



Capture The Flag With Stuff

What is CtFwS?

- ▶ Capture The Flag (But with Stuff!)
- ▶ There are two teams: RED & YELLOW
- ▶ One team gets WEAN and the other gets DOHERTY
- ▶ Capture flags to win the game
- ▶ The 0th, and most important rule:

**DON'T BE A
JACKASS**

	RED	GREEN	BLUE	WHITE
Wands	Vengeance "Toast"	Stun Stun Target	Dispel Remove magic	Wandiness Can be any Wand
Belts	Warhol Mass stun	Goombah Immunity	Doc Arnold Multiple Captives	Technicolor Can be any Belt
Potions	Ninja Mass stun	Key Freedom	Mind Control Go to jail	Polychroma Can be any Potion

What is
Stuff?

Glyphs

<u>Type</u>	<u>Word</u>	<u>Effect</u>
▶ Entrancement	▶ Gotcha	▶ Stunned
▶ Alarm	▶ Alarm	▶ Be Loud
▶ Disgusting Doorknob	▶ Yukko	▶ Can't Open Door
▶ Recharge	▶ Still Going	▶ Recharge
▶ Jail	▶ Jail	▶ Jail

Jails

- ▶ Jailer's Fedora
- ▶ Truth Serum

Teams & Territories

- ▶ Players will have RED or YELLOW headbands
- ▶ Judges will have BLUE or SILVER headbands
- ▶ Four types of territories:
 - ▷ Doherty
 - ▷ Wean
 - ▷ Forbidden
 - ▷ Neutral
 - ▷ Anything not Doherty/Wean/Forbidden is this.
 - ▷ (e.g., Scott Hall is Neutral territory)

Setup

- ▶ Fifteen minutes to set up
 - ▷ Place flags/glyphs (Judges)
 - ▷ Strategize
 - ▷ Distribute stuff
 - ▷ Remain in neutral or friendly territory
 - ▷ Judges will help you

Endgame

- ▶ The game is over when:
 - ▷ One hour has passed OR
 - ▷ One team has captured all enemy flags

Some Vocab

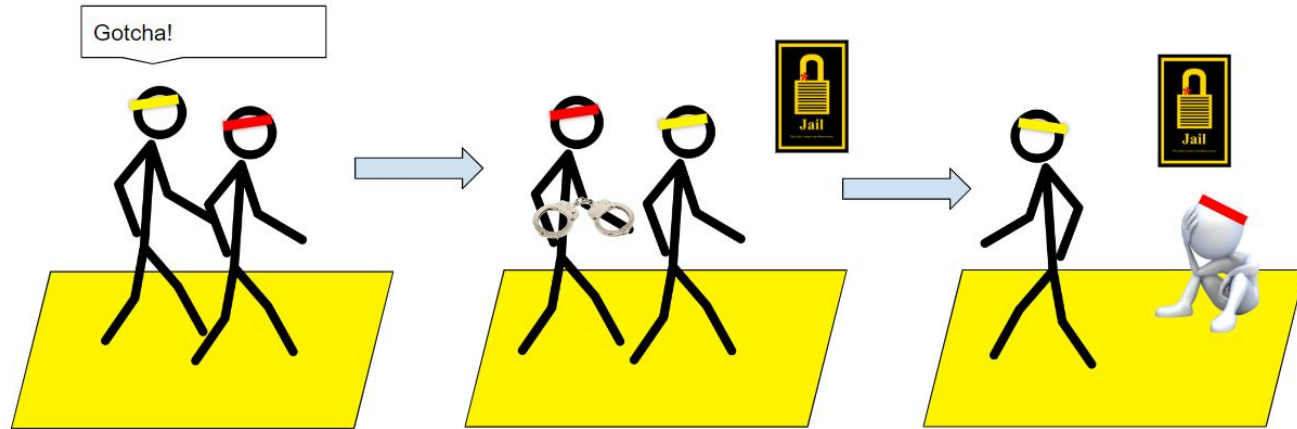
- ▶ Key Words/Phrases
 - ▷ Must say these to activate an item
 - ▷ Action occurs after the phrase is said
 - ▷ Must be said in the territory in which the item will be used
- ▶ Ethereal
 - ▷ Not currently interacting with the game. Do this when you have a rules dispute and need a pause. To do this, jazz hands.
- ▶ Jackass
 - ▷ Don't be this

Flags

- ▶ You want these
- ▶ Capture flags to win the game
- ▶ Restrictions on placement
 - ▷ No flags within ten feet of a glyph
 - ▷ A dropped flag dispels nearby glyphs
 - ▷ Each flag must be in a location with at least two exits
 - ▷ Wean 4600 and Wean 4700 can have at most one flag each
- ▶ Once you capture a flag bring it to the Judges' room (Wean 8427) to score it
- ▶ You can only capture one flag at a time
- ▶ **While carrying a flag all of that player's items are dispelled, and for one minute after**



Capture



Capture

- ▶ To capture a player tag them in your home territory and say “Gotcha”
- ▶ A captive player must drop any flags they have
 - ▷ Must be placed at the nearest reasonable place
- ▶ The captor takes all of the captive player’s nonconcealable Stuff
 - ▷ If the captor has knowledge of concealed stuff they may take that too
- ▶ The captor must escort the captive to jail via most direct route at a reasonable speed
- ▶ If the captor is stunned/captured the captive is freed

Jail



Jail

- ▶ All prisoners must sit near the glyph of jail
 - ▷ Cannot be dispelled
 - ▷ Farthest ends of Doherty A & Wean 6200
 - ▷ Prisoners can be rescued by tagging them.
 - ▷ When rescued, player and rescuer are Ethereal and must go **directly** to home territory.
 - ▷ Jailbreak every 15 minutes - Ethereal to Home
- ▶ Jailer's Fedora
 - ▷ Truth Serum in pinky finger, poke a prisoner to use
 - ▷ One interrogation at a time
 - ▷ Six "Yes/No" questions, then the player is freed (Ethereal)
 - ▷ One answer can be a lie

Some Stuff Vocab

- ▶ **Concealable:** Potions are this, **nothing else is**
- ▶ **Cooldown:** Wait one minute (60 seconds)
- ▶ Sight:
 - ▷ **Field of View** (Vision Cone)
 - ▷ **Line of Sight** (360° view)
- ▶ **Stun:** Sit/kneel with both knees while stunned
- ▶ **Sacrificial**
 - ▷ Only usable in enemy territory
 - ▷ **Drop after using;** drop it like it's hot
 - ▷ Cannot be moved in enemy territory

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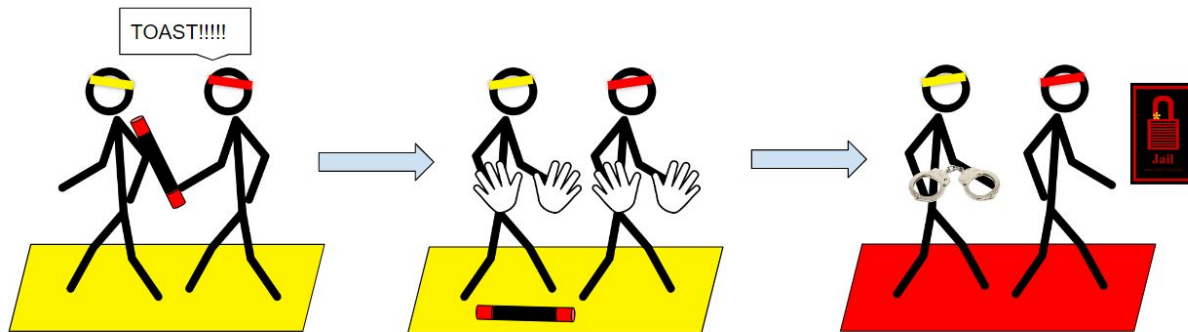
On to
the Stuff

Types of Stuff

- ▶ Wands
 - ▷ Whap someone and say the keyword
- ▶ Belts
 - ▷ Wear the belt and say the keyword
 - ▷ One person ↔ One belt
- ▶ Potions
 - ▷ Used in various ways
 - ▷ Concealable
- ▶ Glyphs
 - ▷ Only affect the other team (except Recharge)

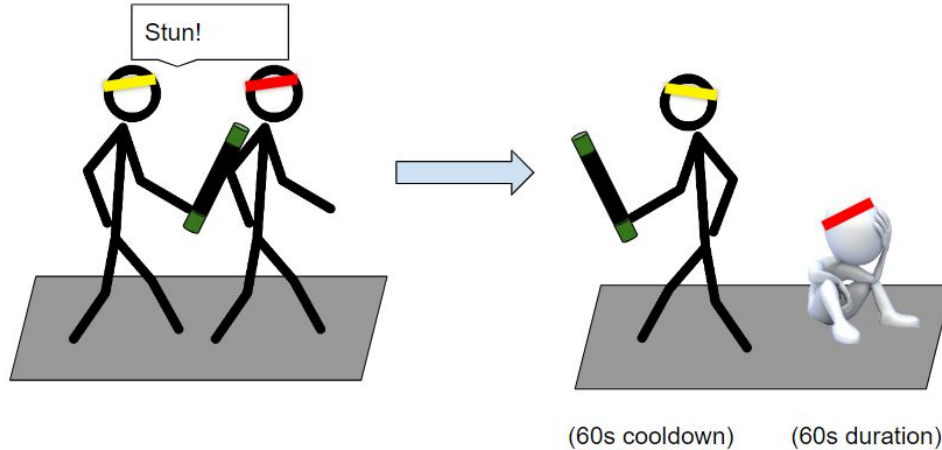
Wand of Vengeance

- ▶ Keyword: “Toast”
- ▶ Capture a player in their own territory
 - ▷ Ethereal until you return to your territory
 - ▷ You then become a captor and they become a captive immediately
- ▶ Sacrificial
 - ▷ Drop it on use. Drop it like it’s hot



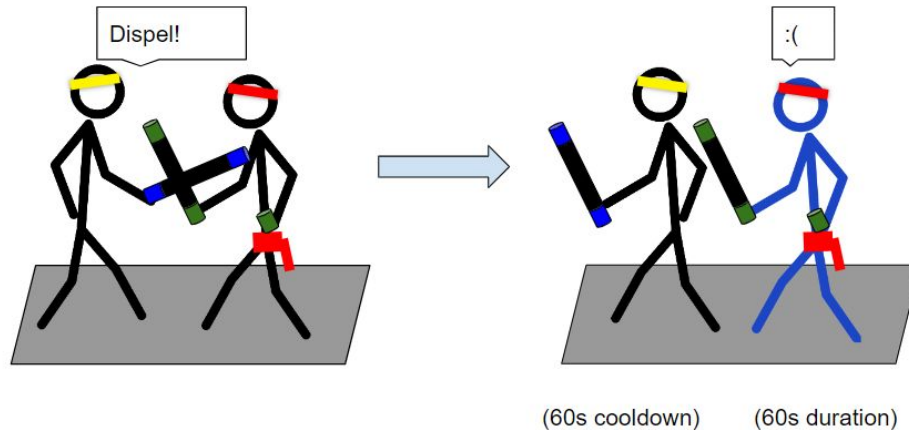
Wand of Stun

- ▶ Keyword: “Stun”
- ▶ Has Cooldown (one minute)
- ▶ Stun one player
 - ▷ (For one minute)



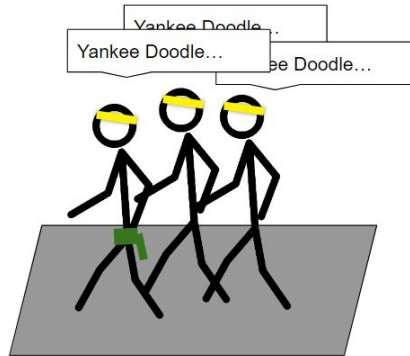
Wand of Dispel

- ▶ Keyword: “Dispel”
- ▶ Has Cooldown (one minute)
- ▶ Dispel a glyph or person’s items for one minute
 - ▷ This is not retroactive



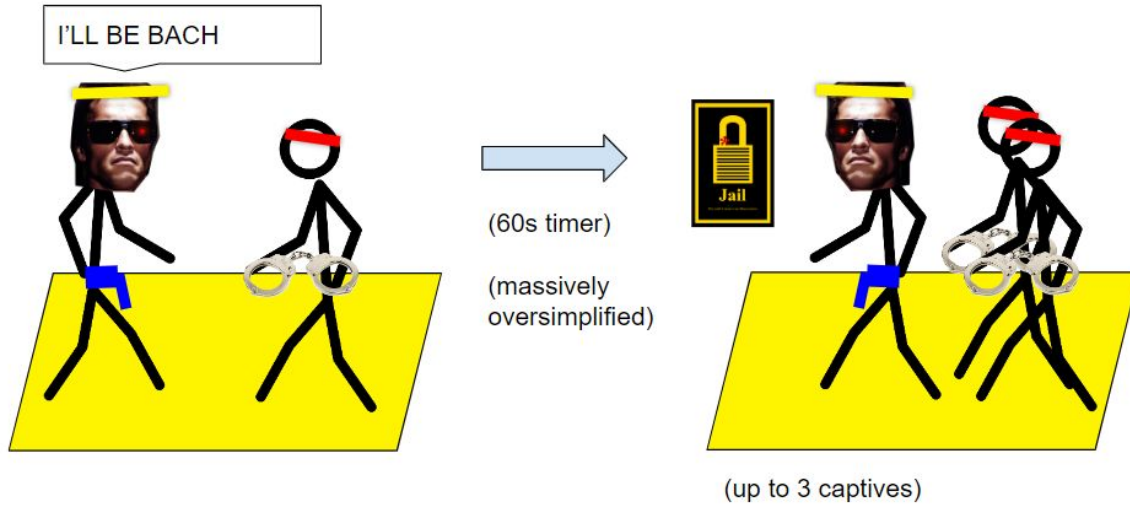
Goombah's Belt of Humiliating Protection

- ▶ Skip and sing Yankee Doodle
- ▶ Immune from capture and stun
- ▶ Share the fun through telekinesis
 - ▷ (Applies to teammates in close proximity)
 - ▷ Dispel acts on the whole chain
- ▶ DOES NOT WORK IN ELEVATORS



(active while all are singing)

Doc Arnold's Belt of Many Places at Once

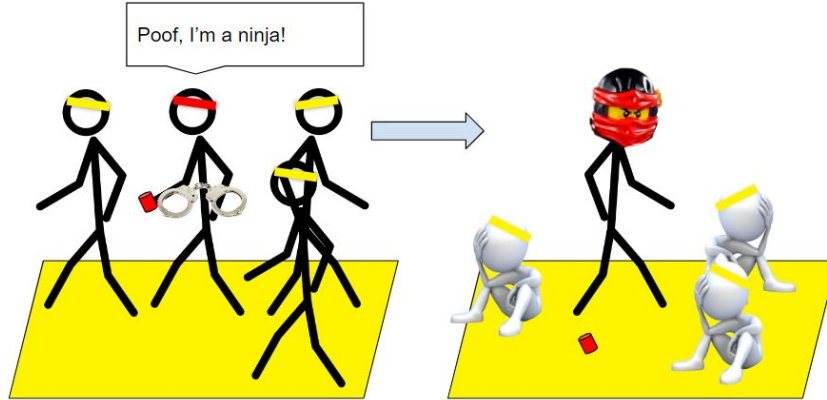


Doc Arnold's Belt of Many Places at Once

- ▶ Wearer can have up to THREE captives
- ▶ If you have one or two captives, activate belt with “I’LL BE BACH”
- ▶ Captives stay in place for up to ONE MINUTE.
- ▶ Try to capture another person!
- ▶ If you don’t come back in one minute, captives go free
- ▶ If you leave the captives’ line of sight for more than ten seconds, captives go free
- ▶ If you don’t capture another captive, you can’t use the belt again.

Ninja Potion of Magic Smoke

- ▶ Only usable when captive
- ▶ Throw on the ground and yell “Poof, I am a Ninja”
- ▶ Stuns all enemies in line of sight
 - ▷ (For ten seconds)
- ▶ Sacrificial

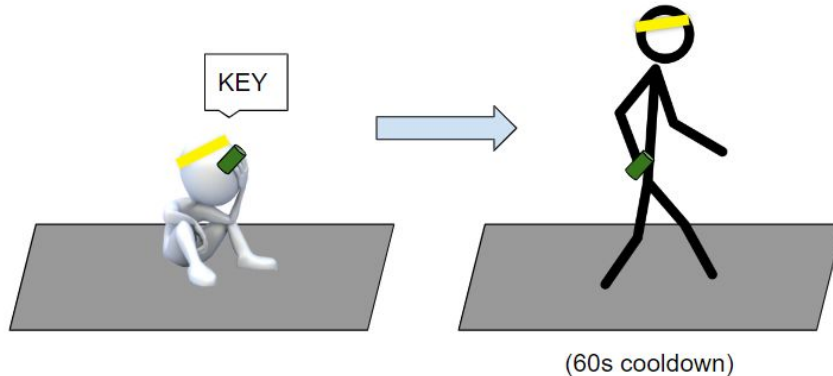


(10s duration)

Potion of Wait

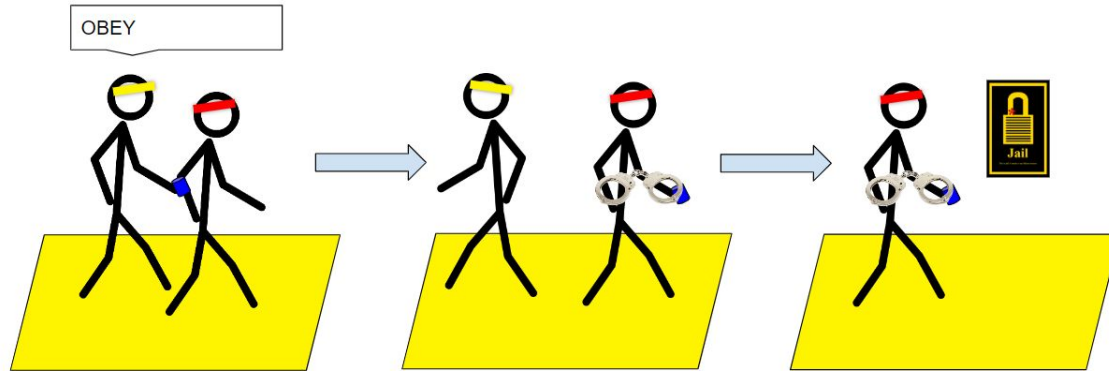
There's a Key at the Bottom of This

- ▶ Has cooldown (one minute)
- ▶ Bonk **self** on head
- ▶ Say “Key”, “Lolt”, or “Jube”
- ▶ Either:
 - ▷ Frees user from jail (Not ethereal)
 - ▷ Unstuns the user (Must already be stunned)



Potion of Mind Control

- ▶ Capture one or two players while saying “Obey”
- ▶ Give the potion to your captive(s)
- ▶ They proceed directly to jail together (without the captor)
 - ▷ Clearly display the potion
 - ▷ Potion can be dispelled



The White Stuff

- ▶ **White Wand of Wandiness**
- ▶ **Joseph's Technicolor Dream Belt**
- ▶ **Prismatic Potion of Polychromatism**
- ▶ Can be used as if it had any color
- ▶ Once used or dropped item is discharged and cannot be used
- ▶ To recharge, hold it to a Glyph of Recharge or own Glyph of jail for ten seconds
- ▶ Once activated, ALL rules of the chosen item apply

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Quick Review

Glyph of Entrancement

- ▶ Activates on Sight
- ▶ Stuns enemy players who see it for one minute



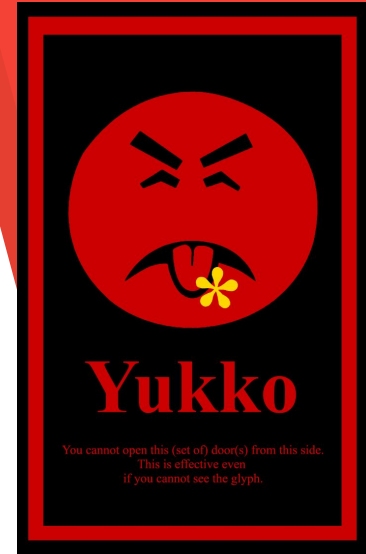
Glyph of Alarm

- ▶ Activates on sight
- ▶ Affected player must shout “ALARM” (or otherwise be loud)
 - ▷ For one minute
 - ▷ Or until in neutral or home territory
 - ▷ Or until you are captured



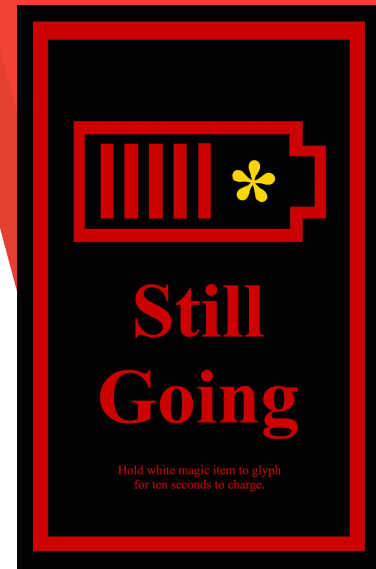
Glyph of Disgusting Doorknob

- ▶ Always active
- ▶ Prevents the door it is placed on from being entered from the side it is visible from
- ▶ Place next to elevator buttons to prevent calling the elevator
- ▶ Cannot completely trap a player
- ▶ Cannot be placed outdoors
- ▶ Pairs or larger sets of adjacent doors act as one door, one glyph blocks all of them



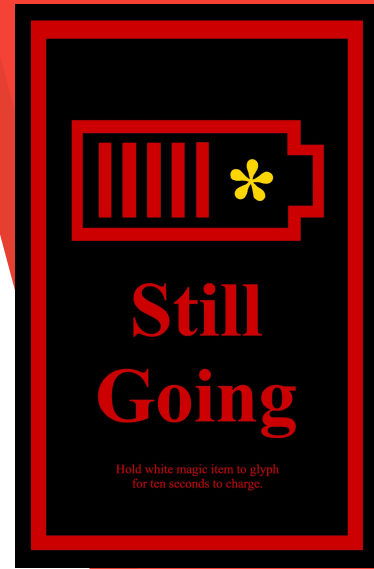
Glyph of Recharge

- ▶ Always active
- ▶ When white items are held to the Glyph of Recharge for Ten (10) Seconds, they become recharged
- ▶ Any player can use any Glyph of Recharge



Glyph of Jail

- ▶ Always active
- ▶ When white items are held to the Glyph of Recharge for Ten (10) Seconds, they become recharged
- ▶ Any player can use any Glyph of Recharge



Glyphs

<u>Type</u>	<u>Word</u>	<u>Effect</u>
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Endgame

- ▶ When the game is over everybody must collect ALL of the stuff
 - ▷ (Flags and glyphs included)
- ▶ Then return to DH 2315
 - ▷ *Bring the stuff HERE*
- ▶ We have an android app and a webapp
 - ▷ cmukgb.org/ctfwsapp
 - ▷ timer.cmukgb.org
- ▶ We will also yell a lot

Sportsmanship

- ▶ Don't physically block people
- ▶ Don't mess with elevators
- ▶ Don't make/bring/use fake stuff
- ▶ Don't hurt people or the stuff
- ▶ Don't lie if lying violates a rule
 - ▷ (Ex: player state, game state, stuff state)
- ▶ There are no prizes, there is no reason to make the game less fun
- ▶ Don't be a _____.

On the Subject of Safety

- ▶ If you get hurt get help immediately
 - ▷ There is a first aid kit in the judge's room for minor injuries
 - ▷ **Campus Police Emergency: 412-268-2323**
 - ▷ Get it now, not in an hour. Not tomorrow. Not next week. Now.
- ▶ Judges' Room is Wean 8427
 - ▷ If you need anything other than urgent medical care go there!

And now a word from our sponsors

- ▶ We are the CMU KGB
- ▶ We meet Mondays at 5:00pm in Wean 5415
- ▶ We have events every Friday night



cmukgb.org



[@cmu_kgb](https://www.instagram.com/cmu_kgb)

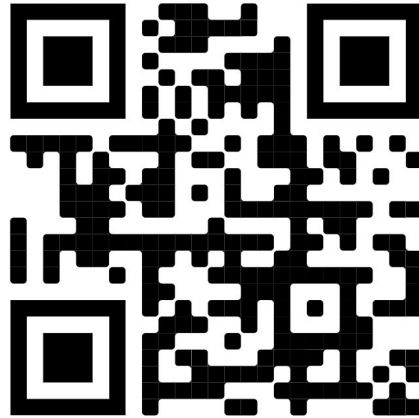


cmukgb.org/discord ----->

(not generated by discord)



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Questions?

Webapp: timer.cmukgb.org
 Android app: cmukgb.org/ctfwsapp