



PRAVDA?

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IMPORTANT NOTICE From Kevin

Have you seen this fool?

Name: he forgot

Age: >(Kushal's SSN)

Height: Average height of a dummy

Weight: 1000T because his head is
so dense

If found, please bear with him, he's
trying his best.



IN PREPARATION FOR THIS WEEK'S EVENT, BEHOLD **CAPTURE THE FLAG WITH STUFF**

A somewhat psychotic variation on a classic game

By Andrew Plotkin

Revised 2/7/2001 by Sean "Teki" Dobbs

Revised 11/14/2002 by David "dkitchin" Kitchin

Revised 3/10/2003, 11/7/2003, 3/25/2004, 11/19/2004, 3/24/2005, 3/30/2006 by Benjamin "Hey You" Gilbert

Revised 3/2008 by edanaher, csjackso, ddagradi, smartens, jgg, csawyer, ehohenst, mglisson...

Revised 8/10/2008, 2/8/2009, 11/5/2009 by edanaher

Revised 2/20/2012 by tbroman, kharring, mjsulliv, eforney, aleibowi...

Revised 9/21/2014 by mwoolfor, jlareau, sguertin, egarbade, afrieder, ssharera, cmorey, bwachowi, jnemes...

Revised 11/4/2015, 2/8/2016 by briedel, egarbade, tparenti, mwoolfor, cmorey, eeb, jlareau, jpdoyle, sctoor

Revised 9/29/2016 by ssharera, briedel, egarbade, tparenti, mjmurphy, hfernand, jpdoyle, sctoor

Revised 2/16/2017 by briedel, mjmurphy

Important parts picked by Kushal Dulla.

The following three pages are selected parts of the rules. These are not all the rules (not even all the useful rules). These are just enough to give you a basic idea of the game if you've never played before and want to be (slightly less?) confused at this week's event. In case you want to read more:

[Find the useful rules here](#)

[Find the full rules here](#)

[Find official propaganda for the church of the flying spaghetti monster here](#)

You are not required to read any of these for this week's event. However, it will be on the midterm next Thursday.

RULE 0: DON'T BE A JACKASS

The game is a competition between two teams, red and yellow, played in Doherty and Wean. One team is based in Doherty, and one in Wean. Each team has a number of flags hidden throughout its territory, and the other team tries to find these flags without being captured by the enemy defenders. However, the task is made much more interesting by the addition of stuff: wands, belts, and potions that affect the game in exciting ways.

Base Rules

Each player is on the yellow or the red team. Team membership is indicated by appropriately colored bands, which must be worn as armbands or headbands at all times.

Each team has a home territory, either Wean or Doherty. All other spaces (outside, Scott Hall, Newell Simon, etc.) are neutral. Certain areas (labs, clusters, any normally inaccessible or restricted areas) are forbidden territory: no player may enter these at any time during the game.

If you touch an enemy when both of you are in your home territory, you may capture them. (Note that this is optional; make it clear whether or not you are capturing). You may then request any non-concealable items they are carrying, and they must give them to you. Further, if you know that they have concealable items (e.g., you just saw them use one) you may ask for those. If, however, you do not know that they have a concealable item, they need not give it up. They must also immediately drop any flags they were carrying.

You must then lead your captive directly to your team's jail at reasonable speed. They may not use magic items (except for the Ninja Potion) or move flags on their way to jail. You may not make any more captures until they have entered the jail by touching the Glyph of Jail (see below). At this point, they may again use magic items). If you are stunned before reaching jail, your prisoner is freed.

Jail

The jail is designated by the Glyph of Jail (see Glyphs, below). There is also an associated jailer's fedora; a player on the team owning the jail wearing this fedora assumes the role of Jailer. This role is transient; at any point, the jailer may give the fedora to a teammate (who then becomes jailer) or remove it (leaving the team without a jailer). Note that the lack of a jailer does not make the jail less functional; prisoners are still stuck there. You may not move the opposing team's fedora.

The prisoners must form one or more chains, with each player touching the Glyph of Jail either directly or through a chain of other prisoners. The jailer (if one exists) may relax this requirement. Typically, the jail is at the end of a

Initial Setup and Game Completion

At the beginning of the game, there is a setup period of fifteen minutes. This time should be used for the placement of flags and glyphs, and distribution of magic items. No player may enter enemy territory during this period; they must

remain in their own territories or neutral space. Magic items have no effect during this time.

The game ends after one hour, or when there remains only one team with uncaptured flags. The winner is the team with the greatest number of points; in the case of a tie, the winner is the tying team that reached its final point total first.

Additional Terms

Cooldown: This is a property of certain items. An item with cooldown may not be used again for one minute after its use.

Concealment: Potions may be concealed, meaning they need not be visible. All other game items must be visible at all times. A captive is not required to give up a concealed item unless their captor asks for it specifically and knows that she has the item. Potions cannot be used while concealed.

Dispelling: A dispelled item may not be used for its magical effects. Usually items are dispelled for one minute.

Field of View: The field of view is the extent of the observable world that is visible to the player at any given moment.

Line of Sight: A player is within line of sight of an item or event if they can rotate themselves to bring it into their field of view.

Sacrificial: Red items are sacrificial. These items may only be used in enemy territory, must be dropped upon use, and may not be picked up or moved when in enemy territory.

See: A player sees an item or glyph if it passes within their field of view and they can recognize it.

Stun: A stunned player must sit on the floor in the territory in which they were stunned until the stun wears off. If they are captured while stunned, they become unstunned. A player may not be stunned again while stunned. Stunned players may not capture.

Key Words/Phrases: Some potions have a key word or phrase used to activate them. This phrase must be said entirely in the territory where the use occurs, and the action occurs upon completion of the phrase. **You cannot use a key phrase without the intention of activating an item.**

Knowledge: Knowing somebody had a potion is not the same as knowing they have it now. If they could have gotten rid of it, you don't know they have it.

Flags

As the name implies, the goal is to capture the opposing team's flags. These are large pieces of cloth or felt; each team has three or more of them. Before each game, a point value will be assigned to each flag. If you bring an enemy flag to the judge's room, your team gets the points for the flag.

No flag may ever exist in an area with fewer than two exits, unless it is being carried. If a flag is dropped in an area with only one exit, a judge must move it the shortest possible distance to a valid location.

Any magic items a player is carrying are dispelled if they are carrying a flag, and remain dispelled for one minute after the player gives up the item or drops the flag.

Judges

Judges wear blue/silver headbands, and are responsible for keeping the game running smoothly. The head judge is the final arbiter and scorekeeper, and should remain in the judges' room, Wean Hall 8427. An assistant head judge shall reside at each team's jail, and there are usually at least 2 roaming judges per team whose job is to resolve conflicts or perform other duties required of them.

Judges should attempt to resolve disputes fairly and find outcomes agreeable to both sides. In all cases, the judge's decision is final.

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

Stuff

	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

Sportsmanship

This is intended to be a friendly and fun game for all involved. This works much better if all players involved make an honest attempt to follow the rules.

Submit to Pravda?

Email your content to pravda@cmukgb.org.
Kushal cannot be trusted to make these on his own.