

# CTFWS CHEAT SHEET v. f25

only pick up in friendly territory,  
only use in enemy territory.  
drop it like it's hot.



## "TOAST"

Capture in Enemy Territory

Take victim to user's home territory ethereally, then become captor of victim. Drop like it's hot.

## "STUN"

Stun enemy for 1 minute

They sit or kneel for duration. 1 min. cooldown.

## "DISPEL"

Dispel Player or Glyph for 1 min.

Disables Glyph or all of a player's items. 1 min. cooldown.

A  
C  
T  
S



## "POOF, I'M A NINJA"

Stun Enemies in Sight for 10s While Captive

Stuns enemy players in line of sight for 10 seconds. Only works when captive. Drop like it's hot.

## "KEY"

or "LOLT" or "JUBE"  
Unstun Self or Free Self from Prison

Prisoner DOES NOT become Ethereal; may be captured. Run.

## "OBEY"

Capture 1-2 Players, they Go to Jail Alone

Give the Potion to the Captive. The Potion is the Captor.

A  
S  
A  
N  
Y



## "LEEROY JENKINS"

Stun Enemies in Sight for 1 min.

Stuns enemy players in line of sight for 1 min. Drop like it's hot.

## YANKEE DOODLE

Immune to Stun and Capture while Skipping & Singing

Not in elevators. See reverse for lyrics.

## "CLICK"

For 10s, stun enemies IN YOUR TERRITORY and capture multiple

When 10s elapse, lead captive(s) to jail. Dispel frees all but first captive.

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Yankee Doodle went to town  
A-riding on a pony  
Stuck a feather in his hat  
And called it macaroni  
*(Refrain)*  
Father and I went down to camp  
Along with Captain Gooding  
And there we saw the men and boys  
As thick as hasty pudding  
*(Refrain)*  
There was Captain Washington  
Upon a strapping stallion  
A-giving orders to his men  
There must have been a million

*Refrain:*  
Yankee Doodle keep it up  
Yankee Doodle dandy  
Mind the music and the step  
And with the girls be handy

**Jails: end of DH A, WEH 6200 corridor**  
**Judges' room: Wean 8427**  
**After each game, return to DH 2315**  
**Handy phone numbers:**  
**CMUPD&EMS: (412) 268-2323**

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**Cooldown** – An item with cooldown may not be used again for 1 minute.  
**Sacrificial** – All red items. Can only be picked up/moved in friendly territory. Can only be used in enemy territory. Must drop after use.  
**Recharge** – Hold white items to recharge glyph or own jail glyph for 10 seconds.  
**Concealable** – All potions may be concealed in one's pockets etc. All other items must be visible at all times.  
**Line of Sight** – A player is within line of sight of an object if they can see it by rotating on the spot.  
**See** – A player can “see” an item if it is within their current field of view (without turning) and recognizable.

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