



Introduction

“There’s nothing like the thrill that you get from wiping out a friend.”

– Shelley Berman

It’s terrifying to think that *Killer* has been out now for almost 20 years. In that time, live roleplaying has gone from nonexistence to great popularity. You can hardly turn around at a convention without seeing the People In Black . . .

But *Killer* gets down to the basics. Wipe out your friends. That’s a little intense for some people . . . every few years since the game came out, you hear of a school official someplace bemoaning the fact that students are pretending to (gasp) kill each other.

Well, yes. And it’s fun.

Competition is the essence of any game. From tic-tac-toe to chess, from *Snakes and Ladders* to *Monopoly*, from toy soldiers to the most realistic wargames . . . the object is to triumph by eliminating your foe. Conflict and competition are basic to human nature; argument to the contrary is wishful thinking. And, after all, competition is only part of the struggle for excellence that has taken man to the Moon and beyond. People *like* competitive games.

And, as games evolved, the tendency has been toward more realism. The introduction of roleplaying games brought a new level of immediacy to gaming. No longer did the player control faceless armies . . . now *his own character* could fight dungeon monsters or alien space-raiders. But even in a roleplaying game, the players still spend hours sitting around a table, rolling dice and looking up rules. Sometimes that’s not enough. Some of us want more!

Killer is that “something more.” In *Killer*, you don’t create a paper character . . . you *are* the character. Players match skills and wits on a personal level. It’s all a game – but while it lasts, it’s real. The object of *Killer* is to eliminate the opposition by fair means or foul . . . usually foul! Under the supervision of a game master, players attempt to score “kills” with dart guns, confetti “grenades,” balloon booby-traps, and dozens of other ingenious devices. The survivors win.

“Assassination” games are not new – they’ve been around for years (see the *Afterword*, p. 75). But the first edition of this book was the first set of full-scale written rules for such a game. *Killer* also includes safety precautions . . . in the hope that those of you who are already playing “assassination,” in one form or another, will take some time to think about safety. *Killer* is a great game – *if* you play it right! Go out there and wipe them all out . . . but don’t get hurt.

Good luck – and watch your back.

– Steve Jackson

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create a paper
character . . .
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Disclaimer

Please . . . play this game in a reasonable and sensible fashion. The whole purpose of this book is to encourage players of assassination-type games to play *safely*. Because the information and suggestions in this book may be used in circumstances outside their control, the author and publisher assume no responsibility for any loss or injury occasioned by such use.

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