

# General SIK Game Rules

## 1 Meta-Rules

### Game reality

Wargames is a SIK game; you will be running around and shooting each other. However, keep in mind that it is only a game. The goal is to have fun. If you find yourself becoming angry or otherwise not having fun, please tell us and consider taking a break.

### Standard Safety Spiel

This is a game. Nothing you do should ever cause real-world danger to you, other players, or anyone else. Do not fight on or near stairwells<sup>1</sup>. Do not fight on or near closed doors. Absolutely do not come within Zone Of Control (one person's armspan) of a player on the other team. This includes running by the other person; if the hall is too thin, you must kill the person before passing him. There should be absolutely no physical contact with another player or another player's possessions without their explicit permission.

### Game Masters

The GMs (David and Nelson) are running the game. Our goal is for the game to go as smoothly as possible. We will be walking around with white headbands so you can identify us. Feel free to ask us any questions you have (although the game is simple enough that you probably won't have any). We'll also be making rulings if anything is unclear. **The GMs are always right.** Finally, we'll be around to interact with the outside world. If someone asks what you're doing or asks that you be quiet or anything else, be polite to them and call a GM; we'll sort it out.

### Non-Players

There are people in the world, even in MIT hallways on a Friday night, who are not playing in the game. A fair number of them, as it turns out. These people often want to walk down the hallways that you want to charge down. Please always be nice to Non-Players (NPs). If an NP asks you to be quiet, please do so; move to a different spot if you have to. If an NP tells you to not go in a certain area, please tell the GMs so we can plan around it.

#### **NP halts:**

Most importantly, if you see an NP walking towards an area where combat is going on, call an NP halt. Yell "NP Halt" so that everyone involved can hear you. If you hear anyone yelling "NP Halt," you should also yell it to pass the

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<sup>1</sup>Except for the stairwell between 24-3 and 34-3, when it is in game.

message along. During a halt, you may not run, shoot, load, gather ammo, or take any other game-related action. Stand to the side so the NP can get by, and wait patiently until game resumes. When the NP is gone, the last person in sight of him should yell “Resume on 3. 3, 2, 1, Resume!” at which point you can resume shooting each other.

## Observers

Some people, mostly GMs, will be walking around but not playing. They will be wearing white headbands so you can identify them. They will try to stay out of the way and watch; you should feel free to ignore them or tell them to move out of the way if you need to.

## Playing Area

The playing area will change from game to game. Please stay within the playing area. All hallways on the specified floors are in game, but no rooms are. All stairwells connecting in-game floors are in game. Do not use the elevators.

## Teams

There are two teams, red and blue. Everyone in the game will be wearing a headband of the appropriate color, but also feel free to wear colorful clothing.

## 2 Combat

Combat is the main point of this game. Combat is represented by standard patrol dart guns as well as 10-shot larami powerclips. The game will follow standard patrol rules for all combat. The patrol rules, copied from the guild website, are as follows:

### Hits

You are considered hit (and lose one hit point) if:

1. You are hit anywhere on your body, including your gun or any dart not in your gun, by a dart shot from any other player’s gun, including that of someone on your team.
2. You are hit in your hair or some piece of clothing by a dart shot from any player’s gun at such an angle that the dart would have hit your body had it kept going.

You are **not** hit if:

1. The dart hits something else, such as a wall, furniture, or another player, before it hits you.

2. The dart hits your hair or a loose piece of clothing at such an angle that if it had kept going it would not have hit your body.
3. You are shot during a halt.
4. The person who shot you was dead before they fired.

### **Calling shots**

The shooter calls the shot. If you hit Bob with a dart, say “Hit, Bob!” If someone claims they hit you, they hit you. Don’t argue about it; it’s not worth it.

### **Being Dead**

As soon as you die, you should take off your headband and get out of the way. This might mean walking away from the combat or ducking into a corner until combat is over. Dead people may not block shots or interact with the game in any way.