

Game Over (by Matthew Floyd) – “Appears to Be” Plot

Marcus Root is an older assassin who has a warring history with Ray Jameson, another assassin who has a much more dangerous history and reputation. Marcus has been out of game for a while, ever since his friend and partner, Jack Emerald, walked away as well. However, he still thinks about Ray and follows his exploits and follows the people he kills, constantly thinking of ways he may one day outsmart him.

When Marcus's friend – and possible lover – Charlotte is found dead, Marcus goes to his old friend Jack, asking for help. However, Jack is now a working man, someone who is out of the business and who has gone completely straight, and doesn't want anything to do with things even though he still respects Marcus. After failing to get Jack's help, the meticulous Marcus outsmarts Ray's toady, Lee, as a way to get to Ray. Lee has been working with Ray and is becoming increasingly disillusioned with his boss's methods and the way he treats him.

Ray, meanwhile, who sees Marcus as the only person who is even remotely a threat to him, is surprised when he pieces things together: Marcus himself killed Charlotte as way to get Ray and Lee and company to come after him, presumably so Marcus could have an outlet to take them out (even though Charlotte was using Marcus to gain information on Ray; she never planned to kill Marcus though). Ray, who never thought Marcus could be as heartless as he himself is, is confronted by Marcus and the two clash over their loyalties and past once and for all.

Game Over (by Matthew Floyd) – Actual Plot

Marcus, Ray, Lee, and Charlotte are the four players left in a game of the live-action-role-player Assassins. In the game, each player is given the name of the person he/she is supposed to kill by the game's organizer/referee (Jack) and then must track down that person and kill them using some sort of fake weapon – in this case a paintball gun. Ray has been the champion of Assassins games for a long time, and Marcus, always having to play second fiddle, is aching for a chance to shine. Jack, who used to play these games with Marcus, often against Ray, has an inner desire to help his old friend, yet restrains from doing so because the referee is supposed to be impartial.

Ray – the champ – knows and acts like the champ and uses his reputation as the champ to know how people move and act and thus continually wins. He also forces the hand of his subservient friend, Lee. Of course, Lee himself is playing the subservient role, partially to distance himself from the chaos of the game but also to make people see him as harmless, thus making him stronger. Unlike Ray and particularly Marcus, Lee does not have any real emotional investment in the game. Charlotte and Marcus, meanwhile, are both manipulating each other to try and raise their chances to win the game.

Charlotte, who is supposed to kill Ray, goes to Marcus to gain information on ways to off Ray, but Marcus, who has to kill her before he has a shot at the Champ – Ray –, surprises her and kills her. He then manipulates Lee – who is supposed to kill Marcus all along – into following him so he can turn the tables so he can be led to Ray. Ray was supposed to kill Lee, but instead is using Lee – who seemingly doesn't care – as bait for Marcus and plans to kill him later.

In the end, once Lee outsmarts Marcus and shoots him, he then is automatically “given” Ray as his new target. Once Lee shoots and kills Ray, he thereby wins the game as the last remaining player.