

Massey Murder Game 2015

# THE RULES

Adjudicator: Irina Sadovina  
([irina.sadovina@gmail.com](mailto:irina.sadovina@gmail.com))

1. The objective of the Murder Game is to score the largest number of points.
2. Points are scored as follows:
  - (a) One point for “murdering” your first victim. Two points for each subsequent “murder.”
  - (b) One point for surviving until the Murder Game is over.
3. At the start of the game, you will be assigned a victim; your name, in turn, will be given to someone else. You may not trade victims with another player. If you are killed, you must inform your “murderer” of the name of your victim. S/he will then become your former victim’s “murderer” and you will be out of the game. The game starts out as a giant “ring” which will shrink as the game goes on. Only the final two survivors will find themselves in the impossible situation of having each other as victim.
4. Participants should gather in the JCR on Sunday, February 8<sup>th</sup> at 7:30 p.m. for the kick-off party, where the assignment of victims will take place. No one but you (and the adjudicator) will know the name of your victim. If you cannot make it to the College, please email Irina at [irina.sadovina@gmail.com](mailto:irina.sadovina@gmail.com) beforehand so she can

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send you your victim's name.

5. The Murder Game will begin when the bell is rung at around 12:15pm on Monday, February 9<sup>th</sup>.

6. The game will end with the ringing of the lunch bell at 12:15 on Thursday, February 12<sup>th</sup>, or when there are only two surviving participants.

7. Some important Massey events may necessitate temporary suspension of the game. Please monitor your email for notifications of these suspensions.

8. In order to "kill" a person, you must touch him/her. Once you have been "killed" by someone, you and your victim should (at your earliest convenience) proceed to the foyer outside the JCR and record the kill and the time at which it took place on the murder board. This will enable us to keep track of the progress of the game. Failure to record a "kill" immediately will result in disqualification.

9. You may not be killed under the following circumstances:

(a) You are accompanied by another participant in the Murder Game who is still "alive."

(b) You are in your room (unless your "killer" has been invited in).

(c) You are a non-resident and are in your carrel (unless your "killer" has been invited in).

(d) You are in a washroom.

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- (e) You are in a classroom.
- (f) You are in the Massey College Chapel for meditation or worship.
- (g) You are in an office outside Massey College.
- (h) You are gainfully employed (this includes tutoring).
- (i) You are playing in a Varsity sporting event.
- (j) You are the Don or Acting Don and on your way to or from a lockout request or other crisis.

9.1 Being “within one’s room” constitutes having a part of one’s body within the doorway of one’s room. A similar definition applies to being within a washroom.

9.2 Being “accompanied by another ‘living’ participant” means being either:

- (a) within the same room as him/her and within his/her line of sight if you are indoors, or
- (b) visible to him/her if you are both outside.

9.2.1 Definition of a room \*\* (not as obvious as you think. Please read the following very carefully.)\*\*

- (a) Any place enclosed by walls.
- (b) Any corridor.
- (c) Any staircase.
- (d) The JCR, including the wells and the TV

nook.

(e) The foyer, including the hallway to the Upper Library.

(f) The cloakroom including the corridor to the men's washroom.

(g) The corridor between the JCR and the Upper Library.

(h) The server in the Dining Hall.

(i) The Dining Hall staircase and landing (including the bit in behind the fireplace; the Dining Hall itself starts at the arch)

(j) The Dining Hall.

(k) The Puffy Couch Room (consisting of the carpeted area in the basement)

(l) That weird little enclosed bit outside the chapel.

(m) The entire quadrangle.

(n) The Lower Library (this one's tricky, but if you're within sight of another player in the LL, you're okay).

If another living player in the Murder Game is technically in a room with you but not visible in a reasonable line of sight (for instance, behind the Bell Tower or around the corner in a crooked hallway), you can still be killed. HOWEVER, if the other living player is at all visible to you, you are safe.

9.3 Being "gainfully employed" means undertaking work either for pay or (in rare cases, usually

under special circumstances) as part of course assessment that requires working in a designated area. For example, this means you cannot kill someone who is portering, doing TA work, doing RA work in a lab, tutoring, or traveling to or from any of these jobs. However, someone cannot simply pull out a book and claim to be studying in order to avoid death. Similarly, grading papers in the JCR does not guarantee immunity.

9.3.1 Those “gainfully employed” at Massey—i.e. those tutoring or portering— may neither kill nor be killed during their shifts. A student porter or tutor is effectively out of the game during his/her working hours. This immunity lasts until the participant returns to his/her room, leaves the college, or actively re-enters the game (i.e. attempts to “kill” someone after the shift is over).

9.3.2 Class attendance does not count as “gainful employment.” Though you cannot be killed in a classroom or an office, you can be killed on your way to or from class or your office.

9.4 There are no amnesties for pick-up sporting events. If you are playing in a Varsity sporting event (including training), “class rules” are in effect: you must get yourself there and back, but can’t be killed while the game is on.

10. Undue force may not be used by you or another person in order to bring about a “murder.” For example, you cannot drag someone out of his/her room, nor can you have someone hold a person against his/her will while you kill him/her. It is possible, however, that a third party could unknowingly impede a victim’s

escape. This does not make a “kill” invalid.

11. You have thirty-six hours to “murder” your first victim. If you do not “kill” within this time limit, a Terminator will be sent out after you. You will not be informed as to the identity of the Terminator, who will have the power of “killing” you while you are in the presence of one other living participant in the game. Every victim you “kill” buys you twelve more hours of immunity, cumulatively. Thus, if you make no kill, a Terminator will be deployed. If you “kill” while the Terminator is on your trail, you are immune again for the extended timespan. If you have three kills at any time, no Terminator will be deployed against you. If your victim is “killed” by the Terminator, you will be informed (by email or telephone) of the identity of your next victim.

12. If at any point in the game more than 12 hours pass without a kill being made, the adjudicator reserves the right to reassign victims.

13. Participants in the Murder Game must spend a substantial amount of time at the College. People who hide in their rooms constantly, go away for a few days, or (in the case of non-residents) do not come by the college for a few hours each day will first be warned by the adjudicator and then, if the behaviour persists, be removed from the game.

14. Please remember that this is only a game. Remember that if it’s okay for you to stalk someone else, it’s also okay for others to stalk you. People who take the Murder Game too seriously or do not enter into the spirit of it

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will be removed from the game.

15. As your mother told you, don't run on stairs or with sharp tools in your hand.

16. Should you have any questions, insecurities, or uncertainties about the game, please contact the adjudicator, Irina. Please do not disturb the adjudicator between the hours of 12 a.m. and 9 a.m. All decisions by the adjudicator are final.