

Official Dartgun Rules*

W&M Science Fiction and Fantasy Club†

February 24, 2005

Contents

1	Standard Rules	1
2	Aliens: Classic	2
3	Aliens: Queen	2
4	Aliens: Breakout	2
5	Klingons vs. Romulans	3
6	Save the President!	3
7	The Mafia	4
8	Vampire	4
9	Animators	5
10	Red vs. Blue	5

1 Standard Rules

- If you are hit, you're dead. If another player says that you are hit, you're dead. Keep this on the honor system. Shots that bounce off of walls or the floor do not count.
- When you die, hold your weapon above your head and say "dead" repeatedly. Proceed to the dead zone immediately, and do not interfere with game play.
- Bathrooms, labs, and rooms that are not public access are off limits.
- In T-Hall[W&M], play is generally not allowed in areas above the 2.5 floor landing.
- In Jones[W&M], play is generally not allowed below the first floor.
- In Altgeld Hall[U of I], play is not allowed in the basement or in classrooms.
- In Noyes Lab[U of I], play is not allowed in the basement or in classrooms. The first floor is also off-limits in scenarios other than "Save the President."

*Revision 1.2

†Compiled by Chris Siefert

2 Aliens: Classic

Teams: 2 (Humans/Marines v. Aliens)
Setting: Any
Time Limit: 5 minute setup, 15 or 20 minutes of play

Situation

Aliens have taken control of the building. Human High Command has called in the marines who must enter the building and destroy the alien menace.

Victory Condition

Humans must kill all Aliens to win. Alien Minor Victory for surviving to timeout. Alien Major victory for killing all humans.

Starting Points

In T-Hall the humans have two deployment options — beachhead or no beachhead. If they choose the beachhead option, they start outside of Terc 020, and may not exit the building. If they choose the no-beachhead option they start anywhere outside the building and may leave and re-enter at any time. Aliens start anywhere except the beachhead zone (if the beachhead deployment is selected).

In Jones, the humans start in the main lobby, aliens start anywhere else in the building which is in play.

In other arenas, the humans start at some central location, preferably at a lower height. Aliens can deploy anywhere except that location.

3 Aliens: Queen

Teams: 2 (Humans/Marines v. Aliens)
Setting: Any
Time Limit: 5 minute setup, 15 or 20 minutes of play

Situation

Aliens have taken control of the building, led by their Queen. Human High Command has called in the marines who must enter the building and destroy the Alien Queen. The Queen is an alien player who is basically unarmed (may have one dart which can be thrown).

Victory Condition

Humans must kill the Alien Queen in order to win. All other outcomes are an Alien victory.

Starting Points

Same as Aliens:Classic (Section 2).

4 Aliens: Breakout

Teams: 2 (Humans/Marines v. Aliens)
Setting: T-Hall
Time Limit: 5 minute setup, 15 or 20 minutes of play

Situation

A top-secret lab (4th floor of T-Hall) dedicated to studying captive aliens has been overrun by the prisoners. As the aliens attempt to escape the building, the Marines arrive and attempt to contain the threat.

Victory Condition

The Aliens win if a certain number (to be chosen before the game) of their team escape the building. Humans win if this does not happen. Escaped aliens leave game play as soon as they exit the building. Aliens may only exit via the main door on the first floor, the door outside of Terc 020, or either of doors in the hall by Terc002.

Starting Points

Aliens deploy on the top of the stair towers of T-Hall, distributed in any way that they like. Humans may deploy anywhere on the basement or first floors.

5 Klingons vs. Romulans

Teams: 2 (Klingons & Romulans)
Setting: Any
Time Limit: 3 minute setup, 15 or 20 minutes of play

Situation

Klingon forces have beamed into T-Hall, only to find Romulan forces walking through the front door. Thus, they fight and die with honor!

Victory Condition

The side which has the most kills at the end of the time limit is the victor.

Starting Points

The Klingons deploy outside Terc 104 (the classroom) and the Romulans deploy in the main lobby on the first floor.

In Noyes, teams deploy on the east (Romulan) and west (Klingon) sides of the second floor.

6 Save the President!

Teams: 2 (The Secret Service & Terrorists)
Setting: Jones
Time Limit: 5 minute setup, 15 or 20 minutes of play

Situation

Terrorists have entered the building and are attempting to kill the President! The Secret Service want to protect him until he can leave the building. The President is a secret service player who is basically unarmed (has one dart that can be thrown). The Secret Service should have a numerical advantage of at least one player.

Special Rules

The number of terrorists that can be in the exit zone is limited.

Victory Condition

If the President leaves the building during the time limit, the Secret Service wins. If the President is killed, or fails to leave the building, the Terrorists win.

Starting Points

The Secret Service deploys on the top floor, the Terrorists deploy on the first floor.

7 The Mafia

Teams: 3 (Three Mafia Hit Squads)
Setting: Any
Time Limit: 5 minute setup, 15 or 20 minutes of play

Situation

Each Mafia Hit Squad is trying to kill the other squads, while staying alive as long as possible.

Victory Condition

Two points are given for each kill, one point is given for each survivor at the end of time. The team with the highest score wins.

Starting Points

In Jones, each squad deploys at the bottom (basement) level of a stairwell.

In other arenas, each squad deploys in three strategically equivalent locations, preferably at stairwells.

8 Vampire

Teams: 1 Lead Vampire, 1 Van Helsing, 1 Secret Vampire, Townspeople
Setting: Any
Time Limit: 4 minute setup, 15 or 20 minutes of play

Situation

The townspeople have discovered a vampire and head out to kill him, lead by the famed vampire hunter Van Helsing. However, one of their members is already a member of the undead! The Lead Vampire and Van Helsing are chosen publicly, and then the Secret Vampire is selected at random. His identity is known only to the Lead Vampire.

Special Rules

Any townspeople (including Van Helsing) shot by a vampire becomes a vampire. When a vampire is shot by anyone he dies.

Trial Rule

Vampires may kill townspeople instead of turning them into vampires. The vampire must make a clear gesture indicating that the person has become a vampire, otherwise he is killed.

Victory Condition

If all remaining players are vampires, the vampires win. The townspeople win under all other conditions.

Starting Points

The lead vampire has 2 minutes to deploy. Then the townspeople and Van Helsing have two minutes to deploy.

9 Animators

Teams: 2 Animators, Cartoons
Setting: Any
Time Limit: 2 minute setup, 15 or 20 minutes of play

Situation

The war of ideas between (insert cartoon animators of your choice) has reached new heights with both sides using their animated creations to fight to the death!

Special Rules

Immobilized cartoons can be tagged in by either animator (provided they have waited a minute since being immobilized). These cartoons are now mobile. Cartoons who get shot are immobilized. Animators have only a single dart to throw.

Victory Condition

When a cartoon kills the opposing animator, the game is over.

Starting Points

Animators start at some central location. Cartoons start deployed throughout the building in an immobile state. They may be tagged in immediately.

10 Red vs. Blue

Teams: 2 (Red & Blue)
Setting: Any
Time Limit: 2 minute setup, 15 or 20 minutes of play

Situation

Here in Blood Gulch, combat is never-ending... until one side has completely wiped out the other.

Special Rules

A certain number of spawn points are placed throughout the building. Each point has a number and is capable of being colored either red or blue. Before the game starts, each player is assigned a spawn point and a team. When a player dies, (s)he returns to his/her spawn point and waits one minute before re-entering the game. At that point, (s)he joins the team who's color the spawn point currently possesses. This means players can (and will) switch teams. Players may not lie as to which team they are currently on.

Victory Condition

If one team remains they win. Otherwise, the largest team when time runs out wins.

Starting Points

Teams start deployed at two strategically equivalent locations.