

Bexley-Baker General Rules

for Capture the Flag

1 March 74

General:

- 1) The object of the game is to capture the other team's flag and bring it to friendly territory.
- 2) Each team shall have a predefined territory. Roofs and basements are considered part of a building. Outside and all undesignated buildings shall be defined as no man's land.

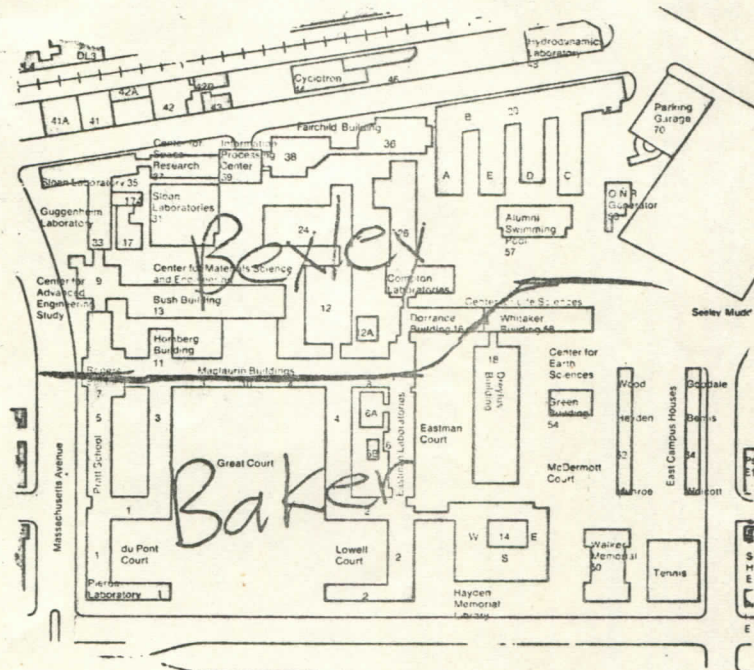
3) Each team shall wear an identifying armband for the ~~entire~~ entire game. Any removal or switching armbands will be considered an extreme violation of the rules. That means not pretending to be a random tool in order to spy.

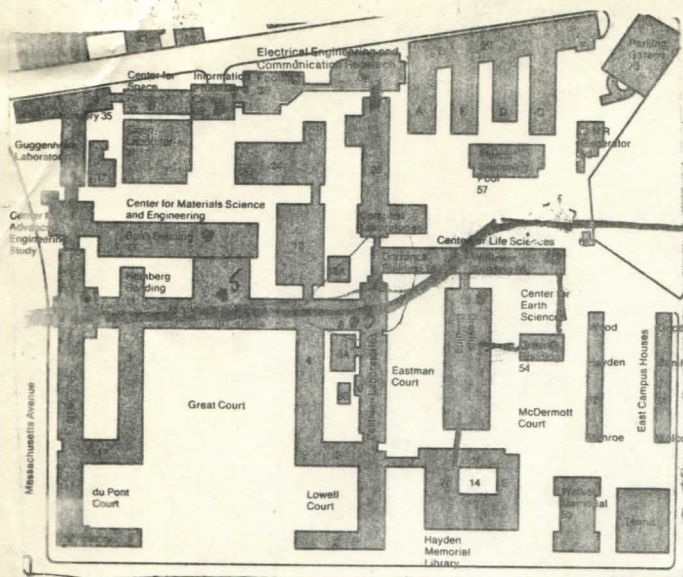
Flags:

- 4) Each team shall place a flag in one building of their territory. That building must be announced. No decoy flags.
 - 5) The flag must be fully displayed on a wall not higher than 6 feet from the ground in a corridor accessible from two or more directions, and may not be on a stairwell.
 - 6) No defender can be closer than 20 feet from their flag, except when it has been captured.
 - 7) A flag may not be moved around during the game, except in the process of being captured.
 - 8) A person can be captured in no man's land only if he has the enemy's flag.
- #### Winning and Losing:
- 9) The game will end when there is a winning team, five hours have elapsed or if the national guard breaks up the game. At time, an argument will ensue to determine the winner.
- #### Capture:
- 10) A player can be captured anywhere in enemy territory by a 'home' player. A player can only capture one opponent.
 - 11) A person shall be captured if tagged by an opposing team member. No dragging someone into your territory in order to capture. No resisting capture, no violence, you must go peacefully.
 - 12) Campus Patrol can capture anybody, anywhere, anytime and ask for ID's. Be on the alert for urchins ripping of the Institute.
 - 13) If the flag capturer is captured, the new location of the flag will be at the point of capture.

POW camps:

- 17) Person captured must be taken directly to POW camp, accompanied by the capturer. Only if the capturer is not interested in taking people in can someone captured go free. One the way to the camp, they may not be tagged to go free.
- 18) The POW camp must be placed where it is accessable from at least two directions and not in a stairwell. *IT cannot be moved during game*
- 19) A prisoner must stay in the camp 20 minutes (time brought in till time realeased). Unless the prisoner escapes or is freed by teammates.
- 20) A player can escape from a POW camp if he can do so undetected. That is if the gyard falls asleep or is reading a book. No force or violence can effect an escape.
- 21) If a player can come into a POW camp without being captured and tag one prisoner, all prisoners from that camp are freed. An escaped prisoner cannot free any others.
- 22) Freed prisoners should go directly to no man's land. They cannot ~~xxx~~ be recaptured, they may get safe conduct if they request it. Escaped prisoners can be recaptured, of course.
- 23) Each POW camp should have a jug of cold water, or other refreshments at the discription of the team





Bexley

Baker

Telephone Communications System

Building	Floor	Number	Location
7	1, 4	3-1207, 1217	near elevator
8	3	3-1653	end of endless cooridor
9	1	3-1209	between elevators
10	5	3-1234	outside engineering library
13	1	3-1213, 1223	lobby
16	1	3-1216	opposite LSC ticket booth
18	1	3-1218	near building 56
37	1	3-1237	in stairwell west of elevator
38	1	3-1236	near building 36
39	1	3-1239	opposite elevator
54	1	3-5060	in northeast stairwell
56	1	3-1256	east of building

Call the switchboard if you have important information or if you want to know what the current strategy is. Give your code number to avoid hack calls.

General Strategy:

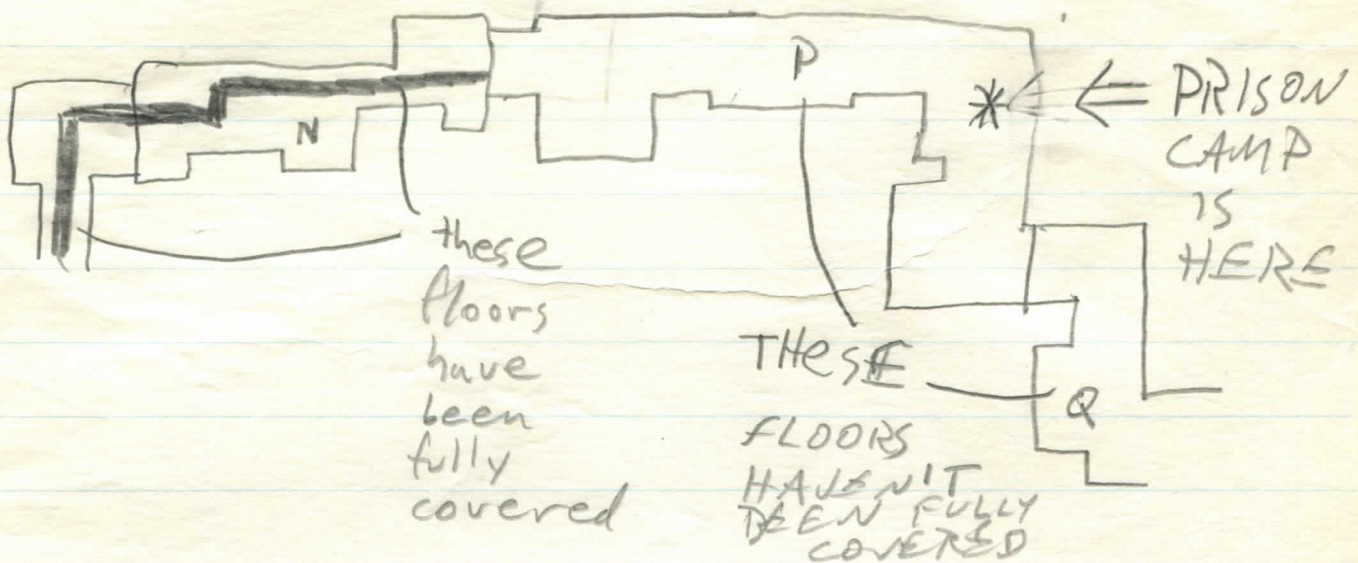
- 1) Come equiped with whatever you think will help you.
- 2) Keep moving, the institute is too large for a static strategy.
- 3) Spend some time of defense so everyone can see some action.
- 4) The only way to get the flag is mass charges. Collect 20 people for one unified attack. A diversion would help.
- 5) If you get seperated, or if you just got released, go to the staging area to collect a reasonable force.

PUBLIC TELEPHONES AROUND MIT

TYPE P=PAYPHONE 494-XXXX. E=ELEVATOR ONLY INCOMING CALLS X3-XXXX
 X=EXTENSION INCOMING AND OUTGOING X3-XXXX

BLD.	FL.	TYPE	#	LOCATION
7	1	X	1207	OPPOSITE ELEVATOR
7	1	X	1217	OPPOSITE ELEVATOR
7	1	P	9861 E	OPPOSITE ELEVATOR
7	1	P	9803 M	OPPOSITE ELEVATOR
7	1	P	9876 W	OPPOSITE ELEVATOR
7	4	X	4311	NEAR ELEVATOR
7	4	X	5110	BETWEEN BUILD. 7&9
8	3	X	1653	END OF CORRIDOR
9	1	X	1209	BETWEEN ELEVATORS
9	1	P	9775	BETWEEN ELEVATORS
9		E	1161 E	EAST ELEVATOR
9		E	1162 W	WEST ELEVATOR
10	1	X	1210	TOWARDS BUILD. 13
10	1	P	9755	TOWARDS BUILD. 13
10	5	X	1233	OUTSIDE ENGINEERING LIBRARY
10	5	X	1234	OUTSIDE ENGINEERING LIBRARY
10	5	P	9705	OUTSIDE ENGINEERING LIBRARY
10	5	P	9890	OUTSIDE ENGINEERING LIBRARY
13	1	X	1213	LOBBY
13	1	X	1223	LOBBY
13	1	P	9834	LOBBY
13	1	P	9839	LOBBY
14	1	P	9762 E	OUTSIDE HUMANITIES LIBRARY
14	1	P	9768 W	OUTSIDE HUMANITIES LIBRARY
16	1	X	1216	NEAR ELEVATOR
16	1	P	9717	NEAR ELEVATOR
18	0	X	1809	ROOM 18-082
18	1	X	1218	NEAR BUILDING 56
18		E	1151 W	WEST ELEVATOR
18		E	1152 E	EAST ELEVATOR
20	1	P	9722	BOOTH, VASSAR ST. ENTERANCE
20	1	P	9990	WALL, VASSAR ST. ENTERANCE
24	0	P	9863	NEAR SOUTH STAIRWELL
36		E	1187 N	NORTH ELEVATOR
36		E	1188 M	MIDDLE ELEVATOR
36		E	1189 S	FREIGHT ELEVATOR
37	1	X	1237	WEST STAIRWELL
37	1	P	9850	WEST STAIRWELL
37		E	1166 W	WEST ELEVATOR
37		E	1167 E	EAST ELEVATOR
38	1	X	1236	NEAR BUILDING 36
38	1	P	9888	NEAR BUILDING 36
39	1	P	9864	OPPOSITE ELEVATORS
39	1	X	1239	OPPOSITE ELEVATORS
39		E	1159 N	NORTH ELEVATOR
39		E	1160 S	SOUTH ELEVATOR
54	1	X	5060	NORTHEAST STAIRWELL
54		E	1172 S	SOUTH ELEVATOR
54		E	1173 N	NORTH ELEVATOR
54		E	1174 M	MIDDLE ELEVATOR
56	SB	X	7015	INSIDE CAGE
56	1	X	1256	EAST SIDE

The maps shall be marked as follows:



A LINE IS TO BE PLACED THROUGH ALL FLOORS THAT ARE 100% COVERED.

ANY KNOWN FACTS (SUCH AS PRISON CAMPS, FLAGS, 100% PERMANENT GUARDS) SHALL HAVE A CODE: (CODE MAY BE EXTENDED)

P - THE FLAG IS HERE

* - THE PRISON CAMP IS HERE

Q - PERMANENT GUARD.

BEXLEY 401

CAPTURE THE FLAG

BULLETIN #1 MARCH 3, 1974

CAPTURE THE FLAG IS A TEAM TAG GAME SPONTANEOUSLY BEING PLAYED BEXLEY VS. BAKER. IT IS A NON-VIOLENT GAME PLAYED AT NIGHT OVER MOST OF THE INSTITUTE BUILDINGS. THE CONTIGUOUS CAMPUS IS DIVIDED INTO TERRITORIES. THE OBJECT IS TO CAPTURE BAKER'S FLAG (USUALLY JUST A BEDSHEET) WITHOUT BEING CAPTURED (TAGGED) BEFORE THEY CAPTURE BEXLEY'S FLAG.

IT SOUNDS ASININE BUT USING THE CAMPUS AS THE PLAYING FIELD PUTS LIFE INTO THE GAME. NOT ONLY DO YOU HAVE TO DODGE BAKERITES IN "ENEMY TERRITORY", BUT ALSO THE CP. OUR "SOPHISTICATED COMMUNICATIONS NETWORK" HAS ITS DRAWBACKS. IN THE FIRST GAME, A BAKERITE FOUND OUR SWITCHBOARD NUMBER AND CLAIMED THAT HE HAD JUST CAPTURED BAKER'S FLAG AND ASKED WHERE HE SHOULD TAKE IT. THE BEXLEYITE TOLD HIM EXACTLY WHERE OUR FLAG WAS. HOPEFULLY COMMUNICATIONS SECURITY WILL IMPROVE.

ENOUGH RAMBLING. THE POINT IS THIS: BEXLEY NEEDS PLAYERS. THE GAME PROMISES A LOT OF FUN AND EXERCISE AND A REAL BREAK FROM TOOLING. MAPS, RULES, ARMBANDS, PHONE NUMBERS AND OTHER PARAPHERNALIA WILL BE PROVIDED. BEXLEY LOST EARLY IN THE GAME ON FRIDAY BECAUSE WE WERE OUTNUMBERED 3:1. IN TWO WEEKS THERE WILL PROBABLY WILL BE A REMATCH. AFTER ALL, YOU REALLY DON'T WANT TO TOOL THAT NIGHT.

FOR INFORMATION, COMMENTS AND INSULTS, CONTACT:

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