



The War of the Darkshore XII



Assassins' Game

About The Game:

- Before the game starts, you will receive a piece of paper with your target's name. Do not lose this paper!
- After all targets have been distributed, the herald will announce the start of the game (sometime Friday evening).
- The game will last from the announcement of the herald, to the beginning of the feast on Saturday.
- To win the game, you must kill your target, then your target's target, so on and so forth until you are your own target. At this point, find Squire Deimos, and show him the paper with your name as the target.
- If your target kills you, you may not attack that target for 30 minutes. It is your responsibility to track the time, not your target's.
- Any kills of players that are not your target or have you as a target do not count for the purposes of the game.
- If you are the target of a player who kills you, you are out of the game. If this happens, confirm that your killer has you as a target, then give them your paper naming your target.
- Safe Zones: You may not kill or be killed (for the purposes of the Assassin's Game) while in tents, during battle-games, ditches, or tournaments. Game immunity only begins when lined up for team selection.
- Standard Amtgard Rules of Play apply at all times (classes and armor do not count for the Assassin's Game).
- Other than the above rules, there are no rules! It's an assassin-eat-assassin world, so ready your daggers!

Please do not sign up if you will not be at the site for the entire game duration (Friday evening Saturday Evening)!