

Rules and Objectives of Each Game.

RULES OF THE GAME (all Games):

ALL HELL SURVIVORS® SAFETY RULES APPLY. Hell Survivors® Monster Game Weekend is a BYOP (Bring Your Own Paint) Event! FSR's are also allowed in this major event Paintballs are .50cal or .68 cal only. **All Paint Grenades & Smoke Grenades MUST be purchased from Hell Survivors® or Exotic Sportz®.** All other brands of paint grenades or smoke grenades are prohibited. Anyone caught with any other brand of paint grenades 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. Please respect these rules and the field. All players MUST Radar their own markers in the chrono station and then enter the insertion to be checked and marked, after successfully shooting their markers at 289-fps or less in the presence of a staff member. Only Players with the Current Day's 'Color' of Radar Tag on your trigger guard (of every marker you intend to use) are allowed on the playfield. If you do NOT Radar In successfully and have the valid radar tag, you will NOT be allowed on the playfield. Only 'Registered Players' with a valid player Card and Wristband can get HPA Fills, enter Radar/Shooting Range, enter the Insertion Area or Playfield. Only 'Registered Players' can Command the Game, Touch Game Money, or Props. ONLY Commanders/XOS/ Folklorist/ Assault missions players and Henchmen may be at the Dungeon No Exceptions! A valid Player Wristband and tag (color of your team) must be visible at all times. **Never lift or remove your safety goggles, until you have completely exited the playfield (beyond the orange barrels). BARREL COVERS MUST BE ON IN DEAD ZONE AT ALL TIMES, NO DRY FIRING IN THE DEADZONE. NO EXCEPTIONS.** 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 Insertion Gate (East or West), 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 referee will be ejected from the event. IT IS CONSIDERED UN-SPORTSMAN LIKE TO DIRECTLY FIRE UPON TROOPS BEING RE-INSERTED INTO THE GAME. DOING SO, MAY GET YOU EJECTED FROM THE EVENT. **ABSOLUTELY 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 any transport. All rental equipment must be turned in by 8:30 PM on Thursday & Friday, and 5:30 PM on Saturday and 4:00 PM on Sunday. Be sure to ask for your Driver's License or ID back upon its return.

OBJECT OF THE GAMES:

There are two teams, Dracula (Red) VS – The Wolfman (Grey) in All 3 of the Games battling All-Weekend for Missions, Positions & Points!

Thursday July Mini Game-Monster Ball

Objective of Monster Ball Whoever has the most points at the end of this game wins the choice of Starting Insertion for Sundays Final Battle.

Length of Game: 1.5 hour

Fields in play: Black Lagoon, Castle, Mini Grinder, Grinder and Village.

Team Commander/Xo will flip a coin to choose which starting point they will begin at. Starting points are. Value City Sign and Bridge too far on Fort Meyers side.

Each commander can have up to 4 Monster Ball Seekers.

Monster Ball Seekers:

A monster Ball seekers objective is to find all of their colored balls in the fields in play that are hidden and return them to the starting position and place them in the designated container. If a ball is not in the container by the time the 1.5 hour game is up it does not count.

A monster ball seeker can be eliminated and have to re-spawn. If they are holding a ball as they are hit they must drop it in play then re-spawn.

A monster ball seeker can use their own colored ball to defend themselves by throwing it at an opposing player but does not count as a shield, if the ball is hit they are out.

If a monster ball seeker touches an opposing ball color they will be eliminated and have to re-spawn.

A monster Ball seeker cannot have a shield or weapon.

At the end of the game all of the balls collected in the designated bin will be counted for 10 points per ball.

Players: Basic Elimination

First 60 minutes: Unlimited Re-spawn.

Last 30 minutes: Single elimination.

Players may not carry shields.

Players cannot touch any of the balls in doing so they will be eliminated, re-spawn and lose 10 points.

This means, No kicking, no tossing, no touching of any kind.

When the final 1.5 hours are up the remaining players alive on the field will each be worth 50 points.

Friday Mini Game-Protect the Monster

Objective of Protect the Monster Game: Whoever has the most points at the end of this game wins the choice of Starting Insertion for Saturdays Game.

Length of Game: 3 hours

Fields in Play: Village, Castle, Black Lagoon, Grinder, Mini Grinder, Area 51, Bravo, Fort Meyers, Tippman towers and West Point.

Shields are allowed. See Shield Rules.

First objective will be informed through social media message to both commanders and Xo's at the same time. Every objective will be announced there after through social media messenger every 30 minutes.

1st objective: You must choose one or the other (Your Commander or XO) each objective there after you must swap back and forth. Example: (You choose Commander for the first objective, 30 minutes later for the second objective you must use your XO, 30 minutes later for the 3rd objective you must use the commander, so on and so forth until the end of the 3 hours.

Each objective you will need to secure your Commander or XO (which ever you chose at the time) at the designated field that will be dropped to you every 30 minutes through your social media messenger. The commander/XO must be taken to the top of the tower to be secured at each objective field. The commander/xo will need to hold position for 10 minutes to collect 200 points. Once the Commander/Xo is secured and 10 minutes starts the **Grinder Mission** will be called to start. The Commander/XO can be killed during the 10 minutes and must return to re insert.

The Commander/XO who is selected to be protected at the time cannot carry a weapon or shield. If the Commander/XO is hit upon heading to the field objective they must return to their starting point at their insertions.

When the 30 minutes is up and the commander/xo swaps they must be already at the insertion. No shooting in or out from the Green Zone or Spawn trapping.

Shields:

Cannot be see through, not obstructive.

Only one shield allowed.

No weapon attachments of any kind.

You have to be able to handle the shield with one hand.

Shields arm cannot hold a weapon, So no weapons of any kind when holding shield.

No blocking doors or windows.

No using Shield as a weapon. No physical contact.

Grinder Mission

Each Commander can choose however many players they want to play this game. This game will go on during the Protect the Monster.

Each Team must be at their starting points on either side of the Grinder and can be in ready position.

Once a Commander/Xo is brought to an objective field and in the second story of the tower the Ref will be notified at the 50 yard line in Grinder. The Ref will have each flag representing each team, a Red and a Green. They will raise the colored flag of the Commander/Xo that is occupying the objective base and yell GAME ON! At this time each team can charge the 50 yard line and start shooting.

The team whose flag is risen will have to defend the slap stick from being hit. The team whose flag is not risen will want to hit the slap stick to detonate a bomb. If the team who's flag is not up and hits the slap stick they will detonate a bomb at the base where the Commander/xo is stationed. This will cause a loss of 100 points.

If the team who's flag is not risen hits the slap stick, the opposing team who's flag is risen will have the remainder time to re hit the slap stick to defuse the bomb and save their points. Each team can continually detonate and diffuse the bomb until the timer is up. Whatever position the slap stick is in will be the decision of whether points are gained or lost.

(for example: If Dracula's Commander/Xo has secured Tippman Tower, the Ref at the 50 yard line will raise the Red Flag and yell GAME ON with a 10 minute timer started. The red team will want to protect the slap stick from getting hit. Meanwhile the Green team will want to hit the slapstick to detonate the bomb and make the red team lose half their points. If Green team is successful and detonated the bomb and there is still time left in the 5 minutes, the Red team can defuse the bomb by hitting the slap stick, this game can go back and forth detonating and diffusing until the 10 minutes is up.)

The objective is being able to keep the full 200 points or lose half.

No double tap of the slap stick will count.

A player who is hit before hitting the slapstick will have to re-spawn.

This game will be 10 minutes long every time the Commander/Xo is secured in their field base. Unlimited re-spawn. No crossing the 50 yard line.

Once the 10 minutes is up players in Grinder may go and refill with air or paint etc.. or they may stay at their starting point in the Grinder. Regardless they should be ready for the next objective mission to go again at their starting points in Grinder.

If the Commander/Xo is killed before the 10 minutes is up the Ref will blow a whistle and the game in Grinder will stop and reset until the Commander/Xo has been secured once more.

SECONDARY OBJECTIVES 'Special Missions/Props':

There will be 'Special Missions' released to players throughout the event. These prop missions may be worth extra game money, bonus points or capabilities. These prop missions will be announced to all players Facebook Messenger group chat so all teams will receive missions at the same time. Players will be given location information, lock combinations and some details about each 'Special Mission Prop'. Due to the secrecy of these missions, no information will be released prior to the game. Any tampering with, moving or hiding a Special Mission Prop will VOID any value to the team involved with the violation.

GREEN ZONES (All Games):

A 'Green Zone' is a designated area (Green Corrugated Pipe) around a team's insertion gate that enemy troops cannot infiltrate. The 'Green Zone' only keeps the opposing team back away from your team's insertion gate. The Mercenaries is a force implemented to aid around the green zones to help teams to re-enter the game with less conflict. The Mercenaries may help eliminate snipers and aggression (spawn campers) towards troops re-inserting through their green zones. Members of the Mercenaries can be eliminated like any other player. NO shooting IN OR OUT of the Green zone!

PENALTIES (All Games):

ALL SAFETY VIOLATORS ARE SUBJECT TO A PENALTY PUNCH. THE PENALTY PUNCH WILL BE GIVEN TO THE VIOLATOR AND POSSIBLY THE TEAMMATES PLAYING NEXT TO THEM. Remember there are a lot of 'Refs In Play' on the playfield. REFS will write tickets and punch wristbands on players the same as any other Official Referee (Zebra Shirts) for Safety Rule or Sportsmanship Violations! Safety Violations and penalty punches are tallied on your player wristband/tag. Only Current/Valid Event Wristbands may be worn and MUST BE VISIBLE AT ALL TIMES Including TAGS! You must also wear the correct armband tape to identify your team's color. Players will be ejected from the event on the spot with NO REFUND, if they receive three penalty punches. Penalty points are carried over to the next day's 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 their ID tag. Absolutely no tools allowed on the playfield. Keep a constant eye on your gun's velocity. When you hear the sound for the end of the day or 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 through the designated exits only, which is past the 'Orange Barrels'.

BRIEFING POINTS

Every day of games.. Thursday/Friday/Saturday and Sunday. Your team can earn points by being at briefing. At the stage there will be a rope down the center splitting the two teams. You must get a ticket from the ref standing at your side of the rope. Briefing points end 1 minute past the briefing start time. Example: if briefing is at 9:00am then by 9:01 any players who show up do not count for a point. So be

there early! Once the briefing is done each player must drop their ticket in the bucket with that same ref. Each ticket will be counted and points added to their team overall score.

SCORING & THE FINAL BATTLE (Monster Game Only):

There are Primary Objectives, Secondary Objectives & The Final Battle. Primary Objective locations and times will be announced during the game through our Social Media platforms. The Final Battle will feature a 'Slap Stick' style point system in the 'Grinder'. During the 30-Minute Final Battle: there will be points awarded for each 'Slap Stick' a team controls, every time the Cannon Explodes during that Final Battle! All points will be calculated at The Dungeon throughout the event. Points will accumulate throughout the weekend, to determine the winning team of the event!

PRIMARY OBJECTIVES ARE FLAG STATIONS (Monster Game Only):

Flag Stations will be checked for the color of flag flying at a particular base at a specific time announced during the game. **These missions will be given at the same time to both sides VIA SCROLLS.** Whichever Team's Flag is flying higher, at that base at that time will receive the point value listed below for that Flag Check.

Helicopter	100 Points Per Flag Check
Castle Rock	150 Points Per Flag Check
West Point	100 Points Per Flag Check
Archie Bunker	100 Points Per Flag Check
Highlands	150 Points Per Flag Check
City Tower	200 Points Per Flag Check
FIREBASE BRAVO	100 Points Per Flag Check
TIPPMANN TOWERS	200 Points Per Flag Check
FINAL BATTLE	1000 Points Per Slap Stick

ASSAULT MISSIONS (Monster Game Only): (See Assault Mission Sheet for Rules & Descriptions)

ITEM FOR PURCHASE	Purchase Price
Airplane Insertions (can be hired for a 10-Minute Mission)	\$50,0000
Ground Assault Tanks (can be hired for a 20-Minute Mission)	\$75,0000
Attack Helicopters (can be hired for a 10-Minute Mission)	\$75,0000
MERCENARY Forces (can be hired for a 20-Minute Mission)	\$100,0000

Assault Missions

ANGRY MOB aka Mercenaries

Ranking	Amount	Armband Color	Players who have 0 point values	<u>Daily Salary</u>
Generals	1 & 1-XO on each team	(Green or Red)	0-points	\$150,000 ea.
Foot Soldiers	Hundreds of Troops	(red or green)	0-points	\$0
Mercenary	(10-50) Guns for Hire	(Mercenary w/color they are working for)	0-points	\$0

Any team can hire the Angry Mob. All members of the Angry Mob must wear the color armband tape and or goggle strap that corresponds with the Team that hired them. If they have No Color armband they may be running a Black Mission and will shoot everyone they come across. The Angry Mob will perform a 20-minute assault on a specific target or team. Mercenary Forces cannot touch any flags. The Angry Mob only go out for one 20-minute mission per hour, starting at; 9:30 AM, 10:30 AM, 11:30 PM, 12:30 PM, 1:30 PM, 2:30 PM, 3:30 PM & 4:30 PM on Saturday. On Sunday, every hour on the half hour 9:30 AM, 10:30 AM, 11:30 AM 12:30 PM & 1:30 PM

They may be purchased for specific time slots only. After the mission the Angry Mob must return to the dead zone. If they do not have a purchased mission they may then go out and give support to any Team that they choose, but they must wear the correct color of the team that they are giving support to. To hire Angry, you must go to the Dungeon where Purchases are allowed for the current day only. Absolutely NO shooting into the Enemy's Green Zone.

ATTACK HELICOPTERS

Helicopters may depart every hour on the half hour; 9:30 AM, 10:30 AM, 11:30 PM, 12:30 PM, 1:30 PM, 2:30 PM, 3:30 PM & 4:30 PM on Saturday. On Sunday, every hour on the half hour 9:30 AM, 10:30 AM, 11:30 AM 12:30 PM & 1:30 PM.

All Helicopter Pilots must be checked in and wait at their Team's insertion gate until departure time. Every Helicopter MUST be accompanied by a Referee at all times on the field. Missions only last 10-Minutes. The pilot MUST wear the approved leg armor provided. All players must maintain a 20ft distance away from helicopters. Helicopter pilots should NEVER shoot a player within 10ft. Players may not "Blockade" by standing on a bridge or narrow area to prevent a helicopter from crossing due to the 20ft rule. The helicopter ref will make these players fall back or surrender. Helicopters CANNOT enter

the Enemy's Green Zone, ANY building, base, or go up any stairs. To purchase a helicopter an officer must go to the Dungeon.

Missions can be purchased for the current day only! You will then be given the yellow copy to keep until departure. This is your boarding pass and is not replaceable. Do not lose it and do not be late or you will miss your flight! Each team will be limited to 1 helicopter per mission time, purchased for the current day only. Absolutely NO shooting into the Enemy's Green Zone or at other Tanks or Helicopters.

A Helicopter can be blown up by a tank that has been purchased by another team by the use of 1 rocket also purchased by the team.

ZONE GROUND ASSAULT TANK

Theses tanks/vehicles depart every hour on the half hour; 9:30 AM, 10:30 AM, 11:30 PM, 12:30 PM, 1:30 PM, 2:30 PM, 3:30 PM & 4:30 PM on Saturday.

On Sunday, every hour on the half hour; 9:30 AM, 10:30 AM, 11:30 AM 12:30 PM & 1:30 PM

All players riding in the tank/vehicle MUST be at the insertion gate on time to participate. All players MUST be checked in! A tank may not go out without a Tank Ref.

If you are late you will miss your mission. ALL tanks/vehicles will be followed by a ref. Teams will be notified if the tanks/vehicles are not available.

You must display a flag/color that corresponds to the team that hired you. A tank/vehicle can carry some gunmen depending on the vehicle size that is available. All players must maintain a 20ft distance from the tank/vehicle! Gunmen in or on tanks/vehicle should NEVER shoot a player within 15ft. Tanks are hired for 20 minutes of assault time, when you run out of time the gunmen MUST ceasefire and return immediately to the dead zone with the TANK/VEHICLE.

Tanks can be blown up by 2 rockets! 1 rocket is to stall them for 1 minute, a second rocket will kill them. A Rocket launcher may be used within 20ft from the tank. A rocket Launcher cannot hit a player in the tank. If a rocket launcher hits a player in the tank it does not count! The tank Ref will call the shot if it is valid or not. A Rocket launcher does not have to get their rocket into the net but only hit the tank itself.

A player without a rocket launcher may throw a rocket into the net on the tank within a 20ft distant to count.

Tanks can only be blown up if they are flying a colored flag other than black!

Green and Red are the colors used if purchased by a team

Yellow is fair game to blow up.

Black- A tank cannot be blown up if they have a black flag!

Tanks can blow up helicopters and airplanes with 1 rocket. Helicopters and airplanes can be blown up by 1 rocket.

To hire a TANK mission you must go to the Dungeon. ABSOLUTELY NO SHOOTING INTO ENEMY'S GREEN ZONE.

AIRPLANE INSERTION/MISSION

Airplanes may depart every hour on the half hour; 9:30 AM, 10:30 AM, 11:30 PM, 12:30 PM, 1:30 PM, 2:30 PM, 3:30 PM & 4:30 PM on Saturday. On Sunday, every hour on the half hour 9:30 AM, 10:30 AM, 11:30 AM 12:30 PM & 1:30 PM

Players boarding the plane must wait at their Teams insertion gate until departure time. All players on board MUST be checked in. If you are late you will miss your flight!! All players must wear corresponding color armband/jersey displaying their team. Only game official can pilot the transport plane. The airplanes CANNOT be used to climb stairs, enter buildings/bases, enter Enemy Green Zones or ride on transport vehicles. THE AIRPLANE CAN ONLY CARRY 8-PEOPLE MAX. The transport plan can fly almost anywhere on the playfield (except areas already listed) that can be reached within 10 minutes. (Airtime starts when you enter the playfield.) Everyone on the plane must keep their barrel cover on until they have dropped off. NO ONE MAY SHOOT AT OR FROM AN AIRPLANE! However, an airplane may be on a bombing mission, GRENADES CAN BE THROWN FROM THE PLANE AT ANYTIME! Planes CANNOT be taken out by 'paint grenades' nor can they be fired upon by ground troops. 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 of the plane. Remember... the aircraft only has ten minutes of fuel. The pilot (game official) will give you a 10-second countdown before he yells CRASH! If you are still on the plane at this time you are dead.

An Airplane can be blown up by a tank that has been purchased by another team by the use of 1 rocket also purchased by the team. An Airplane cannot be taken out by a helicopter or Mercenary forces.

To hire an AIRPLANE insertion/mission you must do so at the Dungeon.

Missions can be purchased for the current day only. You will be given the yellow copy to keep until departure. This is your boarding pass and is not replaceable. Do not lose it and do not be late or you will miss your flight! Each team will be limited to 1 airplane per mission time ABSOLUTELY NO SHOOTING, BOMBING OR PARACHUTING INTO ENEMY'S GREEN zone.

Rockets

Rocket launchers are designated by the commander and must have a rocket launcher card. 2 rocket launchers are allowed per team. Each rocket launcher must provide their own rockets (make sure to label them so we can get them back to you if you lose them) You must retrieve a rocket launcher card in order to use your rockets. You can win these in bags/cans and you get one in the beginning. Rockets can not be used on players, if you aim and hit a player you are out. Tank-1 rocket stuns for 1 minute/2nd kills, you can not aim at a player/driver. Only the body of the tank and must be no less than 20 feet from the tank. You must call a ref to see the hit in order for it to count if you do not and hit the tank it does not count. Helicopter- 1 rocket kills. Do not aim at exposed part of helicopter/only netting. No less than 20 feet from the helicopter. You must call a ref to witness the kill otherwise it does not count. No hitting mercenaries or airplane missions. 1 rocket to hit a building will kill everyone inside of the building. You must call on a ref to witness the hit in order for it to count.

The Henchmen Mission

Every Monster needs their evil apprentice! Keep in mind...keep him happy and he will do your evil bidding!

Brush up on your monster knowledge because there will be a test!

Every 15 minutes starting at 11am there will be a Monster Trivia Game on stage. Either the Commander or XO must be present to participate. The first question will be immediately asked on the 15 minute mark. If one commander or XO is present and the other is not the question will be asked on the 15 minute mark and the Commander or XO of the other team that is not present on time will not be able to answer and will have to wait until the next 15 minutes has come around.

A question will be asked based on either of the monsters for the game, in this case Frankenstein or Dracula. Questions will be either generic or based on either movie of either Monster. They will be easy to medium.

A buzzer will be present. The question will be asked. The first Commander/XO to hit the buzzer will have 10 seconds to answer the question correctly. If the Commander/Xo who buzzed first without listening to the entire question must still answer, the question will not be repeated unless they answer wrong. If they answer wrong before the question was fully asked the question will then be started over and asked to its entirety. The other team will have 10 seconds once the question is completed to give an answer.

Whichever Commander/XO answers correctly first will win 500 points and their Henchman will come to life to help them on mini side missions to earn very helpful upgrades and points in the game. (Again...keep them happy)

The commander/xo who lost that round will have to wait until the next 15 minutes.

If both commanders/xos answer incorrectly they will have to wait for the next 15 minutes to try again. The question will not be the same for the next round. **Once the commander/xo gets a questions right they are done with this round and do not need to come back to the stage.**

Once you have your Henchman:

The Henchman is as big deal and we advise not to make them mad!

A Henchman will have a team of 10 players "Followers" that will go on mini missions that will include gathering "**Power ups**". Followers must wear proper badges to be identified.

You can change your followers as needed but only 10 max and they must wear the badge.

Followers must wear the same colors as their Monster Team.

Wolfman will have to gather full moons while Dracula will be on the hunt for blood bags. But be careful either apprentice can grab the other monsters Power ups to use against them.

Power ups are used to help with the aid of Tanks, Helicopters and the Mercenaries or used against if they feel so.

Once a (n) Henchman finds their Power ups they can hold on to them as long as they wish until they want to use them. See the chart for how many power ups are needed for each item.

Important! If a Commanding Monster/Xo or player picks up/grabs any of the power ups they will lose 50 points per item picked up/grabbed if they are not a follower. A Ref who sees this will call in to the Dungeon Master and inform them. The Dungeon Master will make it know to the commander if this has happened. So make sure your team knows to not touch these power ups! Leave them be! If a power up is presented to the Dungeon Master from anyone other than the Henchman themselves including the followers of the Henchmen 100 points will be deducted per power up.

Henchman can talk to their monsters for advice but overall they make the decision to help or not and how to help with the powerups.

Postive Power Ups

Power ups can only be collected by the Henchmen and their followers.

A Positive power up can only be purchased by the Henchmen themselves.

The Henchman must privately present and discuss in the Dungeon what items they wish to purchase for their Monster.

A Monster (Wolfman/Dracula) will not know what power up they have earned until AFTER they have made a purchase of one of the following items. Once they have purchased from the Dungeon an item then the Dungeon Master will hand them an envelope only if they have been given a positive power up from their henchman for that specific item purchased. If their henchman did not have any positive power up they will not receive any envelope. If a monster receives a power up, they can then can make this public knowledge to their fellow team mates/ command staff.

Positive Power ups CAN be Stacked! A henchman cannot use a Positive Power to help the other Monster by purchase but the Henchmen can TRAIID privately in the Dungeon with the Dungeon Master Present.

Singh for team Wolfman	Item	Positive Power Up
10 full moons	<u>Angry Mob</u>	Add 10 minutes to the 20 when using this assault.

15 full moons	<u>Tank</u>	1 additional shield. (1st rocket stalls for a minute, 2 nd rocket stalls for a minute, 3rd rocket kills) A Blue and Green flag will fly together if this is in use.
<u>20 full moons</u>	<u>Tank</u>	5 additional minutes is added on to the 20. The last 5 minutes no rockets can kill the tank.
<u>10 full moons</u>	<u>Helicopter</u>	1 additional shield is added. 1 rocket to stall, 2 nd to kill. A ref must be present to call. A blue and Green flag must be noticeable.

<u>Renfield for Dracula</u>	<u>Item</u>	<u>Added Power Up</u>
10 Blood Bags	<u>Angry Mob</u>	Add 10 minutes to the 20 when using this assault.
15 Blood Bags	<u>Tank</u>	1 additional shield. (1st rocket stalls for a minute, 2 nd rocket stalls for a minute, 3rd rocket kills) A Blue and Red flag will fly together if this is in use.
<u>20 Blood Bags</u>	<u>Tank</u>	5 additional minutes is added on to the 20. The last 5 minutes no rockets can kill the tank.
<u>10 Blood Bags</u>	<u>Helicopter</u>	1 additional shield is added. 1 rocket to stall, 2 nd to kill. A ref must be present to call. A blue and red flag must be noticeable.

Negative Power Ups

A negative power up can be used to hurt the opposing team.

Each henchman and their followers can collect the other henchman's power ups and use it against them.

Remember ONLY the henchmen and the Followers can touch the power ups!

The henchman must go to the Dungeon and privately present and discuss what items they would like to purchase as a negative against the opposing monster.

See the chart below.

A Monster (wolfman/Dracula) will not know what power up they have lost until AFTER they have made a purchase of one of the following items. Once they have purchased from the Dungeon an item the game keeper will hand them an envelope only if they have been given a negative power up from the henchman for that specific item purchased. If their henchman did not have any negative power up they will not receive any envelope. If a monster receives a power up, they can then can make this public

knowledge to their fellow team mates/ command staff. There is no stacking of Negative Power Ups for Tanks. You can stack a Angry Mob and a tank and a helicopter but not two tanks at the same time.

A Henchman cannot buy a negative Power up to use against their own Monster but the Henchmen can TRAIID privately in the Dungeon with the Dungeon Master Present.

Singh VS Dracula	<u>Item</u>	<u>Negative Power Up</u>
10 Blood Bags	<u>Angry Mob</u>	lose 10 minutes from the 20 when using this assault.
15 Blood Bags	<u>Tank</u>	1 less shield. 1 rocket kills the tank. A Blue and Green flag will fly together if this is in use.
20 Blood bags	<u>Tank</u>	Lose 5 minutes of tank time on the field.
<u>10 Blood bags</u>	<u>Helicopter</u>	Lose 10 minutes of helicopter time on the field.

Renfield Vs Wolfman	<u>Item</u>	<u>Negative Power Up</u>
10 full moons	<u>Angry Mob</u>	lose 10 minutes from the 20 when using this assault.
15 full moons	<u>Tank</u>	1 less shield. 1 rocket kills the tank. A Blue and Green flag will fly together if this is in use.
20 full moons	<u>Tank</u>	Lose 10 minutes of tank time on the field.
<u>10 full moons</u>	<u>Helicopter</u>	Lose 10 min Helicopter time.

When Henchmen can fight back!

The henchmen are mainly to serve their monsters, but if their monsters don't show their appreciation to them, they can deceive them. How? Keep reading...

The Folklorist

"Rack your brains, let knowledge be your guide and conquer trivia far and wide."

Each monster can choose 2 Folklorists to represent them. They much each wear a proper badge and be marked with the proper colored tape for the Monster they represent. Folklorists can swap players but not during a question/puzzle. **Folklorists must be a registered player.**

Choose wisely as your decisions on who these players are can cost you sacrificing your own players!

Once the first Henchman is awoken the Folklorist will be activated for said Henchman.

Important: If one Henchman is alive only their folklorist may be activated as well but the following mission will start for both sides.

Example: Dracula wins their Henchman but wolfman does not and has to wait and try again. Dracula's Folklorist will awake and begin to start their mission to earn for their henchman. wolfman, although he has no folklorist active will start losing "Trust Trivia Elixir" towards their henchman. So answer those questions quickly and activate your Henchman fast!

"Trust Trivia"

This is where you want to choose wisely for your Folklorist. The Folklorist is representing you as a monster and should be knowledgeable about everything about you, their monster. If your folklorist fails at knowing who their monster is in these games, you as the monster will start to lose trust from your Henchman.

Trust trivia is a mission solely for the Folklorist on either team. When the Folklorist has been activated they will be given trivia missions at the Dungeon every half hour depending on when they are awoken.

Example: if wolfman's folklorist was activated at 11:15 am they will have their first Trust Trivia mission at 11:30, then Noon, then 12:30 and so on until the end of the game for both days. On Sundays Game the first Trust Trivia mission will be held at 9:30am for whichever Folklorist are activated. Folklorist must be on time.

Folklorist must enter the Dungeon on time. They can come as a pair of 2 or individually. A different question or puzzle will be asked of each team's folklorist that is based on their monster specifically. All trivia questions will be an easy to medium question that will be solely based on any movies of said Monster or general monster question. We will not be asking from books or plays specifically besides the original Book of either monster...possibly. The folklorist cannot use any electronic devices or help from anyone but their folklorist partner.

The Dungeon Master will ask the question from start to finish with only 1 repeat upon request from the folklorist. The folklorist will have 1 minute to answer the question. If the answer is correct they will win 50 points and will add to their elixir and if they answer incorrectly or not at all, they will not lose points but they will lose from their elixir. If the Folklorist is late they will lose elixir. At least one folklorist must be present to check in on time.

Elixir

There will be an elixir for each team. One filled with Green elixir for Frankenstein and one filled with Red for Dracula. For every correct answer or puzzle solved for each team they will have their elixir filled one line worth. For every incorrect answer or puzzle solved in the amount of time given a line worth of elixir will be removed. If the Elixir fills to the top the Folklorist must still return on time every 30 minutes to keep it at the top. It will not add but keep their elixir

stable. There will clearly be marked a half way “Danger” Line. If a team gets bellow that line it means the Henchman does not seem happy and is being taken advantage of by their Monster and will unleash the help of **Van Helsing**.

Van Helsing: Known as the Monster Slayer. When Van Helsing is woken all Hell will be unleashed.

If Van Helsing is woken he will be informed what Henchman he is working for. The henchman will unleash Van Helsing in any known area of his choosing on the field (besides green zones) to kill off anyone of his own team that comes in his way for 10 minutes with unlimited lives and no re-spawn.

Example: If the Folklorists fail at their jobs and the elixir gets bellow the danger line the Dungeon Master will call upon Igor and Van Helsing to meet privately with them in the Dungeon. Here Igor will inform Van Helsing where he must attack, Van Helsing will then have 10 minutes from the moment he steps foot onto the field to complete his mission, making his way to the designated area and killing any wolfman player he sees.

Van Helsing will be wearing White Tags on his mask and arms to clarify that he has been activated as well as the team who’s side he is on. If he is only wearing white he is neutral and can kill anyone.

Van Helsing will have a Ref with him at all times. He will have 10 minutes or if he leaves the field before the 10 minutes he is then killed off and must wait until he has been summoned again. Nothing can Kill Van Helsing...so run!

WARNING and a RULE YOU DON’T WANT TO MISS....

YOU CAN NOT SHOOT VAN HELSING....

Anyone who shoots Van Helsing instantly dies! Any player including those in helicopters, mercenaries or tank players will die. Your only objective is to run and hide from Van Helsing!