

Robot/Pirate/Ninja*Play safe, don't cheat, don't get too stressed, and have fun.*

Schedule and Game Area: People should show up at **7:30pm**. Game will begin at **8pm**. Game will consist of 3 rounds. Each round will start with 30 minutes of play, followed by 15 minutes of prep/rest: round 1's play will be from **8pm to 8:30pm**, round 2's will be **8:45 to 9:15**, and round 3's will be **9:30 to 10pm**.

Game is restricted to buildings **34, 36, and 38**, only on the **2nd, 3rd, and 4th** floors. The only stairwells allowed are the **36 lobby stairs** and the **38 stairs closest to 34**. You may use other stairwells or elevators only when dead. The 3 team rez points are on **34-3, 36-3, and 38-3**; each round, teams will rotate through the team rez points. The **double damage** powerup is on **34-4** and the **double HP** powerup is on **34-2**.

Teams and Scoring: **Robots** wear **red** headbands. **Pirates** wear **blue** headbands. **Ninja** wear **green** headbands. **Zombie primates** wear **orange** headbands.

Your team's score is the total of each member's individual score over the course of the game. We suggest marking a tally at your team's rez sign when you rez there. You gain **1 point** for killing someone on another team. The person who took the victim's last HP gets the point; if there is any confusion, the dead person indicates who did that. You can gain 5 to 25 points for killing a **zombie primate**, which may be difficult — the dead zombie primate will indicate the number of points and who gets them.

If you die from friendly fire while in a shootout with opponents, the opponent who most recently damaged you gets the kill.

Damage, Life, and Death: Shots must hit you or things you are holding to count, without having bounced off of anything else. Uncalled shots from any gun all do the same: **1 damage**. If someone calls a different damage number, e.g. "**2 damage**", when they shoot, and it hits, it does the stated amount of damage. Ammo is freely reusable and freely available; please don't hoard it.

You have **Hit Points (HP)**, which are how much damage you can take. All default PCs have **4 HP**. When you reach **0 HP**, you die immediately: put your hand over your head and get out of the way of any ongoing combat (don't block shots). You may rez at any of your rez points (see below) after at least **1 minute**. You may stall your rezzing as long as you wish.

Rez Points: You may rez at your team's rez point, anywhere within **30 feet** of the sign, after being dead for at least **1 minute**. If your team has captured a powerup (see below), you may rez there; however, if any living opponents are within **10 feet** of the powerup sign, you must rez at least 10 feet away from the sign.

Capturing Powerups: There are 2 powerups available: **double HP**, which gives you 8 HP for 1 life, and **double damage**, which lets you call "2 damage" every shot for 1 life. You may never have more than 1 powerup at a time. You gain a powerup by rezzing at a **capture point** that grants that powerup. You may only rez at a capture point if your team owns it.

To own a capture point, place at least one hand on the sign and hold it there for **30 seconds** straight. If you let go, die, or change people, start over. Once you have captured the powerup, cross out the preceding team's name on the sign and write your own.

If you are within sight of a capture point when your team captures it, you may instantly rez there.

Halts: Call a halt if NPs show up, or if something unsafe is happening. Call "Halt!" loud enough for others to hear. Gameplay should stop for everyone nearby. At the end, call "3, 2, 1, resume!" to resume game.

Safety: Be careful. Try not to run/dodge into other people, doors, windows, furniture, stairs, etc. Don't touch, grab, or hit other people. Don't charge into or through anyone's personal space. Stay out of the way when dead. Call a halt if something unsafe is happening. When in a **stairwell**, you can still shoot and be shot; however, if you and your target are both in the same stairwell, stop fighting. Be extra careful on stairs.

Non-Players (NPs): If anyone not playing the game comes by, call a halt ("NP Halt!"). Remain friendly, calm, and non-threatening. Move out of the way so they can pass. Do not shoot them, *especially if they are a campus police officer*.