

T.A.G. The Assassination Game



Mission Summary: Stalk your mark. Kill your mark. Then stalk your new mark. Be the last to survive.

When and Where: Drew and co. will be at the Scarboro Bowl Friday night and during the day on Saturday to register players. The murdering will begin Saturday evening at a time which will be determined during the day.

How will you 'Kill' Your Mark?

1. **Bring a weapon.** You will be assigned a 'weapon' (or you can invent your own to use). Forks, ball point pens, ropes, poisoned rag to the mouth, etc.
2. **Locate your mark** in such a manner that they are alone or undetected by eyewitnesses. You may trick them; you may entrap them, and you're definitely encouraged to collaborate and conspire with others.
3. **Kill Them.** Use your weapon in the manner it was meant to be used against your victim. As long as no one witnesses the act, your kill is complete.

The mark **does not need to be 'alone'** when you kill them. Only that no other bystander **sees** the crime enacted.

- Once a kill is made, the assassin returns to HQ where they will be given their new contract, likely the contract of their most recent victim.
- Failed assassinations happen when a witness can attest to having seen the fatal act. These will come with consequences for both parties.

That is the basic gist of it. There is a little more to it all but that will be explained once we get going on Saturday.

This requires little commitment. Once you are killed, you can leave it all behind and go about your festy way. There will be additional roles and challenges however for those want to still be involved.

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