

DGS Assassins 2024

Official Rules

-GM

Revision 2.0

Reminders

DGS Assassins is a class-wide months-long wargame for the Seniors at Downers Grove South. This game will be administered by the Gamemasters or GMs. The GMs are the only seniors not eligible to take part in the game, and are responsible for the administration of this game in an equitable and efficient manner. The rules laid out below will be the only rules applied during this game, are up to the interpretation of the GMs, and **all rules decisions made by the GMs are final and undisputable.**

It is very important to note that DGSAssassins and this tournament is an independently run organization, and it is not sponsored or affiliated in any way by Community High School District 99, or Downers Grove South High School. This is the official Rule Book for the 2024 edition of Senior Assassins. For any confusion on rules or potential issues in the rules please email DGSAssassins@gmail.com

As a game that involves the chance of winning a cash prize, along with the requirement of a cash registration fee it is important to know that DGS Assassins will offer **NO REFUND** of any cash value to any player for any reason. Requests for such will be ignored.

As a High School Senior you are assumed to have achieved a base level of moral and intellectual operation. Thus DGS Assassins undertakes **STRICTLY ZERO** liability for any actions you undertake, or their consequences. This includes any actions you may take that violate State, Local, or Federal ordinances and law. While an action may be allowable by terms of the rules as written in this publication, any consequences that are caused by the aforementioned actions will be **the responsibility of you and you alone**. For reasons of avoiding personal liability any team engaging in actions investigated by any level of law enforcement agency will risk expulsion from the game with **no refund**. You are an independent human being, the rules of this game require that you make decisions as such. We will not take responsibility for your wrongdoings. **You have been warned.**

How It Works

The Game

- The tournament will consist of 67 teams competing for one \$2000 cash prize
- The game will consist of seven rounds or until one team remains
- In each round teams will be assigned another team to target and kill
- Outside of purges, only kills against your assigned team will count
- Each player has one respawn, which will be activated at the end of the round you are killed, if you have at least one surviving team member
- If you are killed without a respawn you are eliminated from the game
- All game updates will be communicated through our Instagram Account @dgsassassins2024

Rounds

- Each round will begin on Monday at 12:01 AM and will conclude at noon on the following Sunday
- The week of spring break will not be a playable round
- The final round will end Saturday at noon, and prizes will be awarded before the Senior Prom.

Kills

- An kill is defined as successfully shooting one of your targets with an authorized weapon
- Each successful kill is added to your team total
- Fully eliminating your assigned team will result in all of your kills for the round being doubled
- Video proof of all kills must be uploaded to the kill portal for them to count
- The GM team will view the footage and decide the validity of the kill. **This Decision is Final**

Winning

- The winning team be the last team alive, with the most kills
- The winning team will be awarded the grand prize, 2000 USD, delivered to the team captain
- Each team must score at least one kill each round, or they will be automatically eliminated from the game at the conclusion of the round.

Game Regulations

Purges

- A purge is a period of time where the rules of the game change, depending on the type of purge activated
- Purges will only be announced as they begin and will be enforced, regardless of whether players are aware it is in effect

Crimson Purge

- All safety gear is invalid

Obsidian Purge

- All safety gear is invalid
- You are allowed to score kills against any player

No-Go Zones

Areas where assassinations **DO NOT COUNT**. Attempts to carry out assassinations at these locations will result in disciplinary actions by the GM team.

- Any property owned by CSD99
- On any school sanctioned trip
- Any place of worship (including parking lot)
- The Target's Workplace (when clocked in)
- New WAVE Volleyball
- Elite Sports Complex
- Polling places during primary elections
- Any other private business who may request the game not be played on their property

No-Go Times

Times of the day where assassinations **DO NOT COUNT**. Attempts to carry out assassinations at these times will result in disciplinary actions by the GM team.

- 8:10 AM CST to 3:30 PM CST on any day where school is in session at Downers Grove South
 - For any students enrolled in a Zero Hour course or morning TCD their No-Go time will begin at 7:20 AM CST, and end at 3:30 PM CST

Weapon Rules

A authorized weapon for DGS Assassins must fulfill the following requirements

- Mechanically fire a foam projectile
- Muzzle Velocity of less than 150 FPS
- Not be mechanically modified from its commercially available state

Any knowing use of an unauthorized weapon will result in an immediate expulsion from the game, and **NO REFUND**.

Safety Gear

Safety gear is an item that when in one's possession makes it impossible to score an Assassination against them. While under this benefit it is also impossible to score Assassinations against someone else. The item will rotate weekly, with any material items having to be carried in a visible way or be contacting the person, and any clothing items having to be visibly worn as the outer layer of clothing. Safety items cannot be forcibly removed from a player's possession, attempts to do so will result in the perpetrator's team being immediately expelled from the game, with **No Refund**.

Shields

- No shields of any kind are permitted
- If an assassin strikes a target on any object that is connected to the target, the attack will count as an assassination
- Cover can be taken behind any object not transported by the player

Obstruction of Movement

- It is not allowable for any player to obstruct or restrict the movement of another player for any reason
- Any actions including but not limited to blocking driveways, barricading doors, physically blocking a vehicle with your person, or any action intended to prevent a target player from exercising their freedom of movement is grounds for immediate expulsion from the game, with **No Refund**.

Shooting and Driving

- Kills carried out by a player who is being transported by a moving vehicle will not be counted
- Kills can be counted as soon as the vehicle has been exited or has stopped moving
- This does not include public transportation
- Cars cannot be forcibly entered by players

Teams

- Each team shall comprise of either three or four players. Each team must designate a Team
- Captain. Each team must decide on a Team Name.
- Each team will pay an entry fee of 60 USD to register, and this fee must be paid before the game begins to partake

Unmentioned Rules

- Any rules not stated in this handbook will be decided by the GM as needed. **These decisions are final.**