

- KILLING ROUND RULES -

Killing As Organised Sport, its not just the name of the club, its what we try and do on campus. The following rules govern all Killing rounds, unless specifically changed by the Agents running a round.

General Principles

1. Safety. Rounds will be conducted in such a way as to be safe for all players, innocent bystanders, and private property.
2. Security. Rounds will be run so as not to endanger the common weal, i.e. anything which might get **KAOS** into serious trouble is verboten!
3. Fun. Rounds are done so as to be as much fun as possible for all players and spectators. Hence our no nukes policy.
4. The Dictator is in charge and her word is final. The Dictator may change the rules at any time, usually to ensure 1-3 above.

The Players The players of KAOS can be categorised as follows:

All players are **Agents** of KAOS. An **Assassin** is any Agent that is pursuing a Victim. A **Victim** is any Agent being hunted by an Assassin. A **Bodyguard** is any Agent hired to protect a Victim. An **Accomplice** is any Agent hired to help an Assassin. Bodyguards and Accomplices may only take part in a Round with the permission of the Agents running the round. A **Bystander** is anyone not playing in the Round, **or** anyone playing in the round who is not a legitimate target. Non-members of KAOS are referred to as Innocent Bystanders. All Assassins, Victims, Bodyguards and Accomplices that are playing in the

Round **must** identify themselves as a player in the Round when they are *on-campus* by prominently displaying a KAOS T-shirt or a KAOS badge on the chest in plain view (not on the belt, under an armpit, etc). A KAOS medal may be used as a badge substitute in a Round only with the written permission of the Dictator and the knowledge of the Agents running the Round. If a player is not wearing a badge in an easily visible location any other player in the Round may claim the credit for a 'Badge Kill' on them.

Legitimate Targets Legitimate targets for assassination depend on the scenario, but will always include:

- A) Your assigned Victim(s) or their Bodyguards, if any.
- B) The Assassins assigned to you, or their hired Accomplices, *if* you know their identity.
- C) **The Predator Rule.** Any Agent that approaches you with a drawn weapon is a legitimate target.
- D) Any Agent that fails to identify themselves as a player in the Round while on-campus. See Badge Kills above.

If you kill a legitimate target you will get credit towards your final score in the killing round.

Accidental Deaths If a player kills anyone other than a legitimate target this is referred to as an 'Accidental Death', and they receive no credit for the Kill. The accidental death of a Bystander will usually result in a penalty to your score in the Round, except where the death was due to the gullibility of the deceased. The death of an innocent bystander will usually result in the execution of the Agent responsible, except where the

Bystander deliberately involved themselves in the Round.

A player is safe from the effects of their own devices when building and testing them. In the actual kill attempt a player can blow themselves up with their own device, swallow their own poison, and shoot themselves in the foot. Honourable Agents will report their 'involuntary suicide'.

Bystanders A **Bystander** is anyone not playing in the Round, **or** anyone playing in the round who is not a legitimate target. Killing a Bystander may result in a penalty (see Accidental Deaths above). If you are *sure* someone is your Assassin, you may risk killing them. Of course, if you are being attacked you may use any legal weapon to defend yourself.

Bombers must also be careful of Bystanders. If Bystanders are within the blast radius of the bomb when it detonates this can be reported to the Agents running the Round and may result in a penalty.

Any tactics that deliberately involve Bystanders, such as grabbing them for use as a human shield, will be strongly penalised. Bystanders should not be used as 'stalking horses'. If a Bystander should set off a bomb, or encounter poison while acting in this way, the *Victim* is responsible for their death.

Bodyguards Any Agent of KAOS that is not a player in a Round may be hired as by a Player to act as a Bodyguard. The fee for a Bodyguard is negotiable but must be paid on a daily basis.

A Bodyguard may be used to check an area for explosives, taste food and drink for poisons, and may use legal weapons to kill any Assassin that is attempting to kill their employer (no credit is gained for any Assassin killed by a Bodyguard). If a Bodyguard is killed they are eliminated from the round, and their killer gains credit for

this, but the employer is not penalised. Notice that a player has hired a Bodyguard must be posted on the KAOS noticeboard one clear hour before the Bodyguard can enter play.

Accomplices Any Agent of KAOS that is not a player in a Round may be hired as by a player to act as an Accomplice. The fee for an Accomplice is negotiable and can be paid either in advance or after a successful kill has been made.

An Accomplice may aid you in making an assassination of **one** Victim, and you gain the credit if they are successful. If an Accomplice is killed they are eliminated from the round, their killer gains credit for this, and their employer is penalised (usually by being killed themselves). Notice that a player has hired an Accomplice must be posted on the KAOS noticeboard one clear hour before the Accomplice can enter play.

Boundaries Killing round boundaries regulate what weapons may be used at a given location and time. Agents who do not observe the boundary rules will be penalised. Boundaries are divided into three categories: No Kill Zones, Limited Kill Zones and Open Kill Zones. A weapon may not be used to kill *in* or *from* an area where its use is illegal.

No Kill Zones No means no. Kills are not permitted in or from a No Kill Zone. Unless otherwise specified *all* off-campus locations are No Kill Zones, see below for exceptions to this rule. Other No Kill Zones include:

- a) Public restrooms for the opposite sex.
- b) **The Highlander Rule.** No kills on Holy Ground.
- c) All medical centres, police stations, and judicial or legislative chambers.
- d) Moving vehicles of any kind, or vehicles stopped in traffic, including bicycles.
- e) The sidewalk around the campus.
- f) All Lecture Theatres, Laboratories, Tutorial Rooms, Libraries, and Staff Offices (unless its *your* office, in which case you can kill any fool who enters your Citadel of Solitude).

- g) All campus businesses, especially the Banks. This includes RDU but not CANTA, Student executive Offices, or the Union Cafes.
- h) The KAOS noticeboard corridor. The corridor ends when you run out of walls on both sides of you.
- i) Any area specified as a No Kill Zone and posted on the KAOS noticeboard by the Agents running the Round.

Limited Kill Zones In a Limited Kill Zone some weapons may be banned, or kills may be restricted to only one or two types of weapon.

- a) Ranged weapons are not permitted Indoors. To be legal an Indoor kill requires either the Assassin to gain **surprise**, or for the victim to be **gullible**. Once a Victim is aware of your presence you may not attempt to kill them. To prevent confusion the victim should acknowledge that they have seen the Assassin (say "Hello Assassin"). Drawing a new weapon, or suddenly using a drawn weapon does not satisfy the requirement for surprise. A victim who handles a device coated with contact poison, drinks a spiked can of drink, or that triggers a booby-trap that the Assassin has given them deserves everything they get.
- b) In the Lower Common Room only Honey Traps and ingested poisons placed in food or drink are legal. Balconies are considered to be outside.
- c) In the Union Cafes only poisons and Honey Traps are legal.
- d) At KAOS Parties only Honey Traps and Executions ordered by the Dictator are legal.
- e) **The Vampire rule.** At the Victim's place of residence

(anywhere they pay rent or board, or spend five nights a week at) the Assassin can kill the victim with a Honeytrap or a Bomb, if they have been invited into the House by someone who lives there. An Assassin may only enter a bedroom if invited in by the Victim.

- f) Any area so specified by the Agents running the Round and posted on the KAOS noticeboard.

Open Kill Zones Any legal weapon may be used in an Open Kill Zone. The only restrictions are those indicated elsewhere in these rules. In general any area outside of a building on the University of Canterbury Campus is an Open Kill Zone. Maps of the Campus are available from Registry or the student enquiries Office. The Ilam Sports Fields, Stadium, Halls of Residence, and the Recreation Centre are all on-campus.

Weapons A weapon can be anything that simulates the action of a real or fancied weapon in a harmless manner. Excessive force must be avoided or Agents will be penalised. Agents are encouraged to approach **Q** with anything they wish to use as a weapon that is not covered below.

Ranged Weapons. These are legal for Open Kill Zones only. The traditional ranged weapon is a Water Pistol, and these may be used without requiring a permit. Hitting the Victims body is sufficient to kill them. Head shots and saturation of Victims should be avoided. There are also a variety of cheap projectile toys available on the market, these *must* be cleared with **Q** before being used in a Killing round.

Contact Weapons. These are legal for Open Kill Zones and most Indoor locations on campus. If an Assassin brings a contact weapon into contact with

a Victim, the Victim is dead. The traditional contact weapon is the rubber knife, available from good magic stores, and it may be used without a permit. Knives with hard plastic retractable blades are not permitted. Other contact weapons (trained attack animals, Freddy Kruger claw gloves, etc) *must* be approved by **Q** before they can be used.

Poison. There are two types of poison, contact and ingested. Contact poison is legal anywhere on campus except in the LCR. Ingested poison is legal anywhere on campus. All poisons require a permit from **Q**. *Contact Poisons* must touch the victims skin and leave visible traces in order to kill them. The poison may not be directly applied to the victim, but must be placed on something the victim is likely to touch. *Ingested Poisons* must be voluntarily consumed by the victim and must have a discernible taste. Any food or drink ruined by the poison must be replaced by the Assassin.

Honey Traps. This involves passing on a communicable disease to the victim through seduction. This involves (at a minimum) a deep, slow, consensual kiss. Honey Traps are legal everywhere except in No Kill Zones. All diseases and inoculations must be approved by **Q**. There are three lethal viruses in the KAOS social group, **A**, **B**, and **C**. Each virus has an inoculation tailored. No player can have more than three viruses and/or inoculations without dying. Mutual kills are quite possible.

Nerve Gas. Any cheap, nasty perfume may be used as Nerve Gas. Nerve Gas is legal Indoors and in the Open Kill Zone. It must be applied so that the Victim can smell it. Try to avoid the face and do not use aerosols. **Q** can approve Gas Masks that make you immune to Nerve Gas. Nerve Gas may be used to stun a victim for a time period approved by **Q** as a preparatory step to a more exotic form of assassination.

Bombs. A bomb is any booby-trapped device constructed by a player that when triggered produces an identifiable noise or visual effect. All bombs must be approved by **Q**. All bombs will be given a blast radius by **Q**. Any player or bystander within the blast radius is killed when the bomb is detonated. If you find a weapon and trigger it while defuzing it, you are dead. If you defuze a bomb you may keep it and use it for your own use. Alternately you may ring the 'Bomb Squad' (the Agents running the round). The bomb will be considered defuzed, but you may not use it your self. *Letter Bombs* are bombs sent to the victim in the mail and only require a folded piece of paper with the word BOOM! written on it. Letter bombs only kill the person **opening** the envelope. A player may get a Bodyguard or Bystander to open their mail for them. If they are killed by a mail bomb they are considered 'dead' may not be used to open any further correspondence in that Killing Round.

Exotic Weapons. The weapons available to players are limited only by your imagination and the willingness of **Q** to approve a weapon as being safe, fair and funny. Does your victim keep tropical fish? Slap a 'Piranha' label on the side of the fish tank and induce them to stick their hand in! Does your victim always take the back stairs? Get a pillow, slap on a '64 ton weight' label, and wait for them to pass below you – splat!

Q and Weapon Permits Other than Water Pistols, Rubber Knives and Letter Bombs, all Weapons **must** be approved by **Q** before they can be used. This is done to ensure both safety and fairness. Assault Rifle lookalikes and tracked vehicles have been forbidden by the University, but just about anything else can be considered.

A Victim can insist that their Assassin produce a weapon permit for any non standard weapon. If the Assassin can not produce the permit the Kill is rendered null and void. The Dictator can also issue weapons permits. **Q** and the Dictator may also allow Agents running a Killing round to issue weapon permits for that Killing round only.

Killing Round Etiquette **Dead Men Tell No Lies.** If you are killed you must identify yourself truthfully to your Assassin.

Die With Your Boots On. Be honest and accept death gracefully. Its only a game.

Bribes. The standard bribe to find out a piece of information, or to ensure someone's silence is the traditional chocolate fish. Any bribe greater than a can of coke is considered excessive.

Multiple Lives. In a round with multiple lives you may neither kill nor be killed in the ten minutes following your 'death'. You should remove your KAOS badge during this time.

Duels. Duels may be fought to resolve disputes or to satisfy an affair of honour. Duels should be fought in the Amphitheatre, with matched weapons. Seconds should be appointed to ensure that the *code de duello* is observed.

Style Over Substance. One flamboyant kill will gain you more recognition than ten dull kills.

Disputes and Appeals If you have a dispute over anything that happens in a Round, for example an argument over whether or not an indoor kill was 'by surprise', you should first try to resolve the dispute with any other Agents that are involved. If this does not work the Agent running the round should be asked to arbitrate. If they are unable to resolve the dispute the Dictator may be appealed to or a Duel may be fought. The Dictator will resolve problems in accordance with the principles that *Thou Shalt Not Waste The Dictator's Time* and *Injustice Must Be Seen to Be Done*.

Killing Round Scenarios The First Round of the year is traditionally a 'Circle of Death' round. A sheet of

paper divided into three columns is posted on the KAOS noticeboard. Each player has their name randomly placed once in each column or 'list'. Each player may legitimately assassinate any player that has their name printed either above or below their name in any list. If a player is killed their name is removed from one list by their Assassin (this must be a list that the Assassin could have legitimately targeted you). You can keep playing until you are eliminated from all three lists.

The Dictator's Bodyguard is placed in the list above *and* below the Dictator's name on each list. Players that can target the Bodyguard can also be killed by the Dictator, however the Dictator is only a legitimate target in self-defence.

The round starts at 0800 Monday 16 March and finishes at 2300 Friday 20 March. Body Lotto numbers can be purchased up until 1500 Tuesday 17 March. The final Body Lotto score will include all agent kills, but not voluntary suicides, bystander kills, and penalty eliminations. Inactive Agents will be eliminated at 1200 Thursday 19 March. The winner will be the agent with the highest score. You score one point per kill made, plus one point per life remaining, less any penalty points for violating round regulations. At the discretion of the dictator and the agents running the round a kill may be awarded an extra point for style.

Other Killing Rounds will be run later in the year. Full details will be posted on the KAOS noticeboard at that time. Planned Rounds for 1998 include a Gangster Killing round, the Gunfight at the O.K. Corral, and an X-Files Killing round.