *not* a physical contact game. The **only** physical contact players can make with other players is in placing the DeTag sticker on their victim. This sticker should be placed on a safe, "non-private" part of the target's anatomy using minimum force. The DeTag sticker can be placed on something like a backpack if the target is wearing the backpack at the time. Team members assisting in a tag event cannot physically prevent the target from fleeing. Assistance or interference by non-players is strictly forbidden. Any action which would endanger the safety of any player will disqualify the tag and the offending player will incur a penalty of **3 tag points**. Disputes will be settled by the GM. **The GM's decision is final.**

Degenerate Strategies

A) Someone claims that they have already been tagged and are seen wearing a DeTAG sticker when they have in fact not been tagged that day. If a player is caught doing this their team, and they personally, will have **3 tag points** deducted from their score. If you suspect someone is lying about having already been tagged, check online to see if they have been reported as tagged. (This is why it is so important to report tags immediately). If they have not been reported as tagged; report the incident to the Game Master via email. We will investigate each case at the end of the day and if they are found guilty the above **3 point penalty** will be applied. Tag information resets at midnight, so be sure you check before 11:59 PM.

B) Players tagging members of their target team after they themselves have been tagged. Once you have been tagged, you are **out for the day** and can't tag anyone for the remainder of the day. If you suspect that a player tagged you after they have been tagged, report the incident to the Game Master via email. We will review the records, and if the person tagged you after they had been tagged earlier in the day, a **5 point penalty** will be leveled against the individual and their team. The reason this penalty is so severe is that tagging members of your target team after you are out for the day will cause honest players on your target team to stop tagging for the rest of the day and we have no way of compensating them for their lost opportunity. This information resets at midnight, so be sure you check before 11:59 PM.