



M*A*S*H Player's Handbook, Version 1.02, JAN. 8, 2003

Welcome to the Internet Relay Chat M*A*S*H Role Playing Game. We are pleased you have decided to enlist!

The purpose of this Handbook is to provide you with the information you will need to participate in the M*A*S*H Role Playing Game. This Handbook includes a brief Game overview, detailed information about Game operation and important Game policies. It is essential that you review this Handbook thoroughly before participating in the Game.

Due to the evolution of the M*A*S*H Role Playing Game, the contents of this Handbook will change periodically. All Handbook revisions will be made available for players to download from the Game's web servers. Questions about the Handbook should be posted to the Feedback utility, available on the M*A*S*H web site. Click the Contact link on the left side of the page.

Game Overview

Role-playing is when a person assumes the identity of a character and acts out that character's thoughts and emotions. In the M*A*S*H IRC RPG, role-playing means assuming the identity of a member of a M*A*S*H unit in Korea in approximately 1950, either as an officer or enlisted man, in the cause of medicine and saving the lives of wounded United Nations soldiers.

This chat Game is composed of a series of episodes that take place in a chat room. Each character is assigned a specific position (Chief Surgeon, Company Clerk, etc.) at a M*A*S*H unit about 3 or 4 miles away from the front lines. The objective of the Game is to work with other characters to successfully complete each scenario presented by the episode given by the Base Commander. Teamwork is the essential ingredient that differentiates true role-playing from mere simulations, where your character simply reacts to circumstances. Interacting realistically with other characters and working together to solve problems is what role-playing in the world of M*A*S*H is all about.

During episodes, characters are presented with various events that require them to make decisions and take actions. The result of character actions are determined by a Game Host (Base Commander) then communicated to the players. The quality of character decisions and the timeliness of character actions determine the success or failure in an episode.

All of the information you need to start playing the IRC M*A*S*H RPG can be found at <http://mash.acalltoduty.com>.

Game Operation

Getting Started

If you would like to participate in future chat episodes, please read the information in the section "Signing Up For Training Episodes" below. You must attend one training session a week, and successfully complete three consecutive training sessions in a row in order to graduate.

Once you have completed training, you will fill out a form where you must supply your preferred units and positions. You will receive a Character Creation Form from Game Management that you will be required to complete and return via email.

Overview

Before you may begin participating in the Game you must first learn how to play. This is accomplished through Game training, where new players participate in training episodes. The purpose of these episodes is to prepare you for the Game and to make sure that you understand how to play.

Training is important because it ensures Game quality and player satisfaction. During the Game, the pace can be fast and there is no time to stop and ask questions. Without training, new players would quickly become frustrated and the Game might be impacted negatively. For this reason, all players are required to successfully complete Game training.

Officer Training

The training process is composed of three steps, signing up, attending, and completing training episodes. Each of these steps is outlined below.

Signing Up For Training Episodes

To sign up for training episodes all you need to do is visit the main M*A*S*H web site located at <http://mash.acalltoduty.com> and click the "JOIN" graphic. Please read through the instructions and download your handbook and chat client. You can then click "Join Game". You'll be sent to I-Corps where you can follow the instructions to join the game.

Attending Training Episodes

Begin by opening your favorite chat program. IRC M*A*S*H RPG does not endorse any particular chat client; you may use any chat program that allows you to have two rooms open and visible simultaneously. Microsoft Chat is particularly easy for new users and it is widely popular throughout our user community. Log onto the chat server called chat.acalltoduty.com using your chat program and enter the training room #BasicTraining. It's important to note that the server address you log into is not a website URL, so you will have to use a chat application to log into it, rather than your web

browser. Once in #BasicTraining, your Training Instructor will tell you the name of the OOC (Out-Of-Character) Room. You may enter the OOC room by either opening another instance of your chat program or by opening another room in the same instance of your chat program. Whichever the case, you need to be in both rooms at the same time. Once you have entered both rooms, rearrange the window sizes until you are comfortable with the layout. If for some reason the server mentioned above is down, go to <http://www.acalltoduty.com> for additional info on where to connect.

At the beginning of the training episode, your Training Instructor will assign a position to every player who is scheduled to participate for that session. The positions that are assigned are non-negotiable. Do not request a change of position assignment. Refer to Appendix A for a complete description of each position.

Reviewing the Player's Handbook

This Handbook has been developed to provide you with the information you will need to participate in the Game. You are required to review the information in this Handbook prior to participating. Failure to review this Handbook will prevent you from participating.

Completing Training Episodes

Once you have successfully completed three training episodes in a row, you will receive instructions from your Training Instructor as to how to proceed. You will receive email with further instructions on how to proceed through your graduation and character placement process.

Character Creation Form

This form will require you to provide the details of your proposed character. It is to be emailed to mash.characters@acalltoduty.com. When sending the form back to the Personnel Manager, you must make sure it is in TEXT Format; otherwise it will not be accepted. This is done to speed up the processing of assigning your character to a M*A*S*H unit.

PLAYER INFORMATION

Real Name:

Email Address:

CHARACTER INFORMATION

First Name:

Middle Name:

Last Name:

Age:

Gender:

Height:

Weight:
Eye Color:
Hair Color:

Other Physical Characteristics:

Birth date:
Country:
Hometown:
Mother:
Father:
Siblings:
Spouse:
Children:

Note: Your character is subject to approval by the Personnel Manager. All characters submitted become the property of the player who created them, with the provision that all actions performed by the Characters during any episode are the property of the "Game". At this time only characters from the US Army will be accepted.

Additional Note: Please keep in mind that our timeline is set in the 1950s. As such, you'll need to consider the race and sex you choose for your character as during this time, discrimination was still common place. Women in the military still had serious restrictions. For example, it's doubtful that you would see a woman as a base commander, unless there was a really good back-story attached.

UNIT Preference:

- 1.
- 2.
- 3.

Position Preference:

- 1.
- 2.
- 3.

Rules Governing Multiple Characters

1. A player must currently be active in the Game for a minimum of six months to qualify for a multiple character. For each consecutive six-month time span that a player has been active, they may have an additional character. If a player goes on the inactive list, for any reason, the amount of time prior to their departure will not be considered. We only start counting from the player's most recent activation date.

2. A player must meet all attendance and log requirements of their existing M*A*S*H units.

3. The new character must start at the rank of Corporal for Enlisted Men, Second Lieutenant for Regular Nurses, and Captain for Doctors and the Head Nurse, and will progress as the character participates in each episode. Please be advised that promotion in rank was a rare thing in the 1950s and that you should not expect frequent promotion. Players must never ask for a promotion from the Base Commander, as it may result in disciplinary action and sanctions. The role-play is supposed to be the issue, not your character rank.

4. The new character's Base Commander administers the new character as they would a regular player.

5. If the player's attendance and log requirements fall off for any M*A*S*H unit, they may have one character removed at Management's discretion.

6. Should a multiple character application be denied, a new application may be submitted for approval in no less than one (1) month time.

Staff and Player Roles

Flag Officers (Generals)

Generals are senior staff that manage entire divisions consisting of several M*A*S*H units. Their responsibilities include personnel transfers and reassignments, and managing staff and player issues, questions and concerns, in addition to monitoring newsgroups and chat rooms.

Base Commanders (BCs)

BCs are hosts responsible for Game operation. Their responsibilities include providing game materials, managing the game environment, and maintaining game quality and player satisfaction. In addition, the BC is also the Commanding Officer of the M*A*S*H unit. As such, they are players responsible for mission direction. Their responsibilities include providing game materials and directing fellow players.

Game Materials - Before each mission begins, a BC will provide a player with mission orders that detail the objectives of the mission. The BC may also provide additional information to players whose characters will have important roles during the mission.

Game Environment - During each Game session, a BC will communicate information about events that are taking place. When characters react to these events, the BC will then communicate the result of character actions to the players.

Game Quality - During each Game session, a BC will prevent visitors from disrupting the mission. The BC will also monitor the Game session for Terms of Use violations and take action to prevent future violations.

Player Satisfaction - At all times, a BC will provide an open forum through which players may ask questions, make comments, and submit suggestions. The BC will respond to all such correspondence.

Player Direction - During each game session, a BC will give direction to the players. This direction will be in the form of orders from the BC's character to other characters. It is up to each player to decide whether or not to obey the orders.

Assistant Commander (ACs)

ACs are players responsible for mission direction during the absence of the BC. Their responsibilities include providing game materials and directing fellow players.

Game Materials - In the absence of a BC, before each game session begins, an AC will provide players with a mission briefing: instructions pertaining to the mission orders. Mission briefings are not used with training missions.

Player Direction - In the absence of a BC, during each game session, an AC will give direction to the players. This direction will be in the form of orders from the AC's character to other

characters. It is up to each player to decide whether or not to obey the orders.

Chief Surgeons (CSs)

Chief Surgeons are players responsible for mission direction during the absence of the BC and AC. Their responsibilities include providing game materials and directing fellow players.

Game Materials - In the absence of the BC and AC, before each game session begins, the Chief Surgeon will provide players with a mission briefing: instructions pertaining to the mission orders. Mission briefings are not used with training missions.

Player Direction - In the absence of the BC and AC, during each game session, the Chief Surgeon will give direction to the players. This direction will be in the form of orders from the CS's character to other characters. It is up to each player to decide whether or not to obey the orders.

Guidelines Concerning Permanent NPCs

Non-Player Characters (NPCs) can be important to M*A*S*H game play. However their usage can fall into disarray and abuse. There is a limit on NPC usage; a non-BC-controlled NPC shall adhere to the following:

- NPCs will never take control of the mission's direction from the BC.
- NPCs will follow BC instructions and Player Orders implicitly.
- An NPC shall never be a focal point in the mission, Mission Critical NPCs are exempt.
- Permanent NPCs should not expect to receive as much attention as a player would.
- An NPC's presence is at the BCs prerogative.
- All BC directions concerning NPCs during a mission are final, and are not up for discussion.

In regards to Permanent NPCs not actively controlled by the BC; the NPC can play consistently for a period of no greater than three months (Real Time - RT). At the end of that period, the NPC will be inactive for a period no less than two months (RT). The player controlling the NPC has a choice to discontinue the character, resume as a Permanent NPC after the two month inactive period elapses, make the character a Guest Starring NPC, or move the NPC character to an official position in the unit (if all guidelines for transfers and creation are met).

The only exception to the Permanent NPC Guideline is if a unit has low enlistment. Low enlistment is defined as a unit with an assigned Roster of less than 50 percent capacity. These units can have Permanent NPCs that exist indefinitely. Once the unit's roster complement goes above 50 percent, the standard guidelines for Permanent NPCs apply.

Definitions:

Lifespan: How often the NPC is played.

True NPCs:

Usually denoted by <NPC> and usually controlled by a BC or player in the unit. Short lifespan, less than one mission. Can be World-permanent to specific unit and used when necessary.

Guest Starring NPCs:

Played by BC or guest. Unit or World-permanent Characters that show up now and again (Never more than four out of ten weeks in a row).

Mission Critical NPCs:

Played by BC or other person. Tool for BC to forward the story within the episode. Episode Length Lifespan. Can be world-permanent to specific unit, used within one specific mission only.

Permanent NPCs:

Not played by BC but by a guest to the ship. Played consistently with an attendance equaling six

or more weeks out of ten. World-permanent.

OOM/Log NPCs:

Exist in player's character's lives. Contained solely in logs or OOMs, but occasionally appear in unit as Guest Stars. These NPCs are permanent to a character's World.

Communication Protocols

The purpose of communication protocols is to allow all players to participate in the Game in an easy, streamlined fashion that is simple to get used to and remember. Rather than just 'text on a screen', these protocols allow players the ability to convey emotions, perform actions, and control every facet of their participation in a Game session.

The importance of communication protocol lies in the fact that they establish a common game 'language' with which to participate. Since all players adhere to these protocols, it greatly simplifies the understanding of what is actually going on in the Game, making the experience richer and more enjoyable.

Each communication protocol is explained below.

Face-to-Face Communication

This form of communication is used when speaking to another character in the immediate area. To use face-to-face communication, precede your text with the last name or title of the character to which you are addressing, followed by a colon. If you are speaking to everyone there is no need to reference a name or title. Instead, the use of "ALL:" will suffice.

Examples:

CS_Pierce:

BC: This patient is developing a possible infection. He needs sulfa drugs...

HN_Houlihan:

BC: If you insist on listening to this...this...LACKEY, I'll have to go over your head. Again!

BC_Blake:

HN: Now just a cotton-pickin' minute, Major... CS: Oh, I'll deal with you in a minute!

HN_Houlihan:

BC: You'll deal with him? Oh will you? Just like all the other times, I assume...

BC_Blake:

CS: Pierce, you've GOT to tone it down. I mean let's all just be friends here!

CS_Pierce:

BC: Henry, I give you my word. But what's this got to do with my patient needing sulfa? And more importantly, are we on for poker tonight?

Non-Face-to-Face Communication

Non-face-to-face communication occurs over the telephone (%) or the radio (^). If the conversation is on the phone with I-Corps, for example, you would use:

HN_Houlihan:

%BGEN_Barker: Sir, I have to report a very bad situation here. I think you must come immediately for the good of your command.

BGEN_Barker:

%HN: Oh, of course, Margaret! Are you still in the same tent?

HN_Houlihan:

%BGEN_Barker: Why of course, General, darling...

If the conversation were with a chopper pilot or sentry post over the air-waves, you would use:

CC_O'Reilly:

^S8: Klinger, did we hear gunfire out at your checkpoint?

S8_Klinger:

^CC: Nah, Radar. Me and some of the other girls are popping champagne bottles! YES! Send Help! I'm pinned down by snipers!

Alternate Location Communication

On occasions where the player is off the base as a part of the episode, but still participating in the episode, their location status is reflected by the use of a symbol (usually @) as designated by the BC added before their companion's designator:

CS_Pierce:

@AS: Come on, Trap! The Ginza and some Geishas await!

AS_McIntyre:

@CS: Lead on, Hawk! But first, a drink!

If they are on the telephone from that location to the base, then a combination of protocols applies. Please note that the person who is away from base uses the away symbol, but the person on base does not. However, both use the telephone symbol (%) before the other's position designator. See the following example:

CS_Pierce:

%@BC: Henry, you know that package under the name Roland Smith you wanted me to pick up?

BC_Blake:

%CS: Yeah?

CS_Pierce:

%@BC: A guy in a brown coat with a star on his cap by the same name was in line just before me. He got it instead. But don't panic, he said he'd forward it to you when he was done.

If they are on the radio to the base from an aid station for example, then the radio symbol is substituted as follows:

S8_Klinger:

^@CC: Goldilocks to bear cave! Come in bear cave! We're at the front!

CC_O'Reilly:

^S8: This is bear cave, Goldilocks. Gee, are you guys okay? Is it bad there at the aid station?

S8_Klinger:

^@CC: It'd take a lot of work before it was only bad...

Non-Verbal Communication

This form of communication is used to express actions and emotions. To use non-verbal communication, enclose your actions and emotions in two colons. Actions and emotions should be integrated with other forms of communication whenever possible.

Examples:

AS_Winchester:

::closes his eyes to relax while listening to classical music::

BC_Potter:

::politely knocks on the door of Charles's tent:: AS: Major, I'm sorry to bother you. I came to tell you that your patient didn't make it...

AS_Winchester:

BC: Oh no...his family was expecting him... ::begins to weep quietly::

NPC In-line Play

Occasionally, you will desire to reply as another character without changing your nickname in the chat room. To do this you place the new nickname in less than (<), greater than (>) symbols. This is useful if you need to speak to an NPC character that is not present as a player (Please note that CC_O'Reilly is playing both himself and an NPC enlisted man.):

Example:

CC_O'Reilly:

ENLT_Jones: Klinger needs a replacement on guard duty. Go replace him, Jones.

CC_O'Reilly:

<ENLT_Jones>: Yes, sir. On my way. ::salutes::

Note: it is sometimes necessary to correct the text that you have placed in the chat room because of typing errors. If it is totally undecipherable as to what you meant to type, it may be a good idea to place a correction within a <edit: correction goes here> set so that it might be changed when the transcript is edited for publication.

Private Communication

This form of communication is used when you have an out-of-character comment or question for another player or when the BC needs to communicate vital information to you. To use private communication just ask your question or make your comment in the OOC (Out-Of-Character) chat room that your BC directed you to.

Note: Whether you're in a Training Episode or Regular Episode, you will be required to not only have the appropriate Episode chat room open (e.g., #MASH5088, #BasicTraining, or whatever), but you will also be required to have the OOC chat room, specified by your BC, open before the mission begins and be in "uniform" (i.e., have your game nickname) in the Mission room.

Game Play

Overview

Participation in the game takes place through episodes on the M*A*S*H base. These Missions require a weekly commitment of one hour.

Attending a Mission or Episode

Begin by opening your favorite chat program. Log on to the chat server using your chat program and enter the mission room your BC directs you to. It is recommended that you arrive approximately fifteen (15) minutes prior to the episode start time. Once in the mission room, your BC will tell you the name of the OOC Room. You may enter the OOC room by either opening another instance of your chat program or by opening another room in the same instance of your chat program. Whichever the case, you need to be in both rooms at the same time. Once you have entered both rooms, rearrange the window sizes until you are comfortable with the layout. If for some reason the server is down go to <http://mash.acalltoduty.com> for additional info on where to connect.

Mission Orders

Mission Orders are distributed via email by your BC prior to the beginning of a new mission.

Mission Briefings

Mission Briefings are created by the BC of each M*A*S*H unit. Mission Briefings contain information that pertains to each Game session and are distributed via email.

Letters Home

Letters home are key elements of the Game. They allow your character to grow and develop, as well as allowing your fellow players to get a better insight into your character's personality.

All characters assigned to a M*A*S*H unit are required to write letters home bi-weekly (with the flexibility to choose the episodes of the month to write about, or write a letter for combined sessions attended during the month). Failure to complete a letter home will result in you being marked 'ABSENT' for one episode and will adversely affect your character's chances at promotion. Letters home explain the events that took place during the Game session, and the character's thoughts and reactions about them. Keep the following things in mind when writing a letter home:

- Write from your character's perspective.
- Concentrate on your character's actions.
- Reference your character's emotional state.
- Summarize interaction with other characters.

Letters home should be distributed via email to the rest of the crew for that M*A*S*H unit, and posted to the Letters Home section for your unit on the M*A*S*H bulletin board. Refer to Appendix D for a sample letter home, and Appendix E for posting instructions. Do not refer to another character or another player's NPC in your letters in any way that deviates from what actually happened in the mission without permission first from the other player. For instance, consider that your character may be a strict non-drinker or unsociable person. If you received a log from another player detailing a wild party they attended with your character after the duty shift, that goes on to describe how your character ended up with a lampshade on his/her head, you'd be a little steamed, right? The same goes for referring to another player's NPC, pet, friend, parent, etc. If it's not your character, get permission first.

Game Policies

Assignment/Reassignment

After graduating from Training, players are assigned to a M*A*S*H unit. Only after graduation will players be assigned, and the player will be contacted via email with further information.

At any time thereafter, a player may request reassignment from one M*A*S*H unit to another as openings permit. Requests must be sent to your current BC, along with three position choices that are appropriate to your character (a Company Clerk cannot apply for Chief Surgeon) and rank (a 2nd Lieutenant can't apply for Head Nurse).

These requests will be processed on a resource-availability basis, and granted whenever possible. Reassignment requests are granted at the sole discretion of Game Management.

To request a change of position within the same unit, (e.g., from Camp Nutbar to Company Clerk (if the position is open), all requests should be made directly to the BC, who will then inform you via email of the status of your request.

Attendance/Leave of Absence

Attendance is vital to the overall experience of the IRC M*A*S*H RPG. The more a player can attend, the richer the experience of the Game, and the deeper the player's understanding of the duties and nuances of participation.

Any player who is assigned to a M*A*S*H unit is required to make a weekly commitment of one hour to attend and participate in the Game. If a player is not going to be able to attend a particular Game, he/she is responsible for notifying that Game's BC at least twenty-four (24) hours prior to the mission. Four (4) consecutive unexcused absences will result in removal of your character from the unit. (See "General/Leave of Absence", below).

Additional note: failure to email and post a letter home for an assigned week (bi-weekly) will be counted as an unexcused absence.

General/Leave of Absence

Any assigned player not attending a M*A*S*H mission in a thirty (30) day period will be assumed to have resigned from the Game. This will be checked automatically on a weekly basis. If a player is aware that he/she will be unable to participate for said period, it is possible to allow a request for a Leave of Absence to be granted. All Leave of Absence requests must be made directly to the BC responsible for that particular M*A*S*H unit. Leaves of Absence will be up to six (6) missions, after which the player (with notification) shall be on an Extended Leave. Although a player may leave for such an extended period of time and still be guaranteed participation, there is no guarantee regarding availability of positions.

Promotions/Commendations/Demotions

Throughout the life of a player's character, there may arise occasions where promotions, commendations, or demotions may become necessary or warranted due to actions the player has

taken. Although these items are rare occurrences, they are necessary to maintain the realism aspect of the game. It must be stated here that the purpose of playing the Game is not simply to be promoted: rather it is to have fun, and interact with people in a role-playing environment.

Promotions

From time to time, characters may receive promotions. There are many factors that a BC will consider when deciding if a character has earned this honor. Among them are:

- Leadership abilities
- Ability to work well in a team-oriented environment
- Overall creativity and appropriate application of a character's actions/solutions in reference to problem-solving and participation
- Adherence to Game protocols and policies

Players should ***never*** REQUEST a promotion, and should regard those who are given this honor with the respect they deserve. Players will be notified in an official US Army communiqué of their character's promotion. All promotions will be automatically recorded in the character's Army Service Record.

Commendations

When a character performs a particular act or solution that warrants recognition, they may be awarded a Commendation specifically for said act/solution. There are many different Commendations or Medals, including Bravery, Proficiency, Leadership, etc. Players will be notified in an official US Army communiqué of their character's Commendation, and their US Army Service Record will be automatically updated with this information.

Demotions

Demotions are rare, but for the sake of realism and continuity, any actions unbecoming of an officer in the Game may indeed result in a demotion of rank and/or position. Players will be notified in an official US Army communiqué of their character's demotion, and their US Army Service Record will be automatically updated with this information.

Conflict Resolution

If a player has a concern about or conflict with another player, an attempt must first be made to work things out directly with that player. Most conflicts can be solved in this manner, as many conflicts arise out of a simple lack of communication or misunderstanding. If the conflict is not solved by direct player-to-player communication, the concerned player must then contact their respective BC with the details of the problem. If a player is still not satisfied with the solution at this point, they can contact the Game Manager directly with all details, including the BCs proposed solution, and all steps taken thus far. Although your BC has this as part of his duties, he/she is NOT a babysitter and can suspend you if you refuse to get along with other players. Cases decided by the Game Manager are not negotiable.

Resignation/Reinstatement

Players may resign from the Game at any time, although players should consider giving some warning if they plan to resign, to help assure a graceful storyline transition for their comrades. Players who resign from the Game can return at a later date with the same rank or position that their character previously held as long as the same character is used. If a new character is created he/she will start with a rank that is equal to or lower than the previous character's rank. Previous positions may already be taken so the reinstated player may have to settle for a different

position. Also, depending on the situation, it may make more sense for a reinstated player to assume a lower rank since they could be subordinate to another character's rank. For instance, it would not make sense for a Regular Surgeon to have a higher rank than the Chief Surgeon.

Appendices

This section of the handbook contains several appendices, each containing reference materials related to the game. Questions about this section should be sent from the contact section of the website.

Appendix A - Positions

The standard positions in IRC M*A*S*H RPG are as follows:

Base Commander - (BC)

The primary responsibilities of the Base Commander are leadership and command of a team in the direction of attaining a particular mission directive and the safety and well being of officers under his/her command.

Assistant Commander - (AC)

The primary responsibilities of the Assistant Commander are acting as a conduit for relevant information to the Base Commander, and advising the Base Commander in all instances.

Chief Surgeon - (CS)

As well as the duties of a Regular Surgeon, the primary responsibilities of the Chief Surgeon are acting as a conduit for relevant information to the Base Commander and Assistant Commander, advising both in all instances. In the absence of either the BC or AC, the Chief Surgeon will ensure the safety and security and well being of officers under his/her command. He or she will also be responsible for the smooth operation of the entire Operating Room (OR) and assist or consult on all difficult or questionable cases. Duties also include post-operative (POSTOP) care and the supervision of nursing care of the recovering wounded.

Assistant Chief Surgeon - (AS)

The primary responsibility of the Assistant Chief Surgeon is to act as a support for the Chief Surgeon when the M*A*S*H unit is overwhelmed with casualties. His responsibilities also include the proper triage of incoming wounded. In the absence of the Chief Surgeon, he or she will also assume the Duties of the CS.

Regular Surgeon - (RS)

The primary responsibilities of the Regular Surgeon are diagnosis and treatment of medical problems experienced by wounded soldiers transported to their M*A*S*H unit. Diagnosis of medical problems is accomplished through the skill of the surgeon and the application of his or her knowledge to a given patient's condition. Treatment of medical problems is accomplished through the use of medical resources. These resources include medical equipment (e.g., needles, scalpels, scissors, etc.) as well as holistic agents (e.g., medicines, physical therapy, etc.). In the event that there is more than one RS assigned to a M*A*S*H unit, they will be classified as RS1, RS2, etc.

Head Nurse – (HN)

The primary responsibilities of the Head Nurse are to administrate the nursing care at their M*A*S*H unit. Reporting directly to the BC, it is his or her responsibility to take care of all the nurses on the base, including assignment, discipline, commendation, and training as necessary. Duties also include inventory of all supplies used in patient care, including drugs, surgical supplies (e.g., rubber gloves), bedding, and blood and plasma stocks. Supplies may be

restocked by placing an order with the Company Clerk. The Head Nurse also has the duties of a regular nurse, and must (on request) assist the AS in triage and the CS in POSTOP.

Regular Nurse – (RN)

The responsibilities of the Regular Nurse are to assist the Surgical Staff in diagnosing and treating the medical problems of wounded soldiers transported to their M*A*S*H unit. Assistance can take the form of performing tests requested by the Surgical Staff, taking X-rays, administering drugs or therapy prescribed by the Surgical Staff, and attending to the comfort of the recovering wounded. In the event that more than one RN is assigned to a M*A*S*H unit, they will be classified as RN1, RN2, etc.

Company Clerk – (CC)

The Company Clerk is a Non-Commissioned Officer's position, i.e., Enlisted Personnel above the rank of Private. The Company Clerk is responsible for all supply orders, medical and non-medical, and is the Administrative Assistant to the BC. He is also the Base Communications Officer, Mail Clerk, and general go-to guy. (Henry Blake once admitted that Radar ran the base and was just using Henry as a front.) All paperwork must cross his desk for the approval of the BC.

Camp Nutbar – (S8)

This is a fun position, created in the spirit of Corporal Maxwell Q. Klinger, to add a little variety. This is NOT a position that will see a lot of advancement in rank, and duties will vary from day to day, just as Klinger's did. He is the Assistant to the Company Clerk, usually, and can be the head guard for guard duty, the assistant cook, in charge of KP (Kitchen Police, the guy who peels the potatoes), the guy who picks up the bed pans in POSTOP, cleans the latrines, or any other garbage jobs the officers can think of to inflict. He's usually also trying to get out of the Army...any way he can...but somehow always manages to avoid the stockade.

Enlisted Man – (EL)

This position is also versatile. Examples would include the Cook, Sergeant Zale of the Motor Pool or Quartermaster, MPs, Chopper Pilots, whatever. Responsibilities will be dependant on the chosen specialty or area of expertise.

Appendix B - Ranks

The standard ranks in IRC M*A*S*H RPG are as follows:

Enlisted Ranks:

Private (E-1) (no insignia)

Private (E-2) (single chevron)

Private First Class (E-3) (single chevron over, single bar under)

Specialist (E-4) (American Eagle Insignia on Black)

Corporal (E-4) (double chevron)

Sergeant (E-5) (triple chevron)

Staff Sergeant (E-6) (triple chevron over, single bar under)

Sergeant First Class (E-7) (triple chevron over, double bar under)

Master Sergeant (E-8) (triple chevron over, triple bar under)

First Sergeant (E-8) (triple chevron over, triple bar under, central hollow diamond)

Sergeant Major (E-9) (triple chevron over, triple bar under, central solid star)

Command Sergeant Major (E-9) (triple chevron over, triple bar under, central solid star, clusters)

Sergeant Major of the Army* (triple over, triple under, eagle between two stars)

*NOTE: Sergeant Major of the Army is the Army's top enlisted person. Only one of these is possible in the game at a time.

Warrant Officer Ranks**:

Warrant Officer (WO1) (silver vertical bar with one black square)

Chief Warrant Officer (CW2) (silver vertical bar with two black squares)

Chief Warrant Officer (CW3) (silver vertical bar with three black squares)

Chief Warrant Officer (CW4) (silver vertical bar with four black squares)

Chief Warrant Officer (CW5) (silver vertical bar with four black and silver squares)

**NOTE: Warrant Officers are specialists like chopper pilots, and are not officers, but enlisted men with a lot of training in one area of specialty.

Officer Ranks:

Second Lieutenant (O-1) (single brass vertical bar)

First Lieutenant (O-2) (single silver vertical bar)

Captain (O-3) (double vertical silver bar)

Major (O-4) (single brass oak leaf)

Lieutenant Colonel (O-5) (single silver oak leaf)

Colonel (O-6) (silver American eagle)

There are NO player characters in IRC M*A*S*H RPG of flag rank (Brigadier General or higher). Any of these positions are held by game staff based on their level of responsibility. The Game Manager is The General of the Army, the only five-star in the Game.

Appendix C Spell-check, Spell-check, Spell-check!

Please spell-check every email before sending. Most email software allows you to do this. If yours doesn't then try to compose in a word processing package that will perform the spell-check, then cut and paste into your email package.

Appendix D Sample Letter Home

Subject Line: CS Capt. Pierce January 12, 1951

Dear Dad:

I hope the New Year finds you better than it finds me. You wouldn't think this about the 38th parallel, but it gets bone chilling cold here in the winter. The ground is frozen, and ice is forming on the tent windows...on the inside. The Chinese have begun a new offensive, and that means business here is, unfortunately, good. Just yesterday it was Monday. Now it's Friday, and I think I've slept a total of ten hours or so. The worst part is that many of the wounded we treat have to have amputations from frostbite when their wounds are less than life threatening.

On to happier things. Trapper found a way to increase the yield of the still, and almost poured the perfect Martini. I guess we do a lot of drinking here, but what else is there to do? Between the casualties, the cold, and the boredom, what else is there? Well, there is getting under the skin of the camp killjoy, Major Frank Burns. But it seems like taking candy from a baby.

Where was Radar in my last letter? I think he was still mailing home a jeep. It's an old army gag. I bet when he finally goes home to tell his mailman what was in all those packages, he has a retroactive hernia!

Dad, I hear choppers...and there's the announcement. More wounded. I'll close this now, because I only have a few minutes before what appears to be another long session in the OR. Say hi to mom and sis for me. Don't tell them how bad it can get. I wouldn't do that to them for all the world.

Love your son,
Hawkeye.

Appendix E Posting Instructions

The M*A*S*H bulletin board can be located at <http://mash.acalltoduty.com/phpbb2/>. The first time you visit the bulletin board, you will need to click on the register link at the top of the page. Follow the instructions on the page to register. You will receive confirmation of your registration and completion instructions via email after you submit the registration form.

After you have registered, you will be able to post to the various sections of the bulletin board.

To post:

From the forum index click on the desired forum, example: Letters Home.
Click on the desired topic or click on new post.
Then click on reply and type your reply.
Click on submit when finished to complete your post.

Appendix F Acceptable Use Policy

The websites, chat rooms, and other electronic services available to you here through IRC M*A*S*H RPG (collectively the "Network") is provided by the individual staff members and server operations managers of the IRC M*A*S*H RPG. In this document, "we" refers to IRC M*A*S*H RPG, "user" refers to you, and "AUP" refers to this Acceptable Use Policy. As a user, you are subject to the terms of the IRC M*A*S*H RPG Acceptable Use Policy, and its related addenda rules and policies that may be published from time to time by IRC M*A*S*H RPG.

The Network is a private electronic service, and not a public chat network. Your right to speak freely here must be exercised with courtesy and self-restraint. When you utilize a component of The Network (be it a chat room, forum, etc), it is the same as entering any real privately-owned facility, like a restaurant or shopping mall. The manners and laws of real life apply the same here as in the real world, and we have the right to remove you if you choose to exceed the Acceptable Uses outlined below.

We wish to promote communication in an atmosphere of mutual respect. Although not always possible, we strive to create a safe, mostly family-friendly atmosphere of open discussion and socialization. We remind all of our users that you are entirely responsible and liable for all activities conducted through your usage of The Network. We require you to follow, at all times, the following Standards of Acceptable Use:

WE DO NOT TOLERATE HARASSMENT

We welcome people of all ages, races, religions, genders, national origins, sexual

orientations and points of view. We do not tolerate expressions of bigotry, hatred, harassment or abuse, nor will we tolerate threats of harm to anyone.

Because we encourage discussion and exchange of ideas, we do not allow threatening, defamatory, abusive, tasteless or indecorous statements. For the same reason, we do not allow sexually explicit material in conversations, room titles, room topics or nicknames.

We invite people to open private rooms to facilitate their own topics of conversation, outside of the lounge(s) we provide. Creators (Operators) of such rooms must follow our Standards of Acceptable Use in choosing a room name, topic, and content. We reserve the right to limit the number of redundant open rooms, rooms not starting with a letter in the alphabet, rooms with extraneous characters, such as !@\$%& and etc., or extremely long room names. Operators may use the /kick command only if a participant violates one of the Standards of Acceptable Use.

WE ALLOW ONLY LEGAL ACTIVITIES

Although this seems obvious, we will not allow any illegal activities. Specifically, we disallow advocacy of illegal conduct or participation in illegal or fraudulent schemes. You cannot use our chat rooms (channels) to distribute unauthorized copies of copyrighted material, including photos, artwork, text, recordings, designs, or computer programs. Importantly, though, is that you are allowed to DISCUSS material, but you are not allowed to DISTRIBUTE it. Distribution includes the revealing of download site addresses, posting of URLs, and otherwise revealing of third party distribution sites of such copyrighted material. In addition, we do not allow the trading or swapping of images that are sexually explicit, obscene or vulgar. Because there can be no way of ensuring compliance with this section, rooms titled for the purpose of exchanging or swapping images are not allowed. We will not let you impersonate someone else, including one of our trained staff members.

Stalking of others, in our chat rooms or in any other manner, is a serious offense. In many areas, such behavior is considered to be a criminal act. We reserve the right to release information to the proper authorities, because of a violation of our standards, or because of unlawful acts, if the information is subpoenaed, and if we deem it necessary and/or appropriate.

We cannot guarantee the content of comments that you will receive while you are online. Other people's comments may be offensive, harmful or inaccurate.

Although we conduct chats on a broad range of topics, we do not offer professional advice of any kind. Staff members and other discussion participants speak from their own experience and voice their own opinions when helpful for conducting a conversation. Staff members claim no professional or expertise or authority, and we claim no responsibility for their remarks.

WE ENCOURAGE OPEN DISCUSSION AND DISALLOW DISRUPTIVE

COMMUNICATION

We do not allow posting or use of computer programs that contain destructive features, such as viruses, worms, Trojan horses, etc. We also do not allow any unauthorized bots or unattended scripts on the Network, whether they are benign or destructive in intent. If you wish to run a bot on the Network, you must petition for its authorization to the Director of Network Operations, proving its benign nature, and also assuring such automated systems will not appear in any official IRC M*A*S*H RPG operations channel (including the general lounge).

We also discourage disruptive conduct: persistent off-topic comments in a topic-oriented chat session, statements that incite others to violate the Standards of Acceptable Use, or the physical act of "scrolling" -- repeatedly hitting the Return key in a chat session -- all are considered disruptive.

The use of ASCII art or macros that are excessively long (more than two lines of text), and the use of pop-ups or sounds in a repetitive manner that disrupts the topic or conversation in a room, are not allowed. Users inviting others to visit Web sites with content that do not comply with these Standards are considered to be in violation of our Standards.

Idling, or staying in a channel without saying or doing anything, is considered highly rude. Idling in a managed channel for more than one (1) hour is prohibited and is grounds for you being kicked from the channel. Idling in an unmanaged channel (e.g., OOC channels, OOM channels, or channels of your own making) for more than three (3) hours is highly frowned upon and is grounds for you to be considered running an unauthorized bot on the network.

WE DO NOT ALLOW UNAUTHORIZED COMMERCIAL ACTIVITY

We encourage communication between our members, but posting or transmitting of unauthorized or unsolicited advertising, promotional materials, or any other forms of solicitation to other users, using any aspect of the Network, except in those areas that may be designated for such a purpose, is not allowed.

Your right to privacy is addressed in our Privacy statement.

We reserve the right to immediately terminate or suspend access to the Network for conduct that we believe interferes with other peoples' enjoyment. We also reserve the right to amend or change these guidelines at any time and without notice.

When in doubt about appropriate behavior here, remember that the Network is an electronic world, but the people here are real, and come from diverse backgrounds of beliefs, viewpoints, and feelings.

MOTION-PICTURE STANDARDS

Currently we are using two (2) rating standards for our services. As time goes on these will be further defined. Please refer to the MPAA website:
<http://www.mpa.org/movieratings/about/index.htm>

LOUNGE - General Non-Mission-Related Channels

RATING G - "G:" General Audiences-All Ages Admitted."

This is a film that contains nothing in theme, language, nudity and sex, violence, etc., which would, in the view of the Rating Board, be offensive to parents whose younger children view the film. The G rating is not a "certificate of approval," nor does it signify a children's film.

Some snippets of language may go beyond polite conversation but they are common everyday expressions. No stronger words are present in G-rated films. The violence is at a minimum. Nudity and sex scenes are not present; nor is there any drug use content."

To further clarify, words such as damn, hell, and ass are not acceptable. Any other derogatory words are also unacceptable. We expect users of our Lounge to act accordingly.

MISSION - Mission-Related Channels

RATING PG - "PG: "Parental Guidance Suggested. Some Material May Not Be Suitable For Children."

This is a film that clearly needs to be examined or inquired into by parents before they let their children attend. The label PG plainly states that parents may consider some material unsuitable for their children, but the parent must make the decision.

Parents are warned against sending their children, unseen and without inquiry, to PG-rated movies.

The theme of a PG-rated film may itself call for parental guidance. There may be some profanity in these films. There may be some violence or brief nudity. But these elements are not deemed so intense as to require that parents be strongly cautioned beyond the suggestion of parental guidance. There is no drug use content in a PG-rated film.

The PG rating, suggesting parental guidance, is thus an alert for examination of a film by parents before deciding on its viewing by their children.

Obviously such a line is difficult to draw. In our pluralistic society it is not easy to make judgments without incurring some disagreement. So long as parents know they must exercise parental responsibility, the rating serves as a meaningful guide and as a warning."

To further clarify, words such as damn, hell, and ass are acceptable. Any other derogatory words are not acceptable. We expect users of our mission rooms to use discretion with borderline words.

Appendix F Character Ownership Policy

While your characters that you create and develop during your participation in IRC M*A*S*H RPG are legally owned and controlled by you, we require that you agree to the below policy in order to maintain a sense of realism and danger to your career as a US Army Officer. Participation in IRC M*A*S*H RPG constitutes acceptance of this policy in its entirety.

You hereby grant a non-revocable, transferable license to the Base Commander and corresponding Game Manager of the M*A*S*H unit your character(s) is/are assigned to. This license constitutes a legal right to severely injure and/or kill your character(s) without prior consent, should the need arise during the course of a mission storyline. Such reasons for non-consented action include but are not limited to severe battle damage, exploding shells, disease, etc. Furthermore, this license constitutes a written agreement between you and IRC M*A*S*H RPG, authorizing members of said organization's staff to utilize your character's name, history, and/or profile in Game-related materials. Such Game-related materials include, but are not limited to, mission summaries, transcripts, extended story "novelettes", and the like.

Under normal circumstances, the BC and/or GM will correspond to notify you that a possible course of action during a mission may bring about severe harm or death to your character. Furthermore, if you wish to severely injure/kill your character, you are expected to give your BC fair warning so such an act can be plausibly written into the current mission.

This license agreement is intended to legally cover realistic reactions to unthinkable actions on your character's part (e.g., holding onto a live grenade with the pin pulled, not getting rid of it, and expecting to live through it). It is intended to protect against the development of "super characters" with unnatural abilities. At the same time, your assigned unit's BC is implicitly bound to an agreement of realism themselves. The BCs are only given the right to severely injure and/or kill without consultation within the context of story continuity.

You are hereby authorized to utilize your character(s) and the background development of such in your own non-Game-managed missions, collectively OOMs, extended letters home, etc. However, if you wish for such events and material to be included in your characters' official history, said material must be reviewed by your BC. In short, you own the character, but we own the world the character is in. This is to further ensure continuity, and to ensure that you don't suddenly try to magically transport your character off into a side-story in some other place when the log or OOM is written in the middle of a battle or other such unthinkable

scenarios.

Should you disagree with this policy, you are requested to discuss your conflict with Game Manager. If the response garnered from such person is unsatisfactory, you may revoke your membership in IRC M*A*S*H RPG, and remove your characters from game play.

IRC M*A*S*H RPG reserves the right to modify this license agreement at any time. Should modifications take place, you will be duly notified that such modifications exist. It is your responsibility to review the modifications and abide by them.

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OTHER

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