

CHAT ASSASSIN v0.02

Chat Assassin is a cutthroat survival meta-game for connected office-workers.

REQUIRES:

- 6 – 999 people in one main location
- The ability for every player to be able to physically access every other player's PC
- Chat software capable of group conferences
- PCs that do not auto log out on inactivity
- backstabbing workmate scoundrels
- A prize/trophy for the winner
- ***Best played during work hours as a secondary activity***

SETUP

- Create a chat conference in whatever messaging software is relevant, and invite everyone who wishes to play to a ***single*** conference room.

GOAL

- To be the last person in the chat room at the end of the day (or a set time period- recommended time 3-6 hours).
- If more than one person is still alive at the end of the allotted time, everyone loses and prize is added to the next game's prize pool.

RULES

- Any player that is away from their computer is open to be culled.
- A player is culled when they exit/quit out of the conference.
- Players attempt to cull others by getting to their victims computers while they are away, and exiting them out of the conference.
- A culled player cannot be added back into the conference.
- Players may change their messaging status to bait or confuse others
 - Players may not lock or otherwise inhibit the ability to exit the conference on their computers.
 - The conference window must be visible or accessible on the computer screen. (Though it is acceptable to make it more difficult to navigate to the conference window by having Multiple windows open or fake conference windows).
- Players can use any number of people (in the game or not) as spies, snitches or diversions.

OPTIONAL RULES

- *Players may hire one other person (who is not in the game) as a Minion.*
- *Only current Players and Minions are able to cull other Players.*
- *A Player whom has been assassinated cannot be used as a Minion.*

HOW TO PLAY

- Chat assassin is an extremely emergent game - and completely realtime - there are no turns or breaks and extremely few rules (as you can see). When all Players are present in the conference, the game begins. When only one person remains in the conference the game is over, and the survivor the champion. The game runs as long as the time agreed upon.
- The core of the game is to lure other Players away from their computers (or wait until they leave their desks), and then get to their computer and physically log them out of the conference, simple as that - oh just try it though!
- The conference acts as both a way to socialise , to feed news out to others, generally cause mischief and, functionally, as a way to see who is still in the game (note: once a Player is culled they cannot return to the conference and are shut out of all communications for the duration of the game).
- Chat Assassin can become rather heated, emotions can flair up as the game goes on, and there may be moments where the action gets physical. It is recommended that all Players agree on acceptable behaviour *before* the game starts. Remember this is your place of work, and the same rules of conduct should apply to the game as to the company. As a rule, Players should not in anyway restrict, impede or man-handle another Player during the games proceedings - the game is about clever tricks, deception and sneakiness, not physical domination.
- if a situation arises where a rule comes into question, or a restriction is required to balance play. All people within the conference should vote on the change as a group.

STRATEGY TIPS

- **Alliances, pacts are important for survival; Dirty tricks are vital; Back stabbing is expected - Only the most devious survive.**
- The everyday workings of the office are important; know your fellow players weaknesses – tea breaks, scheduled meetings and toilet breaks etc. are all there to be exploited.
- Getting help from other people is critical to survival, use others to distract and draw your victim away from their PC.
- If physical distance is a problem, or a meetings appear, enlist yourself some allies or a Minion to help you.
- Creative deception is delicious – fake emails, meeting invites etc are all valid play.