



MONSTER GAME 2026 Schedule and Rules 4 days of GAMES!

7/23: Thursday Registration/ 3:00-7:30PM

Monster Ball Briefing.....5:00 PM

Monster Ball Starts (Shields Allowed, Multi-objectives Sat MG Insertion)..... 6:00 PM

Game Ends (all Rentals Must be Returned) 7:30 PM

7/24: Friday Registration..... Noon-7:00PM

Protect the Monster Briefing at stage: (Winner chooses Sat MG Insertion).....3:00pm

Protect the Monster Game Starts4:00pm

Protect the Monster Briefing Ends (Return Rental gear)7:00pm

Cornhole Contest-FREE Win 2 Free tickets to Final War! (Sign up at Tiki Bar by 7:45pm)8:00PM

Saturday 7/25

Registration/gate opens at campground.....6:00am-5:00PM

Taxi Service from freeparking.....6:00AM-6:00PM

MONSTER GAME™ Briefing (every player at briefing worth points see rules).....9:00AM

Field opens/Radar/Pod/Hopper Checks at Insertions.....9:45AM

MONSTER GAME™ Starts.....10:00AM

Break for Lunch/Restock/Refill/Rehydrate.....1:00PM

GAME BACK ON (Must be chrono).....2:00PM

Game Ends Saturday (all Rentals Must be Returned).....5:00PM

3v3 competition (New!) in the grinder... briefing behind tiki bar.....6:00pm

3v3 competition starts (min 10 teams- first teams to sign up plays).....6:30pm

Offter Chaos Beer Pong-FREE Win 2 tickets to Final War (Sign up at Tiki Bar by 7:45pm) 8:00PM

Sunday 7/26

Gate/Registration opens..... 7:00AM-2:00PM

Taxi Service (parking onsite/campsite).....7:00AM-6:00PM

MONSTER GAME™ Briefing (every player at briefing worth points see rules)..... 9:00AM

Field opens/Radar/Pod/Hopper Checks at Insertions.....9:45AM

Monster GAME™ Starts 10:00 AM-2:00PM

PRE-Final Battle Break-lunch/Restock/Refill/Rehydrate.....2:00PM

Final Battle Briefing.....2:45 PM

Final Battle Starts 3:15 PM

Final Battle Ends (all Rentals Must be Returned) 3:45 PM

Sunday Awards Ceremony4:15 PM

Raffle Ends 2:00pm Sunday. All Winners will be put on a board at the rental trailer. There is no calling out this time so no one misses it, ticket will be placed on board and kept there until 30 minutes after award ceremony.