

## **Massey: K.A.O.S Handbook Summer 2000-2001**

The up coming season promises to be an exciting fun filled time for KAOS and its agents. A calendar has been drawn up to give you prior warning of upcoming rounds and parties, however these can change so please check the board for any alterations. The constitution has been re-written and upon approval will be submitted to MUSA allowing us a grant.

The constitution is mostly an official stating of the rules of KAOS and there is a copy of this in the handbook for your use and criticisms. The major changes in the constitution are now that all weapons must be registered with Q. This does not mean that they will all have a cost associated but will allow Q to categorise the weapons. It is now officially illegal to be on a university building roof during a round!

### **The Rounds:**

#### **Fox and Hound**

This is a night round where one player is the Fox and all other players are Hounds. Kiwitea lounge in the MUSA building is the foxhole. The Fox is released quarter of an hour before the game begins to hide somewhere in the game zone. Quarter of an hour before the game finishes the Fox is allowed back into the foxhole. The objective is simple - stop the Fox from getting back to the fox hole by shooting it out in the field or as it comes back home. The complicating factor is that the Hounds are split up into small groups of two or three and the groups fight for the right to kill the Fox.

Winner is the Hound that kills the Fox or the Fox that gets home (only happened once ever).

#### **Paranoia**

An old traditional favorite. Simply everyone is after everyone else - you are not really playing unless you are scared of open places and corners and you are always checking your back. Last player living wins. Cowards will be death squadded.

#### **Disgruntled Postal Workers**

This is a super fun promotional round. Players that are designated postal workers have the largest water cannons available and create as much havoc on concourse as they can - screaming and shouting and drenching any other player. The FBI agents have the smallest popguns available and have to arrest the posties before they do too much damage. You are dead when you think you are dead, you are alive again when you are bored and the game goes until everyone is too soaked to move.

#### **OK Corral**

Also a promo round. Cowboys at one end of concourse, sheriffs at the other end. Pop-darts and water flies until everyone is dripping or exhausted. Don't get any civilians wet!!

#### **Jedi versus Sith**

A specific weapon, close combat weapon only paranoia round. Those who sign up will be divided into two teams, Jedi and Sith, and have coloured sabres handed out. The colours match the team that they are playing for. The players must challenge every player they see carrying a light saber of the opposite colour to a duel to the death. The team that eliminates the other team wins. There will be two rounds, one practice round and one serious round. The second round will be run from 6pm on Friday will last until midnight on Saturday, the final battles being carried out at the Fiction Ball. The prize for the winners will be also handed out at the Fiction Ball. Hits are only effective with a sabre coloured the opposite from your team and the target area is everything below the armpits with the arms being off-target except the palms (so don't grab your opponents sabre. This is to reduce the chance of 'accidental' head shots. If your hit someone else in the head you will be excluded from the game – your opponent is of course also very dead.

#### **Cretian Labyrinth**

This is a night round run in any maze like area. We are hoping to get permission to use the Ridett building after hours but failing that it will be held in the gardens across the driveway from the commercial complex. The last player surviving wins – the complicating factor is there is a Minotaur in the labyrinth, a player who can only be killed by his own weapon and is Hell bent on destroying everyone.

### **Highlander**

There can be only one. This is another standardised weapon Paranoia round with a theme. There are no teams so every agent you come across is a potential enemy. Once again exuberant mouthing off and verbacious challenges are appreciated. The target area is the same as for Jedi Vs Sith – everything below the armpits including palms.

### **Cloak and Dagger**

This round is still in the design phase because the rules are fairly complicated. The idea is that everyone is carrying a weapon at the end of year party and everyone is a potential victim / enemy. The object is the kill as many people as possible without being seen by anyone else.

### **Spy Vs Spy**

This is a weekend round consisting of all entrants being assigned to one of two teams. Team A is trying to get a package to a particular operative who is trying to get the package to a particular place. Team B is trying to arrest the operative and can only do so while the operative has the package on them as evidence. Thus Team B must try to tail Team A without being seen, Team A must try to get the package to the operative without being tailed.

### **Assassins**

Each person in the round will be given a dossier on their target with photo, phone number, address and as much classified information as we can get our hands on about the target. The objective is to assassinate your target in any way you can and anywhere you can. When you have succeeded you take on the dossier of your target and their target becomes yours. Some targets have special instruction on how, where and when they can be assassinated.

### **Gladiator**

This is a quick and simple direct elimination tournament held on concourse in the fashion of the Roman gladiators. As many duels will be squeezed into lunch-times as possible to get the competition finished as soon as possible. The duels will be held on concourse for the entertainment of our High Priestess of the Great and Mighty Aardvark – Pretender to the Throne.

## **Constitution for KAOS**

Killing as Organised Sport - A Turitea Campus Massey University Official Club

Positions:

El Presidentè:

Power of final approval of all activities and Chairperson of Politburo meetings.

Grand Vizier:

Membership record keeper.

Q:

Weapons administrator.

Treasurer:

Charge of Financial records and financial distribution and Secretary of Politburo meetings.

Coroner General:

Adjudicator of disputes.

Old Man of the Mountain:

Master of Assassins Guild and Sole charge of objective three.

Lord High Executioner and Ancient Storyteller:

Announcements at executions and promotional rounds.

Lord High Priestess:

El Presidentè's Bodyguard:

Must be killed before EP can be killed.

Objectives:

- 1 - To provide fun on and off campus war-games.
- 2 - To enhance the campus lifestyle and the university experience.
- 3 - To provide a service of controlled, ordered and safe revenge on other university members.

Non-Politburo Positions:

El Presedentè's Personal Assassin:

Minister of the Secret Police:

High Priestess of the Church of the Great and Mighty Aardvark,

Pretender to the Throne: - MUSA President.

Rules: (A-G)

A - Golden Morals.

a1 - (i)No insult shall go unrevenged. (ii)Revenge is a dish best served cold. (iii)Revenge is dish best served by a large number of black clad and masked assassins. (iv)Insults that go unrevenged shall lead to reprimandation.

a2 - (i)Always remain loyal to the highest bidder. (ii)Expect loyalty from those you have bought

a3 - Despite the deadly enthusiasm of the Politburo and Secret Police, playing KAOS is by no means essential and should not interfere with your study life.

a4 - (i)Bribery shall only be in the form of consumables specifically excluding alcohol, drugs and money.

(ii)Bribery promised and not received shall lead directly to reprimandation.

a5 - White on Black and Red on Black KAOS K badges remain the property of the club and must be returned at the end of the year.

#### B - Rules of Play.

hit with weapon henceforth shall mean, shooting with projectiles, stabbing with root vegetables, shooting with water weapons, wetting with water balloons, or anything registered as a weapon used in its designated action.

b1 - No head shots. (i)Do not aim a weapon at anyone's head. (ii)Do not hit anyone in the head with a weapon.

b2 - Apologise immediately to any non-KAOS member that you bump, knock, get wet or hit with a weapon.

b3 - (i)Do not hit anyone with weapons in safe zones. (ii)Safe zones will be stated in the rules for each round. (iii)Standard safe zones are between the pillars in Kiwitea lounge<sup>1\*</sup>, smoker's corner, laboratories, MAGE events or in the Massey library.

b4 - Do not ever go up onto the roof of any building during a KAOS round. Personal safety is paramount!!

b5 - (i)Do not hit anyone with weapons while they are working. (ii)Do not hit anyone while you are working. (iii)Do not hit anyone from or in a moving vehicle. (iv)Use your sensible discretion.

working is designated as being in a lecture, being in a laboratory, being at their place of employment during the hours of their employment, at a Campus Arts event, talking on any telephone, driving a car or riding a bicycle or other vehicular transport.

b6 - Do not fire water weapons indoors.

b7 - (i)All weapons should be made to look as little like real weapons as possible. (ii)Tell police and security guards what you are doing if you are seen - Do not run away from them! (iii)Do not take weapons into banks.

b8 - Do not use any weapon or poison that could actually harm a person or their clothing. e.g. dyes, juice, acid, laxatives, eggs, fruit.

b9 - (i)Black on White KAOS badges are to indicate that you are alive in a round and should be clearly visible from the front (ii) and should be removed once you are killed.

#### C - Rules of Round Function:

c1 - Rounds must be passed by Politburo and added to the calendar.

c2 - (i)During a round, round coordinator has ultimate power. (ii)Rounds are controlled solely by the coordinator. (iii)Do not argue with the round coordinator. (iv)Other members with power must respect the coordinator's authority.

c3 - (i)Coordinators are responsible for all notification and administration. (ii)Adequate records must be kept and copies submitted to Grand Vizier.

c4 - (i)Those who sign up for a round and do not turn up for it will be removed from the game. (ii)Cowardice is not acceptable and will be reprimanded.

c5 - Dead members tell no tales. In the interests of good sportsman ship do not give away members secret positions after death.

c6 - What weapons are allowed is decided by the round coordinator and must be stated in the round rules. All weapons must still be registered with Q.

c7 - If deemed necessary, Massey campus security should be advised of upcoming rounds by the round coordinator.

c8 - (i)Prizes for performance in a round can be honour badges, appointed titles or physical awards.

(ii)Honour badges (white on black KAOS K) can be given at the end of each round to the round winner. These must be returned at the end of the year. (iii)Titles appointed as prizes give no authority and are permanent. (iv)The recipients of prizes are decided on by the round coordinator. (v)Physical awards can be paid for by the treasury with approval of the Treasurer and shall be handed out at the prize-giving AGM.

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<sup>1</sup> Between the Pillars at Kiwitea lounge and Smokers corner means the area defined by the wall nearest the Campus Arts Coordinator's office, a line extended from that wall out to the edge of the balcony, the edge of the balcony, the pillar nearest the Campus Arts Coordinator's office, a line extended from that pillar out to the edge of the balcony and a line drawn perpendicular to the pillar from the end of the pillar nearest to the notice board across to the wall aforementioned.

#### D - Reprimandation:

d1 - Any breach of any rule or statement of the constitution will lead to reprimandation.

d2 - (i)All punishments shall be brought before a quorum of Politburo members for guilt to be established and for severity of the crime to be decided. (ii)A punishment befitting the crime shall be decided by Politburo at that time. Politburo's decision shall be made by majority vote and is final. (iii)No correspondence shall be entered into.

d3 - Punishments can be executions, assassinations, death squads or excommunication. All of these are functions of Politburo and can be dispatched immediately except assassinations which are the jurisdiction of Old Man of the Mountain and will be organised in secret by that member.

#### E - Meetings:

e1 - General Meetings are compulsory and failure to attend will result in the wrath of El Prez being ensued upon the populous and the exchange of plagues of chocolate fish.

e2 - Majority of Politburo members present at a meeting is necessary for passing decisions.

e3 - All Politburo members must be given adequate notice of and reasonable ability to be present at PB meetings discussing major issues.

#### F - Assassinations:

f1 - Assassinations are the jurisdiction of Old Man of The Mountain.

f2 - Assassinations can be requested by any person and be targeted on any person - KAOS member or not.

(ii)Assassinations of non-members can be refused or accepted on Old Man of the Mountain's discretion.

f3 - The names and details of the assassins are of absolute secrecy and cannot be bought or sold.

f4 - Payment of assassins is to be only in consumables, specifically excluding alcohol, drugs and money.

f5 - Persons being assassinated should be presented with a black spot on white card before the assassination. (ii)Non-members must be given the Black spot and an explanation of its meaning 24 hrs before the assassination.

#### G - Weapons.

g1 - All weapons except fruit and vegetable must be registered with Q. g2 - Fruit and vegetables can only be used as contact weapons. (the attacker must be holding one end of the weapon while it contacts the victim to be effective). g3 - The class in which a weapon is registered and the cost incurred to have a weapon registered is entirely the decision of Q and no discussion will be entered into.