

Team Fortress: Mann vs. Machine Rules and Scenario

**Game runs on Sunday, 3 August 2014, from 1pm to 5pm.
Please come to 32-0 at least half an hour before game start.
Wear a shirt of your team's color (red or blue or green).**

Guidelines

The following are the rules for *Mann vs. Machine*, 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. The GMs promise to be as fair and reasonable as possible.

This game is intended to be fun. 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. Do your best to 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. If you are getting too stressed, calm down and maybe take a break.

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. This game and all materials thereof are copyright 2014 by Mika Braginsky, Stephanie Paige, Nathan Serrano, Eli Stickgold, and the MIT Assassins' Guild.

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 (see below). Stay in control, use common sense, and do not endanger yourself or others.

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 two reasons: for safety and similar out-of-game issues, or to pause game and fetch a GM (which you should avoid).

Non-Players: Use tact and common sense when dealing with non-players (NPs). Avoid conspicuous or threatening game actions in front of NPs. If an NP comes into an area with combat going on, immediately call "NP Halt" and stop combat until the NP is out of the area. If, despite your most valiant efforts, some NPs do get upset, call the GMs who will help calm them down.

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. A sign is assumed to roughly the same armspan as the average person. Never run or otherwise force your way into or through someone else's ZOC! Also, you should under no circumstances reach around or over someone or make physical contact with someone without their permission.

Stairs and Doors: Do not engage in combat in stairwells. Fully exit the stairwell before engaging in combat. Do not hide, stop, or take any game action in stairwells. **You may never stand in a doorway or hallway to block someone else's passage.**

Upgrades: When a robot kills a human, we erupt into a pleading mist of blood, meat particles and tears, which you can't really trade for anything. But when a robot dies, he explodes in a shower of money, which, during between-wave lulls, you can exchange for upgrades!

You start the game with 1 upgrade point. After each wave that you win, you gain 1 more upgrade point. Between waves, you can spend your upgrade points on the upgrades listed on your class card. Each of your upgrades says how many points it costs to purchase, [1pt] or [2pt], and how many times you can purchase it, [1x], [2x], or [3x]. If you change classes, you lose any upgrades you've already purchased. After three waves, you get a refund credit – you can refund any upgrades you've previously purchased and purchase different ones (including ones for a different class).

Achievements: Achievements are super-important (utterly inconsequential) tasks that earn you prestige (indifference) and the right to wear the garment of your dreams (a HAT). The achievements that you can earn are listed on the back of your class card. Remember: the more hats you have, the cooler you are!

Classes and Respawning

There are nine different PC classes, each with a unique weapon set and abilities. You may only use the weapon(s) listed on your class card. Each class is designated with a headband color:

Color	Class
Brown	Spy
Gray	Heavy
American Flag	Scout
Orange	Demo
Rainbow	Pyro
Purple	Sniper
Flowers	Engineer
Pink	Medic
Yellow	Soldier

NPCs playing sentry guns wear headbands of their team's color (red or blue or green).

Respawning: Whenever you die, take off your headband and sit, kneel, or stand against a wall out of the way of the action. You may choose to stay where you died and play your body for up to 60 seconds, to give a Medic a chance to revive you. You may leave the spot where you died to walk back and respawn from your base or from a friendly teleporter. Once you leave the location where you died, you may no longer be revived. You cannot respawn until 60 seconds have passed from when you died (unless you know otherwise). While you're dead, you may still communicate with your teammates.

Changing Classes: Your team will have one headband for each class. Headbands not in use should be kept at the team base. When respawning, you may trade your class for another by switching headbands – you may not switch to a class with no available headband (each team is limited to at most one player of each class).

Note: if you're playing an Engineer or Demoman and you respawn as a different class, any building or sticky bombs you've placed are destroyed. It's your responsibility to take down the relevant sign or notify the NPC before you spawn as a new class.

Combat

Combat is real-time and mostly based on 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. Hits to your clothing or weapon(s) count as hits on you. If there is a conflict over whether or not a projectile hit, the shooter calls the shot.

Hit Points Your character has some number of **maximum hit points (max HP)**, which represents how much damage you can take, and a **current hit points (HP)** value. Your current HP starts at your max and may never go below 0 or above your max. Taking damage and healing makes your current HP go up or down, and certain upgrades increase your max HP (your max HP never decreases). Whenever you spawn, your current HP is reset to your max HP. If your current HP reaches 0 HP, you are **dead**. Keep track of your currentHP. If you're not sure how much HP you have, err on the low side. If you think you might be at 0 HP, you are at 0 HP.

Damage Things do the following amounts of damage when they hit you:

Type	Damage
Nerf (foam) dart	1 damage per hit
Patrol dart	2 damage per hit
Plastic disc	2 damage per hit – if hit by a disc, you are immune to disc damage for the next 10 seconds
Vortex (foam) disc	2 damage per hit
Spell packet	2 damage per volley – you only take the effects of one packet per fistful thrown, no matter how many hit you

Calls Called shots have different effects than the standard damage. If you're hit by a called attack, you take its effect instead of the uncalled damage. You can only make called attacks if you have an ability that lets you do so. Call the attack loudly and clearly. If you're not sure what just hit you, clarify with the shooter and then take the effect.

The following calls (and other noises you care about) are things you may hear from teammates:

- **Heal X** You gain X hit points (but not above your starting value).
- **Repair X** No effect to PCs. A sentry gun or teleporter gains X hit points (but not above its starting value).
- **Übercharge** You are invulnerable for the next 10 seconds. If hit by any attack, call "Über".
- **Kritzkrieg** You can call "Crit" on all of your attacks for the next 10 seconds.
- **Loud Bugle Noise** Someone just deployed their Buff Banner. If you are within double ZOC of them, you can call "Crit" on all of your shots for the next 10 seconds.

The following calls are things you may hear from enemies:

- **Crit** Take 4 damage.
- **Decapitate** [target name or descriptor] If you are the target, you are dead (delivered via sword-pointing).

Additionally, these calls are things you may encounter only when you're a robot:

- **Sap** Normal robot: freeze for 5 seconds.
Giant robot: move no faster than a heel-toe for 5 seconds (Major League Scout: move no faster than a walk for 5 seconds).
- **Splash** Normal robot: the next three uncalled shots that hit you within a minute count as crits.
Giant robot: the next two uncalled shots that hit you within a minute count as crits.
- **Backstab** If hit in the back of the torso, you take 8 damage. If hit elsewhere, take 2 damage.
- **Headshot** [target name or descriptor] If you are the target, you take 8 damage.

Attack Responses Various abilities may let you avoid the effects of an attack.

- **Dodge** Called in response to an attack; the caller has avoided its effects, but has a limited *number* of avoidances.
- **Uber** Called in response to an attack; the caller has avoided its effects, but has a limited *duration* of avoidance.
- **Deflect** Called in response to an attack; the caller has avoided its effects, and will *continue* doing so under certain conditions (i.e. while they keep firing).
- **Tank** Called in response to an attack; the caller has avoided its effects, and will always do so, because its a tank.

Counts A count consists of slowly counting a number of seconds with a certain word. For example, a 5-count of "Hat" would consist of saying "Hat 1, Hat 2, Hat 3, Hat 4, Hat 5". If a count is interruptable, it is interrupted if the person doing the count moves, attacks, or takes damage.

- **Aim** Someone is aiming a sniper rifle. Interruptable.
- **Plant** Someone is planting a sticky bomb. Interruptable.
- **Disguise** Someone is disguising themselves as an enemy. Interruptable.
- **CLANG** Someone is building a sentry gun, teleporter, or dispenser. Interruptable.
- **OMNOMNOM** Someone is eating a sandvitch. **Not interruptable, but shootable.**
- **Dispense** Someone is healing from a dispenser. **Not interruptable, but shootable.**

Other Mechanics

Sentry Guns Sentry guns can be built by engineers (including robo-engineers), and are played by NPCs wearing their team's headband. They have 9 HP, cannot dodge or move, and will shoot at the nearest enemy team member they are aware of (unless they are being Wrangled by an Engineer, in which case they can shoot wherever they want).

Teleporters Teleporters can be built by engineers (including robo-engineers), and are represented by a sign. The engineer's teammates can spawn at the teleporter instead of their base. You can't switch classes when spawning at a teleporter. Each teleporter has 7 HP, and automatically repairs to full HP between attacks, so it must be destroyed in one engagement. If you destroy a teleporter, take down the sign.

Dispensers Dispensers can be built by engineers and are represented by a sign, accompanied by a crate of ammo. The engineer's teammates can use the dispenser to heal HP. You must be within ZOC of the sign to heal, and only one person can be healing at a time (communicate with your teammates!). Do a 3-count of "Dispense" ("Dispense one, Dispense two, Dispense 3") to gain 1 HP. The count is not interruptable (so you can attack and take damage). Each dispenser has 7 HP, and automatically repairs to full HP between attacks, so it must be destroyed in one engagement. If you destroy a dispenser, take down the sign.

Sticky Bombs Demomen (and demoladies) can plant bombs on signs, which will damage the next person to interact with them. (Interaction is spawning at a teleporter, siezing an objective, traveling through a staircase, etc.) Please check stairwell exit signs to see if you explode on your way out. If you set off a sticky bomb, take 3 damage and remove it from the sign. If there are multiple sticky bombs on one sign, you only set off one of them.

Setup Time Before each wave, there will be a short period of setup time. During setup time, Engineers can build buildings (Sentry Guns, Teleporters, Dispensers) instantaneously and Demomen (and demoladies) can plant bombs instantaneously. It's also a good time to purchase upgrades!