Final Fantasy: Stone Soldiers
August 18
Rules and Scenario

The following are the rules for *Final Fantasy: Stone Soldiers*, a real-time, real-space roleplaying game sponsored by the MIT Assassins' Guild. You are responsible for knowing these rules. Many of them are nigh-impossible to enforce and rely upon the honor system. Do not cheat. Do not abuse loopholes. Play fair. Be your own harshest critic.

The **gamemasters** (**GMs**) run the game. If you have any problems or questions concerning the game, contact a GM. Rulings they make are final. They may violate the letter of the rules to preserve the spirit. The GMs promise to be as fair and reasonable as possible. Neither they nor these rules are perfect.

This game is intended to be fun. Getting into character, roleplaying, being dramatic, and playing competitively can all increase the fun of the game. Do not take the game too seriously. Even if you are losing, keep a good attitude. When the game is over, the real winners are the players with the best stories.

This is only a game. Everyone involved should act with courtesy, sportsmanship, patience, and taste. The GMs may expel anyone they believe to be violating the spirit of the rules or the game. Emotions may run high. If you think things are crossing the line from game to reality too much, or if you are just getting too stressed, calm down and maybe take a break. Stay in control. Use common sense. Always, play safely, then play to have fun.

This game is a work of fiction. Although it may refer to things in the real world, it does so only for the sake of the scenario. It does not represent the opinions of the GMs or the MIT Assassins' Guild. These rules are modifications of those used in previous games.

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Contents

1 Scenario

This game is a mechanics test for Final Fantasy: Yielding Stone, a three-day running in the fall. It consists of two three-hour **phases**, between which most of the PCs and NPCs switch places. Each phase has four **sections**, each lasting forty-five minutes. During each section, three **missions** will be running concurrently, each with a different team of PCs making their way past monsters and other obstacles. Some PCs (who stay the same across both phases) will stay behind playing an economy game. Each economy PC runs a common room in 34-3, and each team of bounty hunters belongs to one of those common rooms. At the end of a mission, PCs are immediately teleported back to their common room. Please bring a watch.

Section Timeline:
T+00 section start
T+05 missions start
T+20 economics orders due
T+30 missions end (this may shift to T+35)
T+35 34-3 attacked by NPC wave
T+40 NPC attack over
T+45 section end

Missions:

	38-1	24	36,32
1:	Ocean	Faith	Storm
2:	Desert	Ocean	Faith
3:	Storm	Desert	Ocean
4:	Faith	Storm	Desert

The Extremely Brief Version of the World Document Around 1500 years ago, METEOR struck Gaia shattering the globe and leaving the world devastated beyond belief. Most of Gaia's population died as half of the world exploded into the heavens, the seas boiled, and the air burned.

METEOR's shattering of the world left some land that survivors could live on, both on the remaining surface, in the shelled insides, and in the debris in the sky. The 13 Guardian Spirits were summoned and infused into what became the 13 Great Cities. The Guardian Spirits' power emanates forth from the city center maintaining the atmosphere in a shell of magic for many leagues beyond the city structure.

Kingdoms were formed centered around each of the 13 Cities. Maintaining power from one of the cities was easy. Without the city, there was no air; without air, there was no life.

Outside of the protective Bubbles lie the Wastes. Many monsters roam the Wastes and there are many stories of tribes of malevolent runecasters lying in wait for an opportunity to attack travellers or raid towns inside of protected territories.

The city of Carbunkle is at war with the newfound 14th city of Alexander. The war has been raging for many years and most warriors from the kingdom are out in the invasion of Alexander. However, bounty hunters from across the world have been flocking to the city to fill the myriad of jobs that have gone unfilled.

Three merchants approached the Bounty Hunters' Guild almost simultaneously and each hired a squad to head out into the Wastes to collect Benefit Tokens. They are paying a bounty for each token ... of course there are other riches to be had out in the Wastes.

Other Info Most magic in the world falls within certain schools: **Desert** Magic encompasses earth and air magics, **Ocean** Magic encompasses water and ice magics, **Storm** Magic encompasses fire and lightning magics, and **Faith** Magic encompasses holy and dark magics. These schools also correspond to the types of areas that missions are run in: Desert Wastes, Wild Oceans, Storm-Blasted lands, and Necrohols (or cathedrals) of Shattered (or renewed) Faith. Missions take place in remote areas that PCs get to by teleportation. There are other types of magic and monsters, including rune magic, which is generally evil, insane, and a corruption of nature.

Money is **gil**, which is represented by plastic coins. A **gold** coin is worth one gil, a **green** coin is five gil, and a **purple** coin is ten gil. **Benefit Tokens**, represented by poker chips, can also be found. **White** and **yellow** chips are worth one, **red** chips are five, and **blue** chips are ten. However, economy PCs will only pay a flat price of two gil per chip, regardless of color.

2 Getting Started

2.1 Character Packets

Your character packet is a big manila envelope. It contains your role: who you are, what you're up to; everything about your part as a **player-character** (**PC**) in the game. Read all the contents and generally keep them with you during the game. If you are missing something or find something which doesn't seem to belong to you, tell one of the GMs. Character packets are confidential. Game materials which cannot be given to other players are marked "Not Transferable," whereas things which can be given to others are marked "Freely Transferable" or "Game Item."

Name-Badge: A name-badge with your player name, character description, and **badge number** on it shows that you are in the game; wear it visibly while you are playing. It represents your character's body in-game. Badge numbers are not in-game information. See the *Character Bodies* and *Badge Numbers* sections for more details.

Character Sheet: Your character sheet describes who you are and what you are up to. It contains a list of everything else that should be in your character packet. Do not show or read your character sheet to other players.

Bluesheets: A bluesheet describes information common to members of a group. When in conflict, character sheet information overrides bluesheet information. Do not show or read a bluesheet to other players.

Greensheets: A greensheet describes and expands abilities, mechanics, or in-game knowledge. Do not show or read a greensheet to other players.

Stat Card: Your stat card lists your statistics. You might not know what all of your stats mean. Do not show your stats to others. The reverse side is a **death report**; fill it out and give it to the GMs when your character dies.

Ability Cards: An ability card explains a special ability your character has. The front side describes the effects; show it to players when you use the ability. The reverse is the rules of use and must not be shown to other players.

Memory/Event Packets: A memory packet is an envelope or stapled piece of paper with a **trigger** which describes when to open and read it. If the trigger is a number, open the packet when you see something with that number. If it's a quoted phrase, open when you hear or read it in-game. If it's a symbol, open when instructed. Do not take game action based on an unopened trigger. Do not show or read a memory packet to other players.

Items: In-game items may be transferred from character to character, and should be marked as such. See the *Items Etc.* section for more details.

2.2 Reality and Game Reality

There is a big difference between reality and game reality. Players must treat each other with courtesy and explain to each other what their characters perceive in confusing situations; e.g. "My character's hands are covered in blood," an **out-of-game** statement. Characters are under no such restrictions, and may do what it takes to further their goals; e.g. "Uh, hi Bob. Just got back from the butcher shop," an **in-game** statement.

Metagaming is inferring in-game knowledge that is inappropriate for your character from out-of-game information. Do your best to not metagame and especially to prevent the risk of metagaming. Be your own harshest critic.

Halts: A halt pauses game action. To call one, say "game halt" in a clear and audible voice; other players around a corner should hear you, but you shouldn't scare some poor grad student. End a halt by saying "three, two, one, resume." Call a halt for one of only three reasons: because a rule instructs you to, for safety and similar out-of-game issues, or to pause game and fetch a GM (which you should avoid).

Not-Here: You may go not-here by turning your name-badge around so the "I'm Not Here" side is showing (or by removing your badge entirely, if you are leaving game). Putting a hand on your head, visible from a distance, helps if you're near other players. Go not-here for one of only three reasons: because a rule instructs you to, to leave game, or to fetch a GM while in a halt (which you should avoid).

When you are not-here, your character is not there. Your character cannot see, hear, or remember any game actions or information you (the player) happen to encounter. Avoid other characters, common game areas, game signs, or any sort of game interaction.

Non-Players: Use tact and common sense when dealing with non-players (**NPs**). You are encouraged to spread the gospel of real-time, real-space roleplaying; however, many NPs prefer to sleep, study, or work undisturbed.

NPs may not knowingly affect the game. They and their rooms may not be used to hold items or information. They may not help you kill. Do not use the presence of NPs to hide from rampaging mobs that want your blood.

Avoid conspicuous or threatening game actions in front of NPs. Shooting your friend outside of a classroom one minute before class lets out is a bad idea, as is screaming bloody murder down a hallway. If, despite your most valiant efforts, some NPs do get upset, call the GMs who will help calm them down.

Observers: An observer is someone not playing the game who has agreed to watch. They generally wear an observer headband or an observer name-badge. Observers have traditionally been called "ghosts." They should stay out of the way; you can always ask an observer to leave. If a friend who is not playing wants to observe game, send them to the GMs.

Non-Player-Characters: Non-player-characters (**NPCs**) are characters in the game's universe not played by a full-time player. They are minor characters, bit parts, or random people. Some may have name-badges; sometimes called "GM plants," these are often not readily distinguishable from PCs.

Mechanics: Many actions your character can take, such as walking, talking, and general interaction with other characters, are represented by you doing them. Others, like combat, are performed via abstract mechanics, which are described in ability cards, greensheets, and rules. The abstract information for mechanics (like badge numbers) may not be discussed in-game. If you want to do something special for which there is no mechanic, ask a GM.

Become familiar with your mechanics before game starts, especially those which occur under time-pressure (like combat). Game action will not stop for memory packets, greensheets, or such.

A **kludge** (and derivative forms like "kludge-ite") is something impervious to logic and cleverness, usually for game-balance. You can't affect a kludge without a specified mechanic.

Zone of Control (**ZoC**) is a rough distance measurement. You are within ZoC of someone if your outstretched fingers can touch their outstretched fingers. Double-ZoC is twice this distance, triple-ZoC is three times, etc.

Headbands represent obvious visual effects; wear them visibly on your head. If you see a headband and don't know what it represents, ask. If you are wearing a headband, tell people what their characters see.

Safety: This is a game. Real violence is unacceptable. Game action should cause no real-world damage, either to people or property. If something dangerous is happening, call a halt. Stay in control, use common sense, and do not endanger yourself or others. You should not run or otherwise force your way into or through someone else's ZoC, and you should not make physical contact with another player without permission.

3 Items Etc.

Many in-game items are represented by little white cards with a number and description. Item cards may be shown to others, passed around, stolen, etc. The **item number** on the card is not in-game information and may not be discussed. Not all in-game items have cards or numbers; whatever they are represented by should be clearly marked "in-game item" or "freely transferable."

Use common sense. You can't carry a hundred rocks in your pocket, fold a sword in half, or hide a life-sized statue in a fire hose. You can't stop a bullet with a set of blueprints or rip apart a metal safe with your bare hands. Even if your bag can carry a shovel in it, the shovel noticeably sticks out ("you see a shovel sticking out of my bag").

Written Information: If you write in-game information down on a piece of paper, that paper is now an in-game item and must be clearly marked as such. Don't write in-game information on out-of-game documents (character sheet, etc.). Don't write out-of-game information (like memory packet triggers) on in-game documents.

Envelopes: Some items and locations may have an attached envelope (or just be a labeled packet or folded paper). The envelope may include directions for when to open these ("open packet if you press the big red button" or "open packet if you eat this"); otherwise you may only open them if instructed. Close them when you are done. Open and close packets gently.

Signs: Some locations and other game materials are represented by signs or packets posted throughout game area. You may read any signs and must follow any rules printed on them. If a sign or packet doesn't have some sort of in-game description (it only has out-of-game mechanics information, like a number or just a colored dot), then your character doesn't even see it or know that anything unusual is there.

Bulkiness: A bulky item is too big or heavy to be carried or concealed freely. Bulkiness is measured in **hands** or **dots** (how many hands it takes to carry it). If you are carrying a bulky item, make it clear to onlookers (hold the card). A hand carrying a bulky object may do nothing else. With one hand less than required, you may drag a bulky item at a slow pace.

Props: Some items may have props (physical representations or **physreps**) associated with them. The card and physrep should be kept together. If they are separated, the card is the real item. Prop items are as bulky as the physrep. They can be carried in bags that can hold them, on straps that are attached to them, etc.

Character Bodies: A body is two hands bulky and usually represented by a name-badge. It must be willing or unable to resist for you to carry it. Carry the badge conspicuously. Onlookers can't tell if it's dead without close examination, unless it would be obvious (like headless).

Searching, Stashing, and Stealing: To search a place, search it. Normal items can be stashed in any reasonable, legal place. Don't put items behind locked doors, inside ceilings, in construction sites, or in hacking locations; consequently, don't go rummaging through such places for game items. Don't stash or search in places that are not in-game; see the *Game Areas* section for more information.

All searches of characters or their belongings are conducted via player dialogue. Someone must be willing or unable to resist for you to search them. You need at least one free hand to search someone. Anyone within ZoC of either you or your victim can prevent the search by saying "I stop you" or an equivalent phrase. A search reveals all in-game items, and takes as long as your victim spends handing over possessions. If you're the victim, hand over items at a reasonable pace.

To search a **bag** in someone's possession, say "I search your bag." Keep all bags with in-game items with you. You may not store more than **one** hand of bulkiness in any bag.

4 Combat and Magic

Combat is real-time and mostly based upon player skill at firing and dodging physreps. Keep it safe. Hits to anywhere on the body count the same; don't aim for the head. If a projectile hits clothing or long hair such that it would not hit the body when passing through, it doesn't count. Hits to an item you hold count as a hits on you, not the item. If there is a conflict over whether or not a projectile hit, the shooter calls the shot.

General figting is represented by dart gun combat. Your **Reload Penalty** (**RP**) stat is the number of times you must pass your dart gun around your body before you may cock it.

In the heat of combat, people may have trouble hearing incants or noticing hits. If you cannot understand an incant, make it clear by calling "**Miscast**." Miscast skills and spells are not used up. Responses such as "Resist," "Dodge," and "Block" mean that an effect was recognized and negated.

Hit Points and Death: Hit Points (**HP**) represent the amount of damage you can take or be healed. Your HP may not go below 0 or above its starting value. You are **dead** if you reach 0 HP. You may not move, talk, or take any game actions. You may play your body and remember anything you see or hear. You may not become an observer. Some things can bring you back to life. If you are hit by **Final Death**, you are totally dead and cannot come back. If finally dead, do not give out any information about your character or death to any players. You may play the part of your corpse. When you leave, place the front of your name-badge with "Final Death" written on it. Take the "I'm Not Here" side to wear. Stack your items with your body.

Default Damage: If there is no incant, **dart** (plastic and foam) gun hits do **1 HP** of damage. All other projectiles do no damage if there is no incant. If an attack has an incant, the incant is the entirety of the effects. Incants will specify damage. For example, if someone shoots you with a dart gun and says "Root," you are rooted but take no damage, and if someone shoots you with a dart gun and says "5 Damage," you take 5 damage instead of the default 1. An exception: if an incant consists solely of "**critical**," it is an abbreviation for "**critical 1 Damage**."

Spellcasting: Spells cost **Magic Points** (**MP**) to cast. Your MP may not go below 0 or above its starting value. After casting any spell, you must wait at least **5 seconds** before casting another.

Some spells can only be cast by **touch**. You may cast touch spells only on willing recipients. Spell **packets** (or foam pellets) are used for basic offensive spellcasting. A packet **storm** alllows you to throw mutiple sequential packets; they must be separated by 5 seconds. Disc guns are used for area-of-effect spells. A **disc** spell is cast as a continuous spray of discs; if you are hit by one or more disc, the spell takes effect once and only once. When casting, fire at least 1 disc per second until you run out of the specified number of shots; a second or more pause ends the spell. You may restate the incant during a long disc spell for clarity.

Special Skills: Expendable skills will note how often they may be used, e.g. 1/hour, 2/scene, 3/game, etc. For these, the **hour** resets every hour on the hour, the **scene** resets at the end of each 4-hour scene, and the **game** resets at the end of the game. Keep track of any expendable skills granted by items when trading them.

For this mechanics test, any time period greater than forty-five minutes (including hour and scene) is actually forty-five minutes.

A **Combo** is an uninterrupted series of successful dart gun hits on a single, specific target. A combo is interrupted if you fire any dart that does not hit that target or if 5 seconds pass without you taking a shot. A Combo is specified like "Combo," where "x" represents a normal dart shot and a number is a special attack with that damage. For example, the given Combo would allow "2 Damage" for the 3rd shot and "3 Damage" for the 4th shot. If the number is 0, you must fire a "0 Damage" shot. You may not mix a Combo with any other Combo or other special attack; once a Combo finishes, you may start over with another.

Incants: Do not fake incants. Do not call incants for spells/skills without casting them for real. Speak clearly at a reasonable speed. Your weapon must be out and visible during the entire incant. Incants may state a magic **element**, e.g. "Ice Magic, 3 Damage." Similar elements, like "fire" and "flame," are the same. Incants may contain more info relevant to other mechanics.

These are the basic incants you may encounter (touch spells may have other effects):

- **Damage**, as in "5 Damage," does the stated amount of damage.
- **Cure**, as in "Cure 5," heals the stated amount of damage.
- **Death** kills you instantly. **Final Death** kills you totally.
- **Life**, if you are dead, brings you back to life at 1 HP.
- **Root** causes 1 of your feet (your choice) to be stuck in place for 2 minutes.
- **Silence** makes you unable to speak or cast spells for 2 minutes; you may incant non-magic skills.
- **Sleep** makes you sleep magically for 2 minutes; you wake up early only if you take damage.
- **Protect** means that for 2 minutes, all damage you take is halved.
- **Shell** means that for 2 minutes, any Root, Silence, or Sleep effects only last for 10 seconds, and Death takes you to 1 HP or kills you if you had only 1 HP. It does not affect effects you have already taken.
- **Bravery** means that for 2 minutes, all of your non-default, non-zero special attacks have +2 damage.
- **Faith** means that for 2 minutes, all of your damage spells do +50% damage (round up).
- **Null**, as in "Null Fire," lets you Resist all effects with the stated element for 2 minutes. It does not affect existing effects.
- **Dispel** causes any duration effects (such as Root or Protect) to end instantly.

5 Miscellaneous

Headband and Armband Colors: A **white** headband represents an observer. Any other color of headband indicates a monster. A **yellow** headband represents a desert monster; a **blue** headband represents an ocean monster; a **red** headband represents a storm monster; a **gray** headband represents a faith monster; a **green** headband represents a runic monster.

Armbands generally denote strength. A monster without an armband is normal; a **white** armband represents an elemental; an **orange** armband represents a bomb monster; a **black** armband represents a strong monster; a **silver** armband represents a miniboss; **black and silver braided** armbands represent an Esper. Esper headbands may violate known color patterns.

Barriers: Double lines of blue tape on the floor represent barriers. Before you an cross a barrier, you must read and follow any signs at its ends. If there is no sign, the barrier is gone. You cannot shoot across barriers that are still up.

Physreps: Weapons and Equipment do not have required phyrseps, but if you are wielding/equiopping them, you must display their item cards openly.

Closing Notes: These rules are imperfect. The GMs may violate the letter of the rules to preserve the spirit. We hope these rules are reasonably clear, but if you have any doubts about your interpretation, talk it over with us in advance. We should also add, as much as we hate to admit it, we GMs are human: when all of our carefully laid plans are going haywire, we may lose our cool. The best way to deal with people is remaining calm and friendly, especially when everyone is tired and hungry.

We hope you have lots of fun. Good luck.