



### **Wikipedia Defines It Best:**

“**Assassin** (also called **Gotcha**, **Assassins**, **Paranoia**, **Killer**, or **Elimination**) is a game commonly played among close-knit groups of people, such as college campuses and high school communities. Assassin is, essentially, a live-action roleplaying game where a players' goal is to eliminate other players from the game, and to be the last surviving player.

Assassin is a "lifestyle-invading" game. Play is not restricted to a specific time interval, but is integrated into the players' everyday activities A game will last for an extended period of time, and while the game is in progress, all players are targets of a least one other player, and are targeting at least one other player. The game is intended to induce an atmosphere of paranoia, since an assassination attempt could occur at almost any time.”

### **The Way It Works:**

-You register at the **MCSS Reception desk** in CC before October 8, 2009.

-Each participant in the game is given a brightly colored water gun.

-Each participant is then assigned a “target” person. This is the person he/she has to somehow get using their water gun. Targets are assigned in such a way that not only does every person have a target, but every person is someone else’s target. However, you never really know who’s targeting you (paranoia!). You will be provided with a Target Card that will show a mugshot of the target, along with their major and name.

-The object of the game is twofold:

-THE CAT: You have to act as the assassin. Your goal is to capture your “target” as soon as possible (i.e. shoot them with a water gun). When you succeed in this task, that person’s target becomes your target. The process now repeats. However! If someone else overhears your murder, or you've tried to catch them where you shouldn't, then your victim knows who you are which makes it 10X harder! You **must** make sure no one else hears or sees your murder!

-THE MOUSE: You have to evade the clever person that’s trying to capture *you*. You never really know who that person is, and even if you do somehow find out, if that person is captured, his/her assassin becomes your assassin (so the person you’re running from constantly changes).

**Be paranoid.**

-Game goes on until only one Master-Assassin remains in the field

### **Important Rules:**

**-In the event that we feel that the safety or civility of the game is being compromised, we reserve the right to amend the rules (with e-mail notification to all participants).**

-You have to use a water gun we give you – you paid for it!

-You can’t use anything other than water.... it's a waste of booze otherwise!

-Forbidden locations for shooting targets:

-**Class:** defined as the time between when a student enters the room and when the professor leaves the room.

-**Libraries**

-**Computer Clusters:** any university room with computers falls under here

-**Cafeterias:** Once a person steps in line, they are immune. This includes the CC Caf and the Link.

-**Bathrooms**

-**Bedrooms**

-You cannot physically fight your assassin and/or try to take his gun, nor can you shoot back at your assassin.

-You cannot assassinate a person while he or she is asleep... that's just cruel.

-Between the hours of 12:00 AM and 7:30 AM, the target has absolute immunity in his/her room.

-You can't shoot someone while they're on a bike, skateboard, or car or while you're on a bike, skateboard, or car. All parties must be totally dismounted. That said, targets aren't permitted to ride a bike or skateboard (or car) indoors to avoid their assassin!

-Violating the above rules will result in your removal from the game.

-Assuming you didn't break any other rules while capturing your target, your victim *must* tell you his/her target.

-You *must* notify us within 12 hours of your capture or before you capture your next target, whichever comes first. Let us know at the **MCSS Reception desk**.

-If you don't think your assassin captured you legitimately or that there was some discrepancy in the game, notify us ASAP. Let us know at the **MCSS Reception desk**.

-If you think your target is unfairly using the rules to his/her advantage, do not confront him/her. Please bring it to our attention, instead.

-**Most importantly, we cannot stress the point enough that this game is in no way intended to promote actual violence of any kind. Please remember to abide by University regulations and exercise civility (as well as provincial law, federal law, the Bill of Rights, UN Charter of Human Rights...). Not doing so can carry disciplinary consequences beyond just being kicked off the game.**