BOOM!

Had this been an Assassins' game, you would be dead, with barely a story to tell. Such a lapse in discipline is intolerable. We will expect you to be more alert in the future.

THE MIT ASSASSINS' GUILD

To err is human…
…to forgive is not our policy.

For more information about the Assassins' Guild, please refer to:

http://web.mit.edu/assassin/

Here you'll find information about various Orientation activities being held by the MIT Assassins' Guild, including Patrol, a modified Circle of Death, and two one-night games running in September. You will also find contact information, answers to frequently asked questions about the MIT Assassins' Guild, and other stuff we couldn't fit on this sheet.

THE MIT ASSASSINS' GUILD

Welcome to a New World.

In Assassin, every player portrays a character in a real-time, real-space roleplaying game of schemes, trickery, and death, lasting from a few hours to ten days. Experience the ancient past, the distant future, or a fictional present. Travel to a different system as a ship captain willing to do anything to stay alive. As a mage, work a ritual to cast the most powerful spell ever. Or as the ultimate super-spy, defeat the menacing agents of SWORD before they activate their orbital mind-control lasers.

Play the Game.

Who are you? How do you think? Acting is a part of the game, but there's more. Every character has goals to accomplish and they're never simple. Rule the world. Save the King. Destroy the enemy starcruiser. Whatever your plan, you're going to have to think fast if you want to stay on top of things. Make friends, influence people, and eliminate enemies. Every move you make could bring you one step closer to victory—or total defeat.

Lie, Cheat, Steal. . . Murder?Lie, Cheat, Steal. . . Murder?

You can be sure that someone is doing their best to see everything you've done collapse. Can you find your way through their web of lies before they find their way through yours? If you think you know your enemy, eliminate them, but watch your back. Plastic guns and foam daggers won't hurt you, but the wrong move could cost your character's life.

Not Enough Yet?

For those of you who aren't interested in conspiracies (or just prefer your adrenaline rushes closer together), Patrol runs every Saturday night, and a building on campus turns into a war zone. Dying doesn't mean much here, though. Go up to the third floor and you're back in the game.

It's Not Whether You Win or Lose. . .

It's how you play the game. Bombastic outbursts. Glorious revenge. Noble sacrifices. Win or lose, breathe life into your characters and you'll remember them fondly for years to come.

Look for our Booth at the Activities Midway!

Try your hand at Patrol the night of the Midway, or a Circle of Death starting Orientation week. Later in the term, join us for a three day journey to a secluded castle in 1930's Austria, as one of a host of spies. Or be a mighty sultan, a strong-willed princess, or a cunning thief in a game set in the tales of the Arabian Nights. Plus we have a host of shorter games in every genre. Take some time this year to have fun. Feel free to contact Tom Giordano (`justom@mit.edu`) or the rest of the High Council (`high-council@mit.edu`) with any questions, or see our web page at `http://web.mit.edu/assassin/`