The following are the rules for Sandman: Gods and Secrets, 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. This game and all materials thereof are copyright 2004 by Kim Beder, Laura Boylan, Ken Clary, Jesse Cox, Conor Walsh, and the MIT Assassins’ Guild.

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1 Scenario

1.1 The Setting

The time is August 1994. The place is New York City, specifically Columbia University. In the mortal realm, that is. Game also takes place in the Dreaming, and perhaps even other realms.

At Columbia University, there is a comic book convention, including such famed artists and authors as Nigel Ellison and Richard Madoc. There is an ongoing series of lectures by notable speakers such as Dr. Nayeli Reyes and Professor Alastair Saroff. In just over a week, Professor Davis Walsh will present a production of his new play, the name of which has not yet been released. Life bustles on in the city.

In the Dreaming, where all sleepers go, there is a man you have seen in your dreams. He is tall and thin, with pale, pale skin. His white robes match his white hair. His eyes are cavernous like the night sky, with green stars. He has invited you to his hall, the Heart of the Dreaming, where in nine days time he will ascend his throne. The final coronation is about to take place, when he, who some call Daniel, will be Dream of the Endless, Lord Shaper and King of All Night’s Dreaming. The King is dead, long live the King.

1.2 The Comics and Books

Game is set within the universe of The Sandman series by Neil Gaiman (which is based in the DC comic book universe, which is somewhat less relevant). The game takes from other sources, which may include the various spin-off series and books by Gaiman and others. The GMs have taken liberties with elements of the story and characters.

Game is set approximately nine months after the events of The Wake, collection ten of The Sandman.

1.3 The Supernatural and Strange

The world is full of magic, gods, monsters, realms, dreams, and nightmares. All of it tends to take place behind the scenes. At the top of it all, at the very limits of eternity, are the Endless. The Endless represent Destiny, Death, Dream, Destruction (who is missing), Desire, Despair, and Delirium. The endless have existed and will exist as long as any living thing exists.

The Dreaming is a place, the realm of Dream of the Endless. Everyone dreams in the dreaming, whether they know it or not. Now some of the curtains have been pulled back, and those who find their way are invited to the Heart of the Dreaming.

You have all this information as a player. Your character might not be consciously aware of some of it. If other materials do not specify how much or how little of this you are aware, you may choose.

1.4 Sleeping and Waking

Because of events in the Dreaming, mortals for a time may enter the Dreaming purposefully and somewhat lucidly. By going to somewhere secluded in New York, you may spend five minutes falling asleep and enter the Dreaming at a point nearby. You keep your badge and items with you. When you leave the Dreaming, you return to the same location.

1.5 Attaining Items

In New York, you can acquire just about any simple, random item you want. If you want weaponry, anything basic (up to a disc gun) can trivially be found. In the Dreaming, you may acquire random items by dreaming of them. However, all ranged weapons are represented by dart guns in the Dreaming. The GMs reserve the right to refuse items that would be painful to mechanic. For example, you may not get explosives. You may make your own item cards for simple items, but anything requiring an item number or mechanic requires a GM.
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 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. To leave or enter game for the night/day/whatever, walk to somewhere public. Don’t go not-here in front of other characters; give them a fair chance to interact with (ambush) you.

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.

Player Rooms: Players may retreat to their rooms to study, sleep, or whatever in safety. Your character may not enter a player’s room unless invited in-game. This has traditionally been called the “jhereg rule.” Do not use your room as an impenetrable meeting place or stash site. If your character is in-game in your room, other characters may interact with (kill, torture) you. Roommates and similar are considered to have separate rooms for this rule.

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.

2.3 Basic Strategy

Make sure you understand the rules. If you are completely confused, get a GM who will try to help you out. 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, and skim through it again right before game starts. If you don’t know something about your character, 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. They’ll probably lie, but you may 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. The most trustworthy people are probably those who need you.
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 \textbf{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”).

\textbf{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.

\textbf{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.

\textbf{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.

\textbf{Bulkiness:} A bulky item is too big or heavy to be carried or concealed freely. Bulkiness is measured in \textbf{hands} or \textbf{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.

\textbf{Props:} Some items may have props (physical representations or \textbf{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.

\textbf{Containers:} Some items, like crates or personal bags, have a \textbf{capacity}. Capacity is measured in dots or hands; this is how many dots of items can be stored within. You can put as many non-bulky items inside as is within reason. A container may have a capacity bigger than its bulkiness; use common sense when nesting containers. Put contained item cards inside the envelope attached to the container card.

\textbf{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).
3.1 Searching, Stashing, and Stealing

Places: 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.

People: 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.

You can perform a **pat-down search**, which will only reveal the presence of weapons. This takes as much time as it takes your victim to tell you what you find. If you’re the victim, do this at a reasonable pace.

A **total search** is an invasive, complete search of a character’s clothing. This 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.

Bags: To search a bag in someone’s possession, say “I search your bag.” This proceeds just as a total search.

To search a bag that is obviously in-game (has an attached, displayed item card), search the physrep. Item cards in the bag must be in reasonable places. If the item card has a capacity and an envelope, the bag is just a prop and all in-game items should be in the packet.

To search a 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. Tell any onlookers that they see you searching through the bag. Search an attended bag via player dialog with the owner; they must be willing or unable to resist. If someone searches a bag you are holding, hand over all game items inside at a reasonable pace.

If you find a “searched” note on your bag, come see a GM. To declare a bag out-of-game, label it “no game items.”
4 Violence, Damage, and Death

Health States: Characters have five possible states, concerning health and damage. When you are fine, you may act freely. When you are restrained, you are helpless 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. When dead, you are dead.

When knocked out or wounded, 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.

Dead men tell no tales. If dead, 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; describe obvious information to onlookers (“I have a gunshot wound in my back”). When you leave, place the front of your name-badge with a description of the body’s obvious state. Take the “I’m Not Here” side to wear. Stack your items with your body. Fill out your Death Report. Make sure the GMs know about your death. If your death becomes generally known to the other characters, you may be able to become an observer. Until the game is over, you may not convey game information to any player.

Healing: In New York, anyone who is conscious can call the medics. The medics will take five minutes to arrive; during that time you can prevent someone from bleeding to death by staying within ZoC and doing nothing else. The medics will heal a wounded person, which will take another 5 minutes, after which the person will be fine.

In the Dreaming, anything that would kill or wound you makes you wake up.

Weapons: All weapons have both a physrep and an item card; keep these together. Weapon effects are on the card. To use a weapon, you must have it in your hand and unobstructed. Display it in an obvious manner. You cannot hold more than one weapon in a hand. You may only use one melee weapon at a time.

Killing Blow: A killing blow will kill a helpless victim. Your victim must be within ZoC and either unconscious or restrained. You must use a weapon (melee or ranged). Clearly incant “killing blow one, killing blow two, killing blow three” at a reasonable pace. During the incant, if you are attacked or if someone within ZoC says “I stop you” or an equivalent phrase, you are stopped. To stop a killing blow, either attack the person doing it or say “I stop you” within ZoC.

Ranged Combat: Ranged 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.

All ranged projectiles have the same effect: if and when you are hit by one, you become wounded. Projectiles can be either plastic discs, plastic darts, foam darts, or koosh rings, and can be fired by various types of guns. Ammo is unlimited.
4.1 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 or skilled. When using this stat, you may pull your punches by using a lower number.

To martial-attack someone, clearly state your attack and CR (“Knock Out 2” or “Wound 2”) from within ZoC. You need the ability card for any attack you make; you don’t have to display it. Your attack must resolve before you make another; otherwise, you may act freely. If an ally directs Assist at you after you attack, you may, within 2 seconds, restate your attack with the Assist’s CR added (“Wound 3”, “Assist 2”, “Wound 5”). Assist does not change your CR for defense. You may ignore an Assist.

When martial-attacked, resolve by comparing the attack against your CR. If your CR is lower, take the effects; else, say “resist” and the attack has no effect. If you neither say “resist” nor state your own attack within two seconds of the incant’s end, you are surprised and the attack just works. The attack begins when the incant begins; until you resolve, all of your actions other than martial attacks are interrupted; serial attacks don’t prevent simple actions (talking, weapon-drawing, ranged attacks) in-between. Resolve all attacks alone, in the order they occur; choose the order if it is unclear. If you are attacked with “waylay” instead of a CR (“Knock Out waylay”), the attack just works.

Martial Attack Abilities: Here is a list of attack abilities. Everyone has Knock Out, Wound, Restrain, and Assist. Other attack abilities may exist.

**Knock Out:** You can knock someone out as an attack. This requires a blunt weapon. 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.

**Restrain:** You can restrain someone as an attack. Say “Restrain” and your CR. You may freely drag, attack, or (if you have a weapon) killing-blow them. To do anything else, or if your health state changes, incant “release” and let them go.

*Effect:* I restrain you. You are restrained until I incant “release.”

**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.

*Effect:* I assist your attack.

4.2 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.

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, unobstructed line from your shoulder to the victim’s head. Hold this position for the time specified by your ability. Before this time is up, the ability is thwarted 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.

**Waylay:** You can attack by surprise as a stealth ability. You must hold the symbol for five seconds. If you succeed, you may replace your CR with “waylay” for a single immediate attack on your victim.
5 Research

A research step is a game of pictionary. One person, the research lead, has a list of words and draws pictures, attempting to get the other participants to say the words. The step is complete once the participants have said all of the words. Only someone who starts with the research project may be a research lead on its steps. As a research lead, you may not give any clues through verbal or physical communication. You may indicate “yes,” “no,” and “close” in response to guesses. If you have been research lead for a particular research step, you may not later help guess the words for it. You may not draw words or other attempts at language.

Research abilities will have a number of points. You may use that many points a day for that skill. The day resets at 6am for this purpose. You must spend at least one point (even if the skill is not applicable to the step) towards a research step to participate. Only such participants may guess words.

Each research project has a 3-letter code that corresponds to a folder in The Box. The research steps are inside, folded and numbered starting at 0. You must complete a step before you may try the next step. A step lists the pictionary words for that step. The research lead may open the step only when beginning the step, and no earlier. A step will also list the prerequisites for the next step, including what research skills and how many points are needed. Step 0, which you may open at the beginning of game, simply lists the prerequisites for step 1. A research project may be progressed a maximum of 2 steps a day.

6 Miscellaneous

Headband Colors: A white or yellow headband represents an observer. Black represents a bird. Brown is a dog or wolf. Gray is a cat. Green is a gargoyle. Orange is something that looks very strange. Red is something that is scary.

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

Electronic Communication: You may use email, zephyr, phones, pagers, PDAs, and other forms of electronic communication freely for game purposes. You may not violate any rules of use of these devices (no packet sniffing, wiretapping, etc.). Do not use Family Band radios.

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

Game Times: Game runs from 8pm on Friday, January 16 to noon on Sunday, January 24. Game may end early. Cleanup and Wrapup will immediately follow the end of game.

6.1 Game Areas

Most publicly-accessible areas on campus are considered in-game (your character can move about freely in them). As usual, avoid places it is illegal for you to go, areas under construction, etc. Don’t take game actions in bathrooms, private offices, activity offices, and other places not all players would be allowed to enter.

Riddle Trails: A riddle will lead you to a location on campus, and tell you you can open the packet there. Riddle packets are labeled, folded strips of white paper held closed by tape; open and close them gently. The packet will contain the next riddle and the label of the next packet. Riddle packets will generally be placed low on a wall or similar where they are easily accessible. You may not open packets you have not been pointed to. If you find a packet you aren’t looking for, you may point it out to other people, but you may not refer to it by label.

If you are stuck on a single riddle for 24 hours, you may get the answer from a GM.
7 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.