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## Death charter

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### General Game rules

These Rules will apply unless specifically stated otherwise in the Game specific rules

- Most games will run from 1-2 weeks
  - Players will have 2 lives this is to allow players to be more proactive in their murder as players may not be immediately removed from the game reducing their ability to enjoy said game
  - Kills are made when a weapon kill conditions are met (these will be expanded upon in the weapons section)
- Kills can only be made in Zones of play outlined below
  - Upon your first death for the remainder of the day (Until 00:00) you will be unable to make kills or be killed again. Upon receiving your second death you will no longer be able to make kills (and therefore score points) for the remainder of the game
  - When killed remember to give your killer your name to help with kill reporting
  - All kills will be worth one point which will add both to your game score and your overall score
  - Kills must be submitted in a kill report to [umpire.assassins@outlook.com](mailto:umpire.assassins@outlook.com) with "Kill report" and the name of the game written in the subject line. I will check this email and update the scoresheet and our [Facebook group](#) (or the game event through Facebook) between 6 and 8 each day that the game is running so keep an eye out then.
    - Kill reports must contain: The Name of the murderer (yourself); The Name of the victim; an approximate time of death (just to be sure no ones claiming to have made kills whilst dead we aren't zombies we're assassins); a description of the kill in any manner you feel appropriate be it funny, thematic, dramatic, using memes, completely bland and with no feeling, over the top just anyway you feel (there may be bonuses for the best plus please remember I have to read all these)

### Zones of play

Lectures are viable kill zones only with the lecturer's permission and practicals are a strict no kill zone. The library is also a kill free zone as it must remain a haven for student learning and panicked coursework, but that doesn't mean you can't wait outside for your victim to kill them (if they're not already dead inside from cramming). The rest of campus remains a completely viable and recommended Kill zone. Anywhere off campus can be a kill zone but please be sensible as pulling out a weapon in a shop or a crowded place could be misconstrued as a violent attack and the last thing we assassins want to do is involve the police or injure an innocent bystander, so we recommend keeping it to in and around campus or your own (or each other's) homes.

## Weapon Rules

### Contraband

We'll start here with probably the most important part of the document, the things you can't kill each other with: Flour based weaponry (flower bombs etc) this is due to the risk caused by gluten and similar allergy's. RIF and other BB or similar firearms as any of you who have used them know they are generally powerful and require additional protective equipment to be used safely and as such there are banned no exceptions. Shields and armour these are banned simply due to the ease at which a shield can block allot of attacks removing allot of the fun and stealth of being an assassin not a fighter and armour is banned because it reduces your ability to tell when you've been hit. Anything sharp or of high mass that can cause reasonable to severe damage to the victim, I know this is a little generic but use your common sense were not actually here to kill or maim each other it's a bit of fun. If you're unsure if your planned weapon is viable contact the umpire at [umpire.assassins@outlook.com](mailto:umpire.assassins@outlook.com) or another member of committee.



### Melee weapons

A kill is scored with a melee weapon when the 'blade' or 'head' of the weapon meets the upper arm, torso or head of the victim, please use caution if hitting the head and primarily aim for the torso. Some recommendations for melee weapons are: your finest craft chainsaw cut form a piece of cardboard, a lightsabre (both Jedi and Sith are acceptable), an inflatable hammer, a sword from your nearest fancy dress shop, and the classic a wooden spoon with the word knife written on it.

### Projectile/Thrown weapons

A kill is made when the ammunition of said projectile weapon hits the victim (they must feel or see it hit them so bear this in mind), please be sensible and avoid aiming projectiles at the face. The same rules apply for thrown weapons except being the weapon itself making contact with the enemy and they function as melee weapons do if used for melee combat (note that you should not throw ordinary melee weapons as they are generally larger and heavier and can cause serious damage when thrown). Some recommendations for projectile and thrown weapons are: the very commonly used nerf gun (note modified ones must be tested with the umpire); slingshots, provided the ammunition is deemed safe by the umpire; some paperfolding shurikens to bring out your paper genji; or some very gambit-esque playing cards.

### Water based weaponry

The first rule of water based weaponry is that everyone is automatically on the water list meaning that they are ok with water weapons being used on them if anyone wishes to be removed from (or re-added to) the water list. Please email the umpire at [umpire.assassins@outlook.com](mailto:umpire.assassins@outlook.com) with the subject "water list" and let me know whether you want to be added or removed from the water list, this will be updated on the scoresheet for everyone to see and an email will be sent to all members when someone is removed form or added to the water list. If anyone is not on the water list DO NOT USE WATER WEAPONS ON THEM this will result in a disqualification from the current and possible future games, so check the score sheet often and don't be that guy. A kill is scored with a water weapon when the victim is sufficiently soaked into submission (don't overdo it we still have to continue with the rest of our day and would rather not be dripping as we do so). Recommendations for water weapons include the obvious water pistols, the unruly and dangerous waterbomb, and the improvised spray bottle of water with a label saying acid stuck on the side.

## Poisons

Poisons are a tricky tool to us that generally I would advise against as when it comes to food and drink there are many allergies to consider when doing so, some you may not be aware of, so make sure if you are to 'poison' someone you are aware of any dietary issues, so you do not actually poison the poor fellow. 'poison' however can come in other less simple forms than the usual I'll just put poison their food, perhaps a lipstick or some paint that contacts the skin of your victim. Poisons score a kill when consumed by or contacting the skin of your victim and showing them proof by way of the container with the word poison on it somewhere. Some suggestions for poisons are writing the word poison on some paper and placing it in on or under their food or beverage, edible glitter for the unicorn of death, the lipstick that makes you your most seductive, or your favourite crayon for a nice poisons doodle on the arm.

## Extreme weaponry

These are the kinds of weapon I feel didn't fit into any other category such as Dropping a 'piano' on your nemesis, hurling a 'fridge' at someone (please note I am not suggesting you literally assault your fellow assassins with pianos fridges or other similar object), or ruining someone's kitchen with a glitter bomb. Kills made by these weapons for 'large' weapons like fridge require them to fall or be thrown at least a meter before impacting their victim and must be soft enough not cause serious injury. As with the glitter bomb if your victim is glittery they're dead along with any other unfortunates nearby. Some recommendations are: a cardboard box with an oven drawn on the front and written on the top; a balloon filled with glitter; or a football with boulder written on it.

If you have any questions about weapons or if you are unsure if a weapon is legal email the umpire at [umpire.assassins@outlook.com](mailto:umpire.assassins@outlook.com) with the subject 'weapons'. If it's a weapon you want checking please include pictures of said weapon and I will get back to you asap as to whether it can be used or if it will require in person testing which we can then arrange time for.

Any other questions or quires feel free to email the umpire as well at [umpire.assassins@outlook.com](mailto:umpire.assassins@outlook.com) with the subject 'question' or 'help'.

Happy hunting.

-The Umpire

THE COMMITTEE

