

March 1978

STAR WARS INTERGALACTIC BATTLE

OR

THE CAPTURE THE FLAG OF THE FUTURE

RULES OF THE GAME

OBJECT: If you are of the OLD REPUBLIC under Skywalker-To assassinate Vader and destroy the DEATH STAR.

If you are of Vader and the NEW ORDER-To annihilate the HEADQUARTERS PLANET of the REBEL FORCES and eradicate Skywalker

DESCRIPTION: A Battle between rival orders, conflicting forces for supremacy of the galaxy, modeled on the 20th century game of Capture the Flag. The boundaries of both the OLD REPUBLIC and the NEW ORDER are guarded by Interstellar Forces. All of the perimeter, not just the boundary in common, can be penetrated and attacked. Stormtroopers guard the prisons and the space platforms that are their energy sources. Star Rovers are the moving warriors of Star Wars. As both Warriors of the Empire and Rebels of the Galaxy, they move thru their own world, pursuing and assassinating their enemy counterparts within their own territory, infiltrating and eliminating the warriors of the opposing side and attempting to destroy the space platform. There are therefore THREE types of warrior: Interstellar Guards who are more stationary and defensive, Stormtroopers guarding the prisons and platforms and Star Rovers who are the spies, infiltrators and assassins. Star Rovers are the command of Darth Vader and Luke Skywalker and are their protectors.

LOCAL: The Oakland Cemetery. (You can NOT meet us there). The upper terrace with the large mausoleums and crypts. The terrace will be divided east & west, up the hill and down towards the lights of SF. (For those of you who played dead & know the area.) So each side will be complete with bldgs, trees, walls, bushes to both defend and harbour. The playing area will be very small, ropes will encompass all boundaries so there is no doubt. The imagery, for those who haven't been there, is incredible.

DEATH AND The war will be fought with PLACD Dart Pistols (Rifles for Vader & Skywalker). All combatants will have black masquerade masks which will partially protect your eyes. Head hits will kill BOTH combatants. Do not aim for the head. When you are hit drop IMMEDIATELY if it is between your neck & groin. Lie for three minutes & then go to the opposite prison. A hit in the arm or leg is a wound. The second time you are wounded you are dead. Warriors must yell out loud & clear each time they are hit which it is and react accordingly. There must be no dialogue between players. The game is to be as REAL as possible. Death is the abyss! It is extremely important for the realism of the game that there are no arguments, disputes and dialogues between opposing empires. Both members are killed in a draw unless one has fired AFTER they are hit.

PRISON: Prisoners are disarmed and their weapons cached no more than 10 ft from the jail in plain view. Prisoners can be freed in two ways 1) Their guards can be overrun and killed or 2) a weapon can be passed, smuggled or handed to a prisoner during an attack which automatically FREES ALL PRISONERS, armed or unarmed, though they can be shot unarmed as they go for their weapons. The liberating weapon must pass from hand to hand, it can not be thrown. When the prisoners are freed they are ALIVE again and a fighting force and do not have to return to their side before they can again join the war (as in capture the flag). All warriors killed in an assault, on either side, must remain dead however and then go to their appropriate interment.

To recapitulate: Head hits and Draws knock out both combatants. Those hit must YELL out "Wounded" or "Dead."

Saturday
November 26th
Drivers arrive 7:30
Departure --- 8:00
Star Wars

SUBJECT: If you are of the REBEL forces under Luke Skywalker-to assassinate Darth Vader and to destroy the legions of the dark star.

If you are of the EMPIRE under Darth Vader -to assassinate Luke Skywalker and destroy the warriors of the Rebel Forces.

DESCRIPTION: A battle between rival forces for supremacy of the galaxy, modeled on the 20th century game of Capture the Flag. The boundaries of both the territories are guarded by Stormtroopers who both defend and attack, who are both the offensive and defensive players of their worlds. One third of the stormtroopers on each side are stationary and must stay within their boundary during battle. The other two thirds are free to move within their world, pursuing and eliminating their enemy counterparts as well as invading the opposing territory and attempting to assassinate the leader of the opposing side, which ends the game and proclaims their victory.

LOCAL: A Bay Area Cemetary, printed directions provided at the departure point.

DEATH: The war will be fought with PLACO dart pistols (rubber tipped, range 15ft) When you are hit between the neck and the groin you are killed and you must IMMEDIATELY fall to the ground for one minute or longer and then go to prison on the opposite side. If you are hit on the arm or leg you call out "wounded" and continue fighting until the next time you are wounded which is a kill. Since assassination and infiltration are an important part of the game, you can not cry out or enter into discussion or argument when you are killed. Other than expediency, all rules are geared towards simulating an atmosphere of suspense, war and death and the game must be played realistically as it would be in real battle. Both combatants are killed in a draw and both are killed if one is hit in the head. DO NOT aim for the head. It is very important that you drop when killed, both for the effect desired -warriors running past and over bodies- as well as to avoid confusion during battle (and thus eliminate conversation) and particularly around the prisons as to who is alive and who is not. If you are standing you must be asked- this is no good.

PRISON: The number of jailors is up to each teams strategy. Prisoners are disarmed and their weapons cached no farther than ten feet in plain sight. PRISONERS ARE UNDER THE VERBAL CONTROL OF THEIR JAILORS because we dont actually have "confined space to use. Prisoners, in addition to whatever their captors instruct them to do, must be seated at all times other than an escape. (If the dead are not prone, and the prisoners not seated, it is impossible to tell who is who when a firefight begins.) Prisoners are freed in one of two ways ONLY: Their guards are over run and killed or in an ensuing battle a stormtrooper of the same side as those imprisoned can hand, pass from hand to hand, a weapon to those incarcerated and then everyone goes free. The weapon cannot be thrown and it can also be smuggled in by another prisoner. When they are freed they are again a fighting force and do not have to return to their world before they can again enter combat. But they also do not have to grab their weapons before they can again be killed either. All warriors, guards and prisoners killed in a escape attempt must fall to the ground and remain there a full minute just as in the rest of the game, and then go to their appropriate internment.

THE LEADERS: Are the chess pieces of the battle. They must be moving players neither hidden, guards or defensive combatants, although they do not have to cross into the opposing warriors world. When they are killed their slayer yells out loud and clear "_____ is dead, warriors of the _____ fall to the ground." And the victorious sides warriors rush to the slayers side and proclaim their victory. The slayer is their new leader for the next game, as is the last warrior killed defending the slain leader of the losing side. The leaders have no more say over the tactics of the battle than anyone else, this game is played cooperatively. The leader should always have a small contingent of stormtroopers fighting beside them, and should not fight or venture forth.

THE MOOD: We will probably not have enough players to penetrate and fight on all four boundaries of each combatants territory. We also do not have jails, and since the jailors will not be able to physically restrain so many prisoners (and they're already dead so they can't be threatened with death), the prisoners must be under the verbal control of their captors. Neither of these situations are realistic but I have no real choice about them. Other than these, remember you are prisoners yourselves within an intergalactic battle. You do not know your enemies—never address them by their names—you must slay them. Imagine how you would feel, what you would do, under the threat of real injury and death. ~~what~~ chances you would take and learn the secrets of stealth and cunning.

The mood I intend to create and explore is one of suspense, tension, movement and momentum, the hunter and the hunted, the haunter and the haunted.....

YOUR RESPONSIBILITIES:

- 1) DRIVERS, your car must be gassed up BEFORE you arrive.
- 2) Drivers, come 15 minutes before the departure time, if not more.
- 3) The time listed is the time left. We will be moving to a second site for our discussion so you will be left if you are late.
- 4) Most people have purchased a gun and extra bullets beforehand. If you do not have any you must bring \$1.50 with you and buy them before we leave.
- 5) Non-members you bring must have read the write up in its entirety and provide everything listed here under responsibilities too.
- 6) Arrest is possible, bring I.D., good spirits, acceptance, no flashlights, drugs or booze.
- 7) Dress very warmly, in layers, with clothes you don't care about because you will be on the ground, prone, flush for periods of a minute—you will get dirty and damp.
- 8) If possible, wear capes, helmets and odd paraphernalia that will change your silhouette in the dark and make you look (more) alien (than you usually do)
- 9) I will not provide costumes or capes this time around
- 10) Warriors of the empire will be banded with a white blindfold on their right arm
Rebel Forces will be banded on their left leg. I'll provide these
- 11) If police appear at any time—immediately drop your toy guns to the ground and yell "put down your props, guards are here." Do not pause or ~~only~~ look, it will be dark and they look exactly like guns. They are.
- 12) Teams will be chosen before we leave and cars will be all of one team. You are under my terms for the course of the game.

Gary Warne 1323 11th ave @ Irving 7 pm
Assisted by Elayne & Kendall, the first leaders for the first game