

# Steps for making an Assassins game with CampusAssassins.com

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## 1 Introduction

This document explains the steps to making an Assassins game. Feel free to print this out and use it as a reference while making your game.

## 2 Steps

### 2.1 Create a game.

Visit <http://www.campusassassins.com/games/new> to create a new game. (Hint: It's really that easy.)

### 2.2 Have players join your game.

Go to your game's "Edit Access Links" page. Invite people to join your game by giving the game joining URL to them.

Players who visit the join page will be required to make Campus Assassins accounts and supply an "alias." An "alias" is a secret name that refers to

a player. Players' real names are kept secret while they are "Alive." When players are eliminated their names will be revealed to everyone in the game.<sup>1</sup>

Each player has to activate his or her account to verify his or her email address. You can see which players have not yet activated their accounts by visiting the "Edit Players" page<sup>2</sup>. On this page, you can remind players who have not activated their accounts yet with the "Remind People" link on the "Edit Players" page. If these reminders do not work you might want to delete the player from your game.

## 2.3 Pay for these players.

To pay for players, simply go to the "Edit Players" page and check the checkboxes next to the names of the players you wish to pay for. Then use the dropdown box to select the "Pay for" action. Don't worry if you select teams that do not have "Unpaid" in their status, these teams will be filtered from the list you actually pay for.

It is recommended that you do not pay for a player that is unactivated<sup>3</sup>.

The payment system is quite flexible. You can pay for a player any time after they have joined the game. This means you can add players to your game even after your game has "started".

All payments are made through Google Checkout which accepts major credit cards.

## 2.4 Assign targets.

Once you are ready to start your game, visit the "Assign Targets" page. You will see all of the paid-for players in the "Players without targets" group. At this point, there are two ways to start assigning targets.

1. Click the "Make targetting circle" button, which will place players randomly into the "Players with tarets" group.
2. Drag and drop players from the "Players without targets" group to the "Players with targets" group.

You can reorder players at any time using by dragging them within the "Players with targets" group. This gives you complete control over who is targeting whom.

The "Players with targets" group is structured such that a player is targeting the person that appears right below them on the list. The person at the bottom of the list is targeting the person at the top. It is important to note that this group of players represents the **current status** of targetings in the game, that is, players who log in will see their target exactly as it appears in this list. This page will change to reflect the current status of the game.

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<sup>1</sup>But players' names are not visible to the public. e.g. if a search engine indexes your game page, only a player's alias will be made available to that search engine; never their real name.

<sup>2</sup>The "Edit Players" page is only available to you if your game is Owner Arbitrated

<sup>3</sup>See section 2.2 for more information on unactivated players.

## **2.5 Announce the start of the game.**

After you have assigned targets you get to announce the start of your game. An announcement is an email that gets sent to players and gets put on the “History” page. Each player will see his or her targets and a link to report events at the bottom of their email. Announcements can be made at any time. To announce the start of your game go to the “Create an Announcement” page.

## **2.6 Arbitrate your game.**

Now that you have announced the start of your game, players will know their targets and they will start reporting events. Reported events do not change the status of the game until you have published them.

Here is the typical lifecycle of an event:

1. Targeter eliminates his or her target.
2. Targeter fills out the form on the “Report a new Event” page. This creates a “Pending event” which serves as a “forum” where you, the target and the targeter can discuss the event. Each time someone posts a comment, everyone involved is notified via email.
3. Target follows the link in the email, and writes a comment confirming the event.
4. You publish the confirmed event, making the “forum” public to everyone in the game, and notifying them via email. The event appears on the “History” page. Anyone in world can comment on it and rate it.

Events do not always follow this lifecycle, but it is by far the most common way.