The following are the rules for *Reality Check III*, a real-time, real-space roleplaying game sponsored by the MIT Assassins’ Guild. You are responsible for knowing these rules. If you make a mistake because you didn’t know the rules or didn’t ask a GM for clarification, tough. Please note that many of these rules are well-nigh impossible to enforce, so the game relies heavily upon the **honor system**. Remember, it’s only a game. It’s supposed to be fun. We hope that you agree that it is no fun to win by cheating. Playing loopholes in these rules is likewise not permitted; the GM is the one who calls whether or not you are playing fair. Be your own harshest critic.

All rulings made by the **gamemasters (GMs)** are final. The GMs promise to be as fair and as reasonable as they can when making rulings; neither the GMs nor these rules are perfect. If for whatever reason you find yourself in a situation where you are unsure as to how to proceed, if you have any doubt that what you want to do is considered fair and legal under these rules, if you are unhappy about how the game is going for you, or if you have any questions or doubts about anything related to the game, contact a GM.

The GMs wish to remind you that this is only a game. Everyone involved with the game is expected to act with courtesy, sportsmanship, patience, and taste. The game does not give you the right to do in reality anything normally prohibited by legality or morality. The GMs reserve the right to expel from the game anyone whom we 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, you should cool down and maybe take a break. Stay in control. Use common sense. Always, you should play safely, then play to have fun.

Although this game may refer to things in the real world, it does so only for the sake of the scenario. It is not meant to make any sort of political, social, economic, religious, philosophical, technological, governmental, revolutionary, or geographic comment of any kind, and certainly does not represent the GMs personal opinions on anything. These rules are modifications of those used in previous games. This game is generally copyright 2001 by Ken Clary, Peter Litwack, Nick Martin, and the MIT Assassins’ Guild.

**WARNING: METAGAMING IS HAZARDOUS TO YOUR HEALTH**
## Contents

1 Getting Started  
1.1 Character Packets ................................................................. 1  
1.2 Reality and Game Reality ......................................................... 2  
1.3 Basic Strategy .......................................................... 3  

2 Items Etc.  
2.1 Searching and Stashing .......................................................... 5  

3 Violence, Damage, and Death  
3.1 Health States ............................................................... 6  
3.2 Weapons ................................................................. 6  
3.3 Killing Blow ............................................................. 6  
3.4 Ranged Combat ............................................................ 6  
3.5 Martial Combat ............................................................. 7  
3.6 Stealth ................................................................. 8  
3.7 Bombs ................................................................. 8  
3.8 Contact Poison ............................................................. 8  
3.9 Death ................................................................. 8  

4 Miscellaneous  
4.1 Game Areas .............................................................. 9  

5 Closing Notes .............................................................. 9
1 Getting Started

1.1 Character Packets

Your character packet comes in a big manila envelope. It has 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 thoroughly and, in general, keep them with you during the game. Character packets are confidential; none of the contents, unless clearly stated otherwise, should ever be shown or read to any other player. You should never look at anything from someone else’s packet. Often things which cannot be given to other players will be marked as “Not Transferable,” whereas things which can be given to others will probably be marked as “Freely Transferable.”

Name-Badge: A badge with you player name, character description, and badge number on it shows that you are playing in the game. You must wear it visibly while you are playing in the game. Badge numbers on badges are used only for game mechanics and cannot be written down or referred to in-character. This name-badge also represents your character’s body in-game. See the Character Bodies and Badge Numbers sections below.

Character Sheet: This tells you who you are, how you think, why you are here, who your friends and enemies are, etc. This is the single most important sheet in your packet; it represents your personality, history, and beliefs, and may never be shown to anyone. Your character sheet contains a list of everything else that should be in your character packet. If you are missing something or find something which doesn’t seem to belong to you, tell one of the GMs.

Bluesheets: These are like character sheets for an entire group of people. A bluesheet gives the information which is common knowledge to members of that group. Bluesheets are not physical items and cannot be shown or read to other players. Your personal views might not be reflected at all by a bluesheet. When in conflict, your character sheet will always override the information in a bluesheet.

Greensheets: These are used to expand on the rules for abilities and mechanics and/or in-game knowledge. They are not physical items and cannot be shown or read to other players.

Stat Card: This is a card with your statistics. You might not know what all of your stats mean; regardless, you should not tell people what any of your stats are unless otherwise instructed. The reverse side of your stat card has a Death Report to fill out and give to the GMs if/when your character dies.

Ability Cards: These cards explain the rules of using special abilities your character has. The only way to show an ability to someone is to actually use the ability in their presence. The front side of a card describes the visible effects and should be shown when playing the card; the back side contains the rules regarding the use of the ability.

Items: Your character may have various in-game items. These may be transferred from character to character at will, and should be marked as such. See the Items Etc. section below.

Memory Packets: These are small envelopes or stapled strips of paper. They have a trigger written on them letting you know when to open and read them. If the trigger is a number, open the packet when you see a badge, item card, etc. with that number. If it’s a phrase, open the packet when you hear someone say it or see it in writing. If it’s something odd like “Q,” you only open the packet when something instructs you “open your Q packet now.” Some triggers may be complex instructions, such as “open if you get married.” You should not take any game action based on the knowledge that you have or lack memory packets.

Scenario: This tells you some general, public knowledge, including a brief history of recent events. Some of it may be in-game information, some may be out-of-game information.
1.2 Reality and Game Reality

There is a big difference between reality and game reality. Players are expected to treat each other with courtesy and to explain to other players 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 should 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. Though limited metagaming may be unavoidable in certain circumstances, you should do your best to not metagame and to prevent the risk of metagaming. Be your own harshest critic.

Halts: A halt pauses game action. To call a halt, say “game halt” in a clear and audible voice; you want other players just around a corner to hear you, but you don’t want to scare some poor grad student. When a halt ends, a resume is called by saying “one, two, three, resume.” Halts should be called for one of only three reasons: because a rule tells you to, for safety and similar out-of-game issues, or to pause game and fetch a GM (try to avoid this).

Not-Here: You can 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 who are in-game. You should go not-here for one of only three reasons: because a rule tells you to, because you’re leaving game, or to fetch a GM while in a halt (try to avoid this).

When you are not-here, your character is just that: not there. Your character cannot see, hear, or remember any game actions or information you, the player, happen to encounter. When not-here you should avoid interaction with other players, being in common game areas, reading game signs and packets on the walls, or any sort of game interaction.

Observers: An observer is someone who is not playing the game but has agreed to watch. They generally wear a white headband and/or an observer name-badge. Observers have also 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 hang around the game to see what’s going on, send him to us and we’ll arrange observer status.

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.

Non-Players: Not everyone in the world is playing in this game. Some non-players (NPs) like to sleep or study undisturbed; others just don’t like having toy guns waved in their faces. You are encouraged to spread the gospel of real-time, real-space roleplaying; however, use tact and common sense when dealing with NPs.

NPs may not knowingly effect the game. They may not be used to hold items or information, nor can anything be hidden in a NP’s room. They may not help you kill someone, much less blow up a bomb for you. Do not use the presence of NPs to hide from rampaging mobs that want your blood or similar.

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 and let us help calm them down.
Mechanics: Many common things your character can do are represented by you doing them as a player, like walking, talking, and general interaction with other characters. However, some things your character can do, like combat, are represented by abstract mechanics, usually for reasons of safety or game balance. Mechanics are described in ability cards, greensheets, and rules. The abstract information for mechanics may not be discussed in-game. If you want to do something for which there is no mechanic, use common sense; it’s often a good idea to check with a GM.

If you have any mechanics you might want to use in a situation where seconds count, e.g. combat abilities, become familiar with their specifics before game starts. Game action will not stop for memory packets, greensheets, or similar.

A kludge (and derivative forms like “kludge-ite”) is something impervious to logic and cleverness. This might be for game-balance reasons or because there is no good, realistic in-game explanation for why a mechanic works the way it does. You can’t affect something declared a kludge unless a mechanic or GM explicitly says you can.

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

Headbands represent obvious visual effects; they should be worn visibly on the head. If you see a headband and don’t know what it represents, ask. If you are wearing a headband you should tell people what their characters see.

Safety: This is a game. Real violence is unacceptable. Game action should cause no real-world damage whatsoever, either to people or property. If something is happening that seems likely to cause someone to get hurt, call a halt. Stay in control, use common sense, and do not endanger yourself or others. A good rule of thumb for safety is never try to run or otherwise force your way into or through someone else’s ZoC. Also, you should never make physical contact with another player without permission.

1.3 Basic Strategy

Your first priority as a player is to make sure you understand the rules. If you are completely confused, get a GM and we will try to help you out. After that, make sure you know enough about your character to role-play him or her when you start talking to other people. Read through your entire packet a couple of times before game, and skim through it again right before game starts. If there is something about your character you don’t know, ask a GM.

As a character, your first priority should be to open lines of communication. Contact people, show up at meetings, and chat. Try to be easy to get in touch with. Ask people questions on relevant subjects. Sure, they’ll probably lie, but you just might find something out.

There are no guarantees that you can trust anyone, but since cooperation is the key to accomplishing things, you will be forced to trust people anyway. Probably the most trustworthy people are those who need you.
2 Items Etc.

Many in-game items are represented by little white index cards with a number and description. Item cards may be shown to others, passed around, stolen, etc. The item number on the card, which some items might not have, is not in-game information and may not be discussed unless you know otherwise. Not all in-game items have cards; whatever they are represented by should be clearly marked “in-game item” and/or “freely transferable.”

As always, use common sense. You can’t carry a hundred rocks in your pocket, you can’t fold a sword in half, you can’t hide a life-sized statue in a fire hose, you can’t stop a bullet with a set of blueprints, you can’t rip apart a metal safe with your bare hands. Your character can’t either. Even if your bag can carry a shovel in it, the shovel noticeably sticks out, so you would have to go around saying out-of-character, “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 should be clearly marked as such. It can be traded, stolen, etc. Don’t write in-game information on your character sheet, bluesheets, or other stuff that are not game items and shouldn’t be in-game. Don’t write explicitly out-of-game information (e.g. mechanics meta-information, memory packet triggers, etc.) on in-game documents.

Signs and Packets: Some locations and other things in-game may be represented by signs and/or packets posted throughout game area. You may read any signs and must follow any rules printed on them. You may not open a packet unless a rule or mechanic says you can or instructs you to do so. If a sign or packet doesn’t have some sort of in-game description (i.e. 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, unless a rule or mechanic tells you otherwise.

Envelopes: Some items may have an attached envelope (or just be a labeled envelope/folded paper). The item card may include directions for when to open these, e.g. “open packet if you press the big red button” or “open packet if you eat this”; otherwise you may only open them if a mechanic allows you to.

Bulkiness: A bulky item is too big or heavy to be carried freely. Bulkiness is measured in hands, (how many hands it takes to carry it) or dots. Cooperation is possible. It should be clear to onlookers which people are carrying the item (the players should be holding the item card together). Any hands helping to carry a bulky object can be doing nothing else. \(n-1\) hands may drag an \(n\)-hands bulky object at a slow pace. By default, all characters can carry two hands of bulkiness.

Character Bodies: To move a character who is unconscious, immobilized, or dead, you must carry them (the character, not the player). A body is two hands bulky by default. It should be clear to observing players what is going on. Carry the badge conspicuously. Tell onlookers what their characters see, e.g. “We are carrying an unconscious body”; they can’t tell if it’s dead without close examination, unless it’s headless or some such. If you want to tie a character up, you need an appropriate item (duct tape, rope, etc.), and you should describe what you are doing.

Props: Some items may have props (physreps or physical representations) associated with them, in which case the item card and physrep should always be kept together. If they are separated, the item card is the real item. Items which are props are generally as bulky as the prop, unless otherwise specified. They can be carried in bags that can hold them, on straps that are attached to them, etc.

Containers: Some items are containers, like crates or personal bags. A container usually has two statistics associated with it: bulkiness and capacity. Bulkiness works the same as for other bulky items. A container also has capacity, which is also measured in dots or hands; this is how many dots of items can be stored in it. For example, a small crate may be two hands bulky and have four hands capacity. So, yes, a container can have a bigger capacity than its bulkiness. You can put its capacity in bulky items inside the envelope which should be attached to the container item card. Also, when dealing with non-bulky items, you can put as many as you want into a container; use common sense.
2.1 Searching and Stashing

**Searching People:** All searches of characters or their belongings are conducted via player dialogue. You cannot search an unwilling character unless they are unable to resist you (immobile, unconscious, or dead). Even then, anyone in ZoC of either of you can prevent the search by saying “I stop you.” It takes two free hands to perform any kind of search at a reasonable speed.

To simulate a stereotypical TV cop frisking, you can perform a **pat-down search**. This search will only reveal the presence of weapons. This takes as much time as it takes your victim to tell you what you find.

You simulate a mildly invasive complete search of the character’s entire clothing with a **total search**. This takes as much time as it takes your victim to hand over his game items. In addition to item cards and physreps, this includes any notes your character has made. If you’re the victim, do this at a reasonable pace; don’t stall.

**Searching Bags:** Searching a character does not mean you’ve searched their bags. To search those, do not actually look through them yourself. Tell the player “I’m searching your backpack.” If no-one stops you, the player will give you the item cards in their backpack.

To search an unattended bag that is not obviously in-game (no visible item card attached), spend thirty seconds by the bag, put a “searched (see a GM)” note on the bag, and come tell a GM yourself. You should tell any onlookers that they see you searching through the bag. If you find a “searched” note on your bag, come see a GM. You can put a note saying “out-of-game bag” or “no game items” or such on a bag you wish to declare to be completely out-of-game.

To search a bag that is obviously in-game (has an attached and prominently displayed item card), search the physrep. Item cards in the bag should be in reasonable places (e.g. don’t sew a gun item card into the seam). If the item card has an attached envelope, the bag is just a prop and all in-game items should be in the envelope; see the Containers section above.

**Searching Places:** To search a place, search it. Normal items can be stashed in any reasonable place (use common sense) that is also legal. 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. As always, don’t stash or search in places that are not in-game; see the Game Areas section below.
3 Violence, Damage, and Death

3.1 Health States

Characters have five possible states, concerning health and damage. When you are fine, you may act freely. When you are helpless, you are immobile and may do nothing but talk. When you are knocked out, you will wake up in five minutes. When you are wounded, you are unconscious, bleeding, and will die in five minutes; a doctor may be able to heal you. When dead, you are dead.

When knocked out or wounded, you should fall down and drop anything you are holding. Just lie there. You won’t be doing much of anything until you wake up. Do not listen to conversations going on around you.

You have a Stamina (ST) stat. Traumatic things like torture, excessive bloodletting, and field surgery may lower it. If it gets too low, a doctor may no longer be able to heal you. An average, healthy character has a ST of two. All cases where your ST will affect you or change will be handled by explicit mechanics; all you need to do is keep track of the number.

3.2 Weapons

All weapons have both a physrep and an item card; these should be kept together. You may keep the item card in your pocket while the physrep is in your hand.

To use a weapon in martial combat, it must be drawn, i.e. in your hand and unobstructed, not in a sheath or pocket, and not inside a jacket or something. If whether or not you have a weapon drawn is ambiguous, e.g. you were still pulling a knife out of your pocket or picking a gun up off the floor when someone attacks you, then the weapon is not drawn. When using a weapon, display it in a threatening manner (without physically threatening the player). Weapons will have their effects (CR modifier; see below) printed on the item card. You cannot hold more than one weapon in a hand. You may only use one melee weapon at a time; if you are holding two, pick one.

3.3 Killing Blow

A killing blow will kill a helpless victim. To killing-blow someone, you must have a weapon (melee or ranged). Your victim must be in ZoC and either unconscious or helpless. Say “killing blow one, killing blow two, killing blow three” in a clear, audible voice, at a reasonable pace. During the incant, if you get attacked or if someone within ZoC says “I stop you” or some other equivalent phrase, you are stopped. To stop a killing blow, either attack the person doing it or get within ZoC and say “I stop you.” If you are successfully killing-blown, you are dead.

3.4 Ranged Combat

Ranged combat is real-time and mostly based upon player skill at firing and dodging physreps. Please 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.

All ranged projectiles have the same effect: if and when you are hit by one, you become wounded (see the Health States section above). Fall down, drop whatever you are holding, and start bleeding. There are two types of ranged projectiles: bullets and throwing knives. Bullets, represented by either plastic discs, plastic darts, foam darts, or koosh rings, can be fired by various types of guns. Ammo is limited in-game; ammo physreps are reusable. Unused ammo will have an item card. A throwing knife is physrep’ed by a small foam knife. Though using a knife in martial combat can be done by anyone, throwing one to do damage requires an ability.
3.5 Martial Combat

All characters have a **Combat Rating** (CR) stat. This represents your basic skill in martial combat; you use the same number for attacking and defending. Someone with a CR of one can’t fight very well. Someone with a CR of three is somewhat burly and/or skilled. When using this stat, you may pull your punches by using a lower number.

Martial-attacking someone requires being within ZoC. Clearly state your attack followed by your CR, e.g. “Knock Out 2” or “Wound 2.” The attack begins when the incant begins; don’t rush the incant. You must have the ability card for any attack you make; you don’t need to display the card.

When attacked, resolve the attack by comparing your CR against it. If your CR is lower, take the effects; else, say “resist” and the attack has no effect. If you fail to to say “resist” within two seconds of the end of the attack incant, even if you could resist, you are surprised; the attack works anyway. You can **counterattack** with your own attack ability and not be surprised. The higher number wins; nothing happens in a tie.

You must wait for your attack to resolve before you can make another. When attacked, until you resolve, you may only counterattack. Rapid-fire attacks don’t prevent simple actions (talking, drawing a weapon, ranged attacks) inbetween.

If someone attacks you using the word “waylay” (“Knock Out waylay”), the attack works, regardless of your CR.

**Multiple Attackers:** If multiple people attack you, defend from all the attacks as if they are alone, in the order in which they occur. If it is ambiguous, you (the defender) may choose the order.

The Assist ability allows coordinated attacks. You direct an Assist at an attacker, which allows them to add your CR to their attack. They deal with the extra math, not the defender. Assist does not change someone’s CR for the purposes of defense; it is possible for an assisted attacker to mutual with an opponent.

**Ranged Combat versus Martial Combat:** If someone martial-attacks you at the same time you make a ranged attack, you (the shooter) call which happened first. Give the benefit of the doubt to the player saying the incant; the attack begins when the incant begins. If the martial attack started first, your shots miss. Having a loaded weapon in hand does not trump martial combat; either shoot first or risk losing a contest of CR.

**Martial Attack Abilities:** Here is a list of attack abilities. Everyone has Knock Out, Wound, and Assist. Only some people will have Disarm and Restrain. Other attack abilities may exist.

**Knock Out:** You can knock someone out as an attack. Say “Knock Out” and your CR. **Effect:** I knock you out.

**Wound:** You can wound someone as an attack. This requires an edged weapon, such as a knife. Say “Wound” and your CR. **Effect:** I wound you.

**Assist:** You can assist someone else’s attack. You must be within ZoC of both the attacker and target. Within two seconds of an attack, direct this at the attacker, saying “Assist” and your CR. Within the next two seconds, they may restate their attack with your CR added. This does not modify their CR for defense. **Effect:** I assist your attack.

**Disarm:** You can disarm one item from someone as an attack. Say “Disarm” and your CR. Point at the item you want to disarm. If the attack works, they must drop that item. **Effect:** I disarm that item.

**Restrain:** You can restrain someone as an attack. Say “Restrain” and your CR. If you succeed, they are helpless. You may freely drag, attack, or (if you have a weapon) killing-blow them. To do anything else, you must say “release” and let them go. **Effect:** I restrain you. You are helpless until I incant “release.”
3.6 Stealth

Stealth abilities represent sneaking up on a victim with obvious intent to invade their personal space, probably to attack them by surprise or to pick their pocket. Stealth abilities require an ability card.

To use a stealth ability, you must be within ZoC of your victim. Form the sign of the devil (index and pinky fingers extended, thumb holding other two fingers down) and extend it along the direct line from your shoulder to the victim’s head. There must be no obstruction between the symbol and the victim. Hold this position for the time stated by your ability card. Before this time is up, the ability is stopped if anyone attacks you or if the victim notices the symbol. If they react in any way to the symbol, they have noticed; you (the attacker) make the call.

If you notice someone using a stealth ability on you, make it obvious. “I notice you” is unambiguous; use it if you can. Once a stealth ability is finished, you may not retroactively have noticed.

3.7 Bombs

Arming or disarming a bomb requires an appropriate ability card. If a bomb explodes, it will be made obvious by a halt being called. If you are within arm’s reach of a bomb when it explodes, you are dead. A bomb will have a piece of string attached to it. If, when stretched out (even around corners), the string can touch you, you are wounded. Once the dead and wounded have been determined, game will resume.

3.8 Contact Poison

Contact poison is physrep’ed by vasoline. If contact poison touches your skin, you die in five seconds. You may do anything you could normally do during those five seconds.

An unused dose of contact poison will have an item card. Contact poison may only be placed on physrep’ed game items. It may not be applied to clothing. Do not apply it in a way that would damage the prop. Once applied, it may not be reused; second-hand contact poison does not work. You may never forcibly make a player touch contact poison; the victim must always willingly touch the poisoned item. You may forcibly make a helpless character touch contact poison as a killing-blow.

3.9 Death

Death may happen to quite a few characters during the game. Try to be a good sport about killing and dying.

If your character has been killed, do not give out any information about your character or death to any players. You may remain on the scene to play the part of your corpse. You may give out information that’s very obvious to on-looking characters, e.g. “I’m lying face-down, not moving, with what looks like a gunshot wound in my back.” You can’t say “Joe shot me,” “I was beaten and then killed,” etc. When you leave the scene, put any item cards in your possession in a stack where your body is. Put the front side of your badge on top of it with a description of the obvious state of your body, e.g. “several laser burns in back, skull caved in.” Take the “I’m Not Here” side to wear. Fill out your Death Report. Make sure the GMs know your character is dead.

After your character’s death becomes generally known to the other characters, if you’re interested in watching the game, come to the GMs and we’ll make you an observer. You will be given an observer headband and may freely receive information from players just like any other observer, but until the game is over, you still may not convey game information to any player.
4 Miscellaneous

Headband Colors: A white or yellow headband represents an observer.

Badge Numbers: The first digit of your badge number is your character’s apparent age in decades.

Rope: Rope is freely available. Make an item card for it. To tie someone up, they must be either willing, helpless, or unconscious. If you get tied up with rope, you become helpless. If you are conscious and left alone, you can spend five minutes wriggling free.

Game Times: Game is divided into four four-hour chunks. Game runs 8pm–midnight on Friday, 3pm–7pm and 9pm–1am on Saturday, and 3pm–7pm on Sunday. Surviving PCs are expected to be in-game for the entirety. Game may end early. Cleanup and Wrapup will immediately follow the end of game.

4.1 Game Areas

All publicly accessible areas of Buildings 1–8 and 10 and all courtyards confined therein are in-game (your character can move about freely in them). All other buildings on main campus are in-game, but not regularly accessible. You may go in-game to these buildings only if a mechanic or GM tells you to. Once there, you may only leave the building if a mechanic or GM tells you to. See the Scenario for a map.

Game action is not allowed in Athena clusters. Don’t hide in them, either. You may not use Athena or phones for any in-game purpose.

Secret Passageways: A small strip of paper posted on a wall and labeled with an “S” (e.g. “S-125”) represents a spot in game area that looks like it might have a secret door. Once during each four-hour chunk of game, you may spend one minute with an S-packet to learn how to open it. During this, you are futzing with the wall trying to figure out how the door works. If interrupted, start over.

If you already know you can open a given S-packet, you may unfold the strip and follow the directions. An S-Packet will have a folded tab of tape you can use to open the folded paper. Close the S-Packet by re-sticking the tab. Open and close S-Packets gently. You may keep an out-of-game list of S-packets you know how to open on your character sheet. If you want to write down the location of S-packets or where they lead, do so in-game.

To show someone else how to open an S-packet that you know how to open, open it in front of them and say “I show you how to open this door.” Both student and teacher must willingly cooperate for this to work.

5 Closing Notes

These rules are imperfect. The GMs reserve the right to violate the letter of these rules in order to preserve their spirit. We hope these rules are reasonably clear, but if you have any doubts about your interpretation, talk it over with us in advance. By doing this, you may avoid honest mistakes that appear to be intentional.

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. Remember, the best way to deal with people is by remaining calm and friendly, especially when everyone is tired and hungry.

We hope you have lots of fun. Good luck.