



Capture The Flag With Stuff

What is CTFWS?

- ▶ Capture The Flag (But with Stuff!)
- ▶ There are two teams: RED & YELLOW
- ▶ One team gets WEAN and the other gets DOHERTY
- ▶ Capture flags to win the game
- ▶ The 0th, and most important rule:

**DON'T BE A
JACKASS**

	RED	GREEN	BLUE	WHITE
Wands	Vengeance "Toast"	Stun Stun Target	Dispel Remove magic	Wandiness Can be any Wand
Belts	Warhol Mass stun	Goombah Immunity	Doc Arnold Multiple Captives	Technicolor Can be any Belt
Potions	Ninja Mass stun	Key Freedom	Mind Control Go to jail	Polychroma Can be any Potion

**What is
Stuff?**

Glyphs

<u>Type</u>	<u>Word</u>	<u>Effect</u>
▶ Entrancement	▶ Gotcha	▶ Stunned
▶ Alarm	▶ Alarm	▶ Be Loud
▶ Jail	▶ Jail	▶ Jail
▶ Disgusting Doorknob	▶ Yukko	▶ Can't Open Door
▶ Recharge	▶ Still Going	▶ Recharge

Jails

- ▶ Jailer's Fedora
- ▶ Truth Serum

Teams & Territories

- ▶ Players will have RED or YELLOW armbands
- ▶ Judges will have BLUE or SILVER armbands
- ▶ Four types of territories:
 - ▷ Doherty
 - ▷ Wean
 - ▷ Forbidden
 - ▷ Neutral

**SCOTT HALL IS
NEUTRAL TERRITORY**

Setup

- ▶ Fifteen minutes to set up
 - ▷ Place flags/glyphs
 - ▷ Distribute stuff
 - ▷ Remain in neutral or friendly territory
 - ▷ Judges will help you

Endgame

- ▶ The game is over when:
 - ▷ One hour has passed OR
 - ▷ One team has captured all enemy flags

Some Vocab

- ▶ Key Words/Phrases
 - ▷ Must say these to activate an item
 - ▷ Action occurs after the phrase is said
 - ▷ Must be said in the territory in which the item will be used
- ▶ Jackass
 - ▷ Don't be this

Flags

- ▶ You want these
- ▶ Capture flags to win the game
- ▶ Restrictions on placement
 - ▷ No flags within ten feet of a glyph
 - ▷ Each flag must be accessible by at least two entry points
- ▶ Once you capture a flag bring it to the Judges' room (Wean 8427) to score it
- ▶ While carrying a flag all of that player's items are dispelled for one minute

Capture

- ▶ To capture a player tag them in your home territory
- ▶ A captive player must drop any flags they have
- ▶ The captor takes all of the captive player's nonconcealable Stuff
 - ▷ If the captor has knowledge of concealed stuff they may take that too
- ▶ The captor must escort the captive to jail via most direct route at a reasonable speed
- ▶ If the captor is stunned/captured the captive is freed

Jail

- ▶ All players must touch the glyph of jail
 - ▷ Farthest ends of Doherty A & Wean 6200
 - ▷ Chains are allowed
 - ▷ When rescued player and rescuer are Ethereal (Jazz Hands)
 - ▷ Jailbreak every 15 minutes
- ▶ Jailer's Fedora
 - ▷ Can relax chain requirement
 - ▷ Truth Serum in pinky finger
 - ▷ Six Yes/No questions then the player is freed
 - ▷ One answer can be a lie

Some Stuff Vocab

- ▶ Concealable: Potions are this
- ▶ Cooldown: Wait one minute (60 seconds)
- ▶ Sight
 - ▷ Field of View
 - ▷ Line of Sight
- ▶ Stun: Sit for one minute
- ▶ **Sacrificial**
 - ▷ Only usable in enemy territory
 - ▷ Drop after using
 - ▷ Cannot be moved in enemy territory

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On to
the Stuff

Types of Stuff

- ▶ Wands
 - ▷ Whap someone and say the keyword
- ▶ Belts
 - ▷ Wear the belt and say the keyword
 - ▷ One person <-> One belt
- ▶ Potions
 - ▷ Used in various ways
 - ▷ Concealable
- ▶ Glyphs
 - ▷ Only affect the other team (except Recharge)

Wand of Vengeance

- ▶ Keyword: “Toast”
- ▶ Capture a player in their own territory
 - ▷ Ethereal until you return to your territory
- ▶ Sacrificial
 - ▷ Drop it on use
 - ▷ Drop it like it's hot

Wand of Stun

- ▶ Keyword: “Stun”
- ▶ Has Cooldown
- ▶ Stun one player
 - ▷ (For one minute)

Wand of Dispel

- ▶ Keyword: “Dispel”
- ▶ Has cooldown
- ▶ Dispel a glyph or person for one minute
 - ▷ This is not retroactive

Andy Warhol's Belt of Pop Occultism

- ▶ Yell keyword: “Leeeeroy Jenkins”
- ▶ Stuns all enemies in line of sight
- ▶ Sacrificial
 - ▷ Yes you were wearing the belt
 - ▷ Take it off
 - ▷ Drop it like it's hot

Goombah's Belt of Humiliating Protection

- ▶ Skip and sing Yankee Doodle
- ▶ Immune from capture and stun
- ▶ Hold hands, share the fun
 - ▷ Dispel acts on the whole chain
- ▶ DOES NOT WORK IN ELEVATORS

Doc Arnold's Belt of Many Places at Once

- ▶ Wearer can have up to THREE targets
- ▶ When in possession of no more than two captives, activate belt with “I’LL BE BACH”
- ▶ Captives remain stationary for at most ONE MINUTE while captor attempts to acquire more captives. If this period expires captives are freed
- ▶ If captor leaves line of sight for more than ten seconds all captives are freed
- ▶ If you fail to capture, key phrase can’t be used again
- ▶ Dispel frees all captives except first captive

Ninja Potion of Magic Smoke

- ▶ Only usable when captive
- ▶ Throw on the ground and yell “Poof, I am a Ninja”
- ▶ Stuns all enemies in line of sight
 - ▷ (For ten seconds)
- ▶ Sacrificial

Potion of Wait

There's a Key at the Bottom of This

- ▶ Has cooldown
- ▶ Bonk **self** on head
- ▶ Say “Key”, “Lolt”, or “Jube”
- ▶ Either:
 - ▷ Frees user from jail (Not ethereal)
 - ▷ Unstuns the user (Must already be stunned)

Potion of Mind Control

- ▶ Only usable by a player capturing enemy players
- ▶ Keyword: “Obey”
- ▶ Captor can give to new captive(s) and they proceed to jail together and without captor
- ▶ Captor can invoke keyword and simultaneously capture two players who then proceed to jail

The White Stuff

- ▶ White Wand of Wandiness
- ▶ Joseph's Technicolor Dream Belt
- ▶ Prismatic Potion of Polychromatism
- ▶ Can be used as if it had any color
- ▶ Once used or dropped item is discharged and cannot be used
- ▶ To recharge, hold it to a Glyph of Recharge or own Glyph of jail for ten seconds
- ▶ ALL rules of a chosen item apply to that item while used as that item

Glyph of Entrancement

- ▶ Activates on Sight
- ▶ Stuns any player who sees it for one minute

Glyph of Alarm

- ▶ Activates on sight
- ▶ Affected player must shout “ALARM”
 - ▷ For one minute
 - ▷ Or until in neutral territory
 - ▷ Or until in home territory

Glyph of Disgusting Doorknob

- ▶ Always active
- ▶ Prevents the door it is placed on from being entered from the side it is visible from
- ▶ Place next to elevator buttons to prevent calling the elevator
- ▶ Cannot completely trap a player
- ▶ Cannot be placed outside

Glyph of Recharge

- ▶ Always active
- ▶ When white stuff is held to the Glyph of Recharge for Ten Seconds (10) it becomes recharged
- ▶ Any player can use any Glyph of Recharge

Endgame

- ▶ When the game is over everybody must collect ALL of the stuff
- ▶ Then return to DH2315
 - ▷ Bring the stuff
- ▶ We will send a text message
 - ▷ cmukgb.org/phone
- ▶ We will also yell a lot

Sportsmanship

- ▶ Don't physically block people
- ▶ Don't mess with elevators
- ▶ Don't use fake stuff
- ▶ Don't hurt people or the stuff
- ▶ Don't lie if lying violates a rule
- ▶ There are no prizes, there is no reason to make the game less fun
- ▶ Don't be a _____

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Quick Review

Glyphs

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Jails

- ▶ Jailer's Fedora
- ▶ Truth Serum

On the Subject of Safety

- ▶ If you get hurt get help immediately
 - ▷ There is a first aid kit in the judge's room for minor injuries
 - ▷ **Campus Police Emergency: 412-268-2323**
- ▶ Get it now, not tomorrow. Not in an hour. Not next week. Now.
- ▶ Judge's Room is Wean 8427
 - ▷ If you need anything other than urgent medical care go there!

And now a word from our sponsors

- ▶ We are the KGB
- ▶ We meet Mondays at 4:30 in Breed Hall
- ▶ We have events every Friday night



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Questions?