

Oxford Guild of Assassins

Rule

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Game specific rules:

These are the rules specific to this game, and override any conflicting general rules. They will detail such things as the dates of the game, respawn times, targets, points and bounties.

If in doubt about any of the rules, specific or general, contact the Umpire at:

umpire@oxfordassassinsguild.org.uk

The Golden Rules

Don't do anything stupid. You are responsible for your own actions.

Don't do anything that could damage anyone or anything (preferably including yourself).

Avoid annoying, killing, or otherwise inconveniencing non-players.

Weapons should be balanced (i.e. defensible) and safe. Please query anything unusual.

The spirit of the rules is more important than the letter of them! If the Umpire feels you are unfairly utilising a loophole, then a new rule may be created during the game specifically to fix this.

Conduct

Assassins is a game of fun and mock killing. It is not a game of force. Do not push people around, and specifically do not attempt to force doors if someone else is holding it open or shut. Also note that locked doors are considered inviolable. So attacks made by, for example, firing under a locked door, will not count.

Always back down from authority. e.g. the police, college authorities (not including student representatives), and your own esteemed Umpire!

It is also not permitted for assassins to impersonate authority figures (scouts and the umpire included. Impersonating other assassins, and regular 'civilians', is fine though! Possibly even encouraged...)

Similarly, do not manufacture fire alarms, medical emergencies, etc. It's just not a good idea.

Where?

In order to take part, you should live and spend a large proportion of your time within a few miles of Carfax tower (i.e. reasonably near and around central Oxford), and in an environment compatible with the game (so not, for example, a prison). The game is played all over Oxford, except for areas considered out of bounds (see below).

How?

Killing

'Killing' is using an allowed weapon on another assassin. Both killer and killed should agree that a kill has taken place, **and both should send a kill / death report to the Umpire** (see below).

Sometimes, a 'mutual kill' may occur. This is when multiple players kill each other simultaneously. In this case, all kills and deaths count. i.e. all participants are dead at the hands of each other.

Note that you cannot kill yourself.

If a disagreement arises, try and resolve this as soon as possible on the scene. If there is a large degree of uncertainty, then report the incident to the Umpire as soon as possible. **Until a disagreement is resolved, all relevant parties should attempt to avoid participating in assassin's proceedings until clarification is received.** This includes killing any other assassins. Agreeing a short time window where assassins in the dispute cannot kill each other after the issue is resolved is recommended.

Death

Whilst dead, you cannot participate in the game - this includes not revealing that you are dead unless specifically asked, or imparting any sort of helpful game-related information.

(Trying to find clever ways around this - for instance stating 'You should ask me if I'm alive or dead', or asking another assassin if they are alive whilst you are dead, is frowned upon.)

You cannot kill someone whilst you are dead (nor can you be killed, obviously). Hence if you are killed moments before you land a strike on someone, then your strike is ignored and your target remains alive. (Provided the difference in time is such that it does not count as a mutual kill.)

If asked if they are alive or dead, an assassin must respond truthfully!

Reporting

You should inform the Umpire of all interesting game-related incidents as soon as possible.

Most notably this is killing or being killed, but also includes things like going hunting for someone (even if unsuccessful), laying/discovering traps (if these are permitted weapons in the game), etc. There are bonuses available for interesting and amusing reports (be they in the form of poems, plays, rewording of songs, etc.). Provided the essential details are in the report, feel free to be as creative as you like!

Regardless of other content, all reports should contain the following summary at the top:

- Date and time
- Location
- Assassins doing the killing
- Anyone getting killed
- Weapon(s) used

Civilians / Innocents

The two terms are used interchangeably for people not playing the game. **Do not kill civilians!**

Non-players can still have a role in the game though. For instance, warning you of approaching assassins, or acting as a method of getting into other colleges. If they are 'killed', it would be appreciated if they stopped providing assistance.

You also can't ever use a civilian as a weapon, even if you dress them up in a onesie and label them as an attack animal!

Bounties

This is the most common form of penalty - you will be given a 'bounty' of some number of points, and the next person to kill you will gain those as bonus points, on top of those they gain for the kill.

Being responsible for the death of a civilian is a prime example of something that could earn a bounty

Out of Bounds and Melee Only Areas

These are places where killing attempts are not allowed, or must be made with certain weapons.

You should not use these areas as an escape route.

The following areas are out-of-bounds. No kills or attempts to kill can be made in:

- Lecture theatres, whether or not a lecture is in progress.
- Seminars, classes, tutorials and the like: the tutee is out of bounds from the moment they meet their tutor to the moment they part ways.
- Practicals and laboratory buildings. (Just to labour the point: don't try and break into the Chemistry Research Lab. Security may well rugby-tackle you.)
- Society meetings, whether they are university societies or not. Ambushing assassins as they leave or enter such events is fine, but, as a rule of thumb, should be outside of whichever building the meeting is held in. Assassins carrying bulky, heavy, or fragile (and expensive) items to or from such meetings are also out of bounds. (And should preferably communicate that they will be doing so to the Umpire beforehand. Similarly, if you are planning on ambushing someone before or after such an event, you may wish to check with the Umpire if there is any reason your target may be out of bounds.)
- Organised sports activities, including any preparations before or after. This does not include impromptu 'kickabouts', but note that pre-arranged training sessions may count as a society meeting, as above.
- Computer rooms, i.e. rooms where you are permitted to use provided computers. An exception is made for the UGSA in the computer science department, for the sole reason that it's a good space to fight in.
- Hospitals, libraries, museums, sports centres, and places of worship (e.g. churches)
- The premises of banks, building societies, government buildings and the like.
- Shop tills and cash machines. This includes whilst queuing for one.
- Any dining arrangement in which you are obliged to wait for the attention of staff - formal hall or restaurants are two notable examples.
- Any ball, garden party, etc. Regular college events are within bounds.
- Auditoria of theatres / cinemas / concert halls etc. This includes the backstage area.
- Anyone engaged in 'serious' activities on the water, such as rowing, are out of bounds. Punts are within bounds.
- Anyone working with horses or other animals.
- Anyone performing / practicing with fire poi / fire sticks / fiery juggling implements are considered to have a large out of bounds area around them. (Large enough to encompass all those in the immediate vicinity watching / teaching / etc. said persons)
- Anyone in a car or other motorised vehicle. Similarly, avoid getting in firefights across streams of traffic. Bicycles are within bounds, but do be careful!
- All public transport vehicles. Also train station platforms. And airports.

No projectile or thrown weapons can be used in the following areas:

- All dining arrangements not otherwise out of bounds. e.g. regular hall or pubs.
- Shops and shopping centres that aren't otherwise out of bounds.
- The Maths Institute. (After an incident involving a NERF gun fight in front of security...)

If there are special cases when you believe an area should be made out of bounds - for instance, an event you are taking part in or a society meeting is being held in your room - then

inform the Umpire beforehand so that the area can be declared to the other assassins beforehand as being out of bounds for the duration.

Weapons

These are what you use to kill people! The following list is not exhaustive, but should cover most cases - players are encouraged to use their imagination! That said, do check with the Umpire if it is something unusual. In general, all weapons must:

- be completely safe, for both people and property
- be defensible, so as not to unbalance the game. (No declaring that you have just detonated a nuke and killed all around you!)
- materially do something, to indicate to the victim that they have been killed.

All non-obvious weapons should be labelled to indicate what they are (e.g. labelling a pen as a knife). That said, we ask that you be magnanimous if the label has fallen off / etc, and agree that you have still been killed by the pen-that-is-no-longer-labelled-as-a-knife, and so on. Note that you cannot turn arbitrary objects into weapons - for instance, something labelled 'knife' should be vaguely knife-shaped!

Ranged Weapons

Any weapon that is not in your hand when it makes contact with another assassin is considered ranged. A direct hit with ranged weapons is required, rebounds do not count.

Projectile Weapons

Something firing something physical. e.g. Rubber band guns, NERF guns, or pea shooters

Thrown Weapons

Any melee weapon **shorter than a foot in length** may be thrown, counting as a ranged weapon from the moment it leaves your hand. Any part of the weapon will kill the opponent on contact. Thrown weapons should be thrown as one or two at a time.

Melee Weapons

This covers the likes of plastic swords, lightsabers, pens-labelled-as-knives, etc. Be creative - label poster tubes as coshes or construct small homemade axes! Melee LARP weapons are usually allowed, provided they are checked with the Umpire beforehand.

Attack Animals

Toy animals may be used as an attack animal, provided they are appropriately labelled (for instance, 'Doom Bear', or 'Killer Rabbit'). Don't use actual animals though!

Attack animals savagely attack other assassin who dare to touch them, until they have been 'turned', by someone hitting them with a weapon while the animal is not in contact with its current owner. Once turned, an animal can be used by its new owner as usual.

Attack animals can be considered any of: melee (in hand), thrown, or indirect weapons, depending on how they are being used. (They are also the exception to the 'no rebounds' rule for thrown weapons, and will still be lethal until turned, even if laying on the floor).

Squishamajigs

A squishamajig is something which kills someone specifically by means of getting dropped on (or otherwise flattening) them. This is things like large boxes or lumps of foam labelled as 'safe', 'fridge', 'anvil', 'boulder' or similar. Squishamajigs must be dropped at least a metre before impact and must be at least the size of a standard fire extinguisher. Getting hit by such an object rolling down stairs etc. also counts as a kill, as do hits on rebounds. Be careful with such weapons that they aren't actually dangerous! Attack animals and other 'normal' weapons getting dropped from above do not count as squishamajigs.

Indirect Weapons

An indirect weapon is any weapon which kills someone whilst you are not there, or where you do not have to take any part in its killing. This category includes things such as tripwires, poisoned letters, volt-boxes and the like. As a general rule, physical contact must be made in order for a kill to take place. (But, for instance, gloves would protect you from a poisoned letter or a volt-box).

In addition, **indirect weapons must have the disclaimer shown below** (or one similarly worded), either on them or close by. They should also actually be safe - no tripwires that will actually trip someone!

THIS IS HARMLESS - it is a prop used in the mock assassination game run by the Oxford Guild of Assassins, representing [item description]. If you have been 'killed' or have any queries, please contact the Umpire at umpire@oxfordassassinsguild.org.uk

If you wish to dispute the validity of an indirect weapon, please take and send a photo when you contact the Umpire!

A Note on Poison

Poison should generally be something physical, e.g. putting a small but noticeable amount of tabasco sauce, chilli powder, or similar on someone's food, or (for example) pepper in their drink. Vaseline or toothpaste is recommended for door handles or enemy weapons. It is suggested to also label such things as poisoned where possible, to ensure the dead assassin knows who killed them (or is somehow inured to chilli powder and so might fail to notice). Obviously note that items generally do not belong to you, so make sure not to do anything damaging or permanent, and particularly, don't use any substances that assassins are allergic to.

Shields and General Stuff-Getting-in-the-Way-of-a-Hit

Note that clothing, bags, shields, guns, etc. do not block attacks. For instance, if you are shot in the back of your rucksack, and the shot would have hit your body had you not been wearing it, then you are dead. A specific exception to this is blocking with melee weapons - these will block attacks, such as strikes and shots, to allow for epic duels and cool Jedi tricks respectively!

Disallowed Weapons

The following weapons are specifically disallowed.

- Anything made of metal or stone
- Anything gas-based.
- Anything resembling a real weapon (this is by law)
- BB guns, pellet guns, air pistols, paintball guns, or any sort of 'real' weapon
- Ranged LARP weapons (bows, crossbows and the like - weaker toy bows are fine.)
- Any liquid based weapons (e.g. water guns)
- Thrown CDs or cards
- Stink bombs or water bombs
- Anything that actually explodes (e.g. party poppers)
- Lasers and 'sonic' weapons
- Death emails
- Anything to which a targeted assassin is allergic

Duelling Rules

These are not a formal part of the rules! However, they are in sufficiently common use that it is worth including them for the benefit of new players.

Sometimes, two assassins may agree to take part in an 'honourable duel'. (With the winning assassin counting as having killed the other). This is often used to resolve an impasse - for instance, one assassin locking themselves in their room and refusing to exit, and those assassins outside refusing to leave.

If this is the case, then it is usual to use melee weapons only (preferably the same sort of weapon(s) for both sides), and to ignore strikes above the shoulders or below the elbow. The winner is the first to get three successful hits. A mutual strike (i.e. each player hits the other at the same time) will add to both players' scores if it would result in neither of them winning, otherwise it is ignored entirely. (e.g. If the score is 1-1 when a mutual is scored, the score becomes 2-2. If the score is 2-1, then the mutual is ignored and the score remains at 2-1.)