



MONSTER GAME® & TIPPMANN WORLD CHALLENGE™

RULES & REGULATIONS

SCHEDULE

Gate opens Saturday and Sunday	6:00 am
Registration & Officer Sign-up Starts.....	7:00 am
Radar Starts.....	7:00 am
Officer Meeting	9:00 am
Orientation	9:30 am
Game Starts - 1 st and 3 rd Quarter	10:00 am
Game Breaks - 1 st and 3 rd Quarter	1:00 pm
Mega Prize Giveaway.....	2:00 pm
Game Resumes - 2 nd and 4 th Quarter.....	3:00 pm
Game Ends - 2 nd and 4 th Quarter	6:00 pm
All Rental Guns & Air Tanks MUST BE RETURNED EACH DAY BY	6:15 pm

RULES OF THE GAME

Hell Survivors® Paintball Playfield is a Field Paint Only (FPO) Paintball Playfield facility. You must be using the FIREBALL® brand of paintballs with red fill at ALL TIMES. Paint grenades and paint mines MUST be the Tippmann® brand (specially formulated) with the light baby blue paint. No Exceptions! Only paint grenades & mines made by Tippmann® and purchased from Hell Survivors® or Exotic Sportz® are allowed. All smoke grenades must be purchased exclusively from Hell Survivors® or Exotic Sportz®. All other brands of smoke grenades are prohibited on the premises. Hopper, tube and pack checks will be performed throughout the day. Anyone caught with any other brand of paintballs, paint grenades, paint mines or smoke grenades on the premises, will be ejected from the event on the spot without refund, NO EXCEPTIONS! No homemade devices of any type are allowed. No homemade paintball guns, launchers, flame-throwers or grenades are allowed on the premises, NO EXCEPTIONS! There will be four quarters to this two-day battle. The first and second quarters will be played on Saturday and the final two quarters will be played on Sunday. There will be a two-hour lunch break after the first and third quarters. At 2:00pm Saturday and Sunday, we will feature the **“Mega Prize Give-Away.”** Don't miss it! Drop your FREE lucky ticket in the fish bowl at CIA. You MUST be present to win. You must have a player ID tag before you can radar or play. All player ID tags and armbands must be visible at all times. *During the TWC, only Tippmann & US Army brand guns are allowed on the Tippmann Team and No Tippmann guns are allowed on the World Team* NO EXCEPTIONS! Everything counts as a hit, headshot, body shots and gunshots. A bounce off does not count, but you must yell “NO BREAK” to remain in the game. Any speckle of baby blue paint from a paint grenade or paint mine on you or your equipment, will also constitute a hit. Once you have been eliminated, immediately yell “OUT” and put your barrel-sock on your gun. Point your gun high in the air while returning to the dead zone. Anyone who removes their safety goggles before they completely reach the dead zone (past the orange barrels) will be ticketed and removed from play. Once you have returned to the dead zone, reload and wipe off all wet paint from yourself and your equipment then precede to your teams HQ/staging area, where you will re-group with your other teammates and remain on stand-by until it is time for re-insertion of your team. Anyone caught re-inserting himself or herself into the game without a game official present will be ejected from the event. IT IS CONSIDERED UN-SPORTSMAN LIKE CONDUCT TO DIRECTLY FIRE UPON TROOPS BEING RE-INSERTED INTO THE GAME. DOING SO, MAY GET YOU EJECTED FROM THE EVENT ON THE SPOT WITHOUT REFUND. **ABSOLUTLY NO FIRING, DRY-FIRING, OR THROWING OF PAINTBALLS OR GRENADES IN THE DEAD ZONE, CAMPING OR PARKING AREAS.** All guns must have an approved barrel cover tightly secured on them at all times while in these areas, as well as during transport.

TROOP INSERTIONS

You must show the game official your player ID tag before you board the truck or are mobilized for re-insertion. Goggles must be on before you enter the scanner insertion area. If your team is re-inserted by a transport truck, you are only safe while on the truck and barrel socks must remain on. You are not to exit the truck until the driver has stopped and lowered the tailgate. Once your feet hit the ground, you are alive again. **No one will shoot at a truck or from a transport truck.** Everyone must keep clear of all moving vehicles.

GREEN ZONES & THE PEACE CORPS

A ‘Green Zone’ is a designated area around a team’s insertion gate that enemy troops can not infiltrate. The ‘Green Zone’ only keeps the opposing team back away from your team’s insertion gate. The Peace Corps is a force implemented to aid around the green zones and allow teams to re-enter the game without conflict. The Peace Corps will defend against snipers and aggression towards troops re-inserting through the green zones. Members of the Peace Corps can be eliminated like any other player.

OFFICERS

You must be 18 years of age or older to sign up as any ranking officer higher than a Lieutenant. All officers will receive **“Monster Money”** or **“Tippmann Money”**. With this money you can hire **Mercenaries, Tanks, Helicopters** or **Airplanes**. Saturday officers do not carry over to Sunday. If you wish to be an officer on Sunday, you must re-sign up. Remember, officer sign-up is first come, first serve. You cannot switch teams without turning in your ID tag at CIA. If you are an officer, you MUST also have your officer packet intact. All mercenary and special assault missions must be purchased by an officer through CIA. (SEE SPECIAL ASSAULT SHEET FOR RULES)

AIRPLANE INSERTIONS - \$80,000.00

Only a game official can pilot the transport plane. THE AIRPLANE CAN ONLY CARRY 8-PERSONS MAX. The transport plane can fly anywhere on the playfield that can be reached in 10 minutes (Airtime starts when you pass the insertion gate.) **ABSOLUTELY NO RUNNING OR CLIMBING. Everyone on the plane must keep their barrel socks on and tightly secured.** No one may shoot at or from an airplane. However, if the airplane is on a bombing mission, grenades may be thrown from the aircraft at anytime. Again, an airplane CANNOT be hit with a grenade or fired upon by ground troops. ANYONE DOING SO WILL BE EJECTED FROM THE GAME. The players on the plane may drop off (parachute) anytime they choose, individually or as a group. Once you drop off (parachute) you **CANNOT** get back on the plane; you are fair game the moment you let go. Remember... the aircraft only has 10-minutes of fuel. The pilot (game official) will give the 10-second count down before he yells CRASH! If you are still on the plane at the time the plane crashes you are dead. **AIR INSERTION BOARDING PASSES MAY BE PURCHASED BY AN OFFICER THROUGH CIA.** (SEE SPECIAL ASSAULT SHEET FOR RULES)

GROUND ASSAULT TANKS / ATTACK HELICOPTERS - \$80,000.00

Officers can also purchase special Ground Assault Tanks & Attack Helicopters through CIA. No one can be eliminated while in a "GAT" or helicopter. GAT/Helicopter missions will not exceed 10-minutes, (Grenades cannot take out a GAT/Helicopter). These vehicles are awesome firepower! All players must maintain a fifteen foot distance from all GATs and Attack Helicopters. (SEE SPECIAL ASSAULT SHEET FOR RULES)

MERCENARIES / ASSAULT MISSIONS - \$150,000.00

Mercenary troops are for hire. All purchases must be made by an officer at CIA. **Mercenaries may be hired to do any mission you desire.** Mercenaries are eliminated the same as any other player. However, they cannot touch any flags. Mercenaries must abide by the same game rules. All mercenaries must return to the Dead Zone after their mission is completed, aborted or they have been eliminated. No mercenary mission can exceed 20-minutes. (SEE SPECIAL ASSAULT SHEET FOR RULES)

PENALTIES

ALL SAFETY VIOLATORS ARE SUBJECT TO PENALTY POINTS. THE PENALTY POINTS WILL BE GIVEN TO THE VIOLATOR AND POSSIBLY THE PLAYERS PLAYING NEXT TO THEM. Safety violators and penalty points are tallied on your player ID tag. (ID tags must be visible at all times). You must also wear the correct armband tape to identify your team and/or rank. Each time a player ID tag is punched, that player's original value is then multiplied by ten for the total. EXAMPLE: A General with 2 penalties is now worth 1000 points (20 x 50 = 1000) to the opposing team each time he re-enters the game. No one will be penalized for re-entry after lunch break providing they are in the initial insertion. Players will be ejected from the event on the spot with NO REFUND, if they receive three penalties in a single day. Penalty points are carried over to the next days play. MP's (Motorized Radar Police) will be spot-checking the velocity of your gun throughout the event. ANYONE SHOOTING HOT (Over 300 feet per second) will be removed from the playfield on the spot and will receive a penalty punch on his ID tag. Absolutely no tools allowed on the playfield. Keep a constant eye on your guns velocity. You can bet we will! When you hear the sound for the end of the game, stop shooting immediately and put your barrel cover on your gun. Keep your goggles on all the way until you have completely exited the playfield. **All rental equipment must be turned in by 6:15pm each night on Saturday and Sunday and be sure to ask for your Drivers License or ID back.**

SCORING

There are six primary objectives and five secondary objectives. Points will be calculated throughout the day at CIA. Points will carry over to the next day to determine the overall winning team of the event. Each team will switch insertion points and starting bases at lunchtime. All flags will be reset to reflect the team starting at each base at the beginning of each quarter and point calculations will begin.

PRIMARY OBJECTIVES ARE FLAG STATIONS:

* WEST POINT	3 Points Per Minute	*	= Red starts:	1 st & 3 rd quarter
* CASTLE ROCK	4 Points Per Minute	**	= Yellow starts:	1 st & 3 rd quarter
* ARCHIE BUNKER	5 Points Per Minute			
** HIGHLANDS	3 Points Per Minute	*	= Yellow starts:	2 nd & 4 th quarter
** CITY TOWER	4 Points Per Minute	**	= Red starts:	2 nd & 4 th quarter
** FIREBASE BRAVO	5 Points Per Minute			

SECONDARY OBJECTIVES ARE OFFICERS:

You must be 18 years of age or older to sign up as any ranking officer higher than a Lieutenant. Every player MUST WEAR the correct color and size armband signifying their correct team and rank. All mercenaries MUST WEAR the correct color armband of the team that they are employed by at that time. Each team's officers, collectively will be paid a total sum of \$520,000.00 per day in game money. Officer's meeting will be held at Officer's Tent at 9:00am sharp. ALL OFFICERS MUST ATTEND!

Ranking:	Amount:	Armband:	Points:	Salary:
GENERAL	2 Each Team	(Wide blue & red or yellow)	50 Each	\$50,000.00
COLONEL	4 Each Team	(Wide green & red or yellow)	30 Each	\$25,000.00
MAJOR	6 Each Team	(Wide white & red or yellow)	20 Each	\$20,000.00
LIEUTENANT	20 Each Team	(Wide Silver & red or yellow)	10 Each	\$10,000.00
PRIVATE	(?) Foot Soldiers	(Narrow red or yellow)	01 Each	\$0
MERCENARY	(?) Foot Soldiers	(Mercenary Jerseys with color arm band they are working for)	00 Each	\$0
PEACE CORPS	(?) Foot Soldiers	(Narrow lime green)	00 Each	\$0

**LET'S ALL PLAY SAFE AND HAVE SOME FUN!
ARE YOU READY FOR THE TIME OF YOUR LIFE?**