



Activity Idea



WHEATON COLLEGE

MONDAY, MARCH 23, 2019

Espionage

Welcome, Special Agent.

Espionage begins Monday, March 23rd, promptly after chapel (11:30 am) when you receive the name of your target. The game will continue until only one agent remains, which will be no later than May 1st. Your goal is to eliminate as many targets as possible along the way while avoiding elimination yourself.

- Your Target - You will receive the name of your target via an email from MuKappa Headquarters no later than the end of chapel on Monday, March 23rd. Once you receive this email, the game begins; your mission is to eliminate your target. You will only receive a new target once your target has been defeated. Upon completing your mission, your newly eliminated target's objective becomes your new target.
 - For example:
 - Alicia's target is Lily.
 - Lily's target is Anna.
 - If Alicia eliminates Lily, Anna becomes Alicia's new target.
- Eliminations - There are two kinds of eliminations. All eliminations will be revoked if they occur in a safe zone. To eliminate your target, you must make direct contact between them and your "object for elimination" (OE). For successful elimination, there must be direct contact between you and your OE at the same moment as direct contact between your OE and your target's body. Clothing does not count as a shield. After a successful elimination, you must email Espionage Headquarters at mukappa.espionage@gmail.com with the title "ELIMINATION". Include the following in a creative manner: the name of the agent eliminated, the name of the agent who will be credited with the elimination, the type of elimination, the time, date, and location of elimination, the OE used, and the method/story of elimination. Once an agent has been eliminated, they are completely removed from the game and cannot eliminate any other agents.
 - Eliminations via offense - This will be your primary method of eliminating other agents and ensuring you are the last agent standing. The only agent you may eliminate on the offensive is your target.
 - Eliminations via defense - If you somehow come to knowledge of the identity of the special agent chasing after you, you may preemptively eliminate them. Doing so does not yield a new target, nor does it relieve you from having an agent chasing you down. If you do choose to eliminate the agent chasing you, a new agent will be given your name as their target. Any disputes regarding who was eliminated first should be sent to MuKappa HQ.
- "Object for Elimination" (OE) - You may use almost any object as a OE, but you must use the same OE throughout the game. We encourage you to get creative and have fun. A wise choice in OE may be helpful in obtaining a prize. The following are the few restrictions on OE. If you do have a question regarding your desired OE, please email Espionage HQ ASAP, and we will make a fair and equitable ruling. Please keep each other accountable in the safety of OEs.
 - Guns, toy guns, and any semblance of a gun are strictly forbidden. Any agent using such as a OE will be immediately removed from the game.
 - Violent objects and objects with the potential to injure are prohibited.
 - Projectile objects are prohibited.
 - Using different objects aside from the one you initially used is prohibited.
 - If you're struggling to a creative OE, try one of these: a rubber ducky, a book, a pen, a soccer ball (remember, you can't throw it at your target). Be creative!
- Prizes - At the end of the game, three prizes will be awarded.
 - Most Creative Elimination - MuKappa Headquarters is excited to listen to sort through the most exciting, most descriptive, and most creatively described eliminations for the winner of this prize.
 - Most Eliminations - This one is pretty simple. The special agent who eliminates the most other agents obtains the prize.
 - Last Agent Standing - The last agent remaining at the end of the game wins this prize.



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- Safe Zones - To allow our agents some spaces in which they need not worry about eliminations, the following will be considered safe zones. Agents in these spaces may not eliminate or be eliminated.
 - Classes - Agents may not be eliminated *in* their classrooms during the scheduled class start time up until 5 minutes after the scheduled class ending time.
 - Work - Agents working at a job that takes place in a physical location will be in safe zones. For professors/faculty/staff, this means they are in a safe zone whilst in their office, or while in a classroom before, during, or after teaching a class.
 - Weight room, gym, or any official exercise space
 - Bathrooms
 - Bedrooms that are indicated to be closed - entering someone's bedroom without either an explicit or implied invitation is not okay.
 - Edman Chapel - The entire structure of Edman, including the front steps and Kresge, only during Chapel time.
 - Official sports team practices and games.
 - This includes club teams and intramural teams.
 - SAGA - The cafeteria is a safe zone from after your card is swiped until exiting the tray return.
- Disputes - Disputes can arise from questions of "who-eliminated-who first", unclear knowledge of safe zones, questions of OE fairness, etc.
 - If the results of an attempted elimination are unclear, please first consult this rule set and ask any witnesses for testimony regarding the elimination. If disagreement persists, contact MuKappa HQ with a detailed account of the incident. Your predicament will be arbitrated as promptly and justly as possible.
- Disclaimers - As creators of this game, Espionage HQ reserves the right to
 - Arbitrate disagreements between agents, including but not limited to: making final decisions on eliminations, safe zones, OEs, etc.
 - Make arbitrary changes to the structure of the game. (i.e. giving deadlines on target elimination or any of many things.)
 - Make any and all ruling decisions deemed by HQ to be: fair, in the spirit of Espionage, and in the best interests of Espionage.