



Supremacy over Hogwarts

The Return of Dumbledore

**Location: Hell Survivors 619 Pearl St. Pinckney, MI
48169**

Game Play:

This game will be a scenario based game where 4 teams will not only have to go against each other but in certain situations will have to work with each other as well. There will be missions, side missions, role player missions, props, quidditch, trivia, riddles and more for you to be able to score points for your team.

There will be 4 sections and an hour long final battle for this game.

Section 1 and 2 will be 2 and a half hours with an hour I lunch break in between them.

Spawns will also get changed going clockwise on the map during the break.

Section 3 will be a 2 hour night time melee weapon only battle. There will be 2 main objectives to complete and plenty of props to find as well.

The 4th section will be 3 hours with an hour break after to prepare for final battle.

Final battle will be an hour long battle. Props, slapsticks and a flagstation will be involved. Non-paid players/muggles can participate in trivia, puzzles, and props that are off field. If completed correctly or with props collected they can donate those points to whatever house they desire at the ministry of magic. This will be a game where you don't only gain points but can lose them as well so attention to detail is key. Learn spells and brew potions to gain advantages.

Rules

All Hell Survivor Field Rules apply. Waivers must be filled out before playing. To make your check in process easier please have your waiver completed. A link to our waiver will be sent to you once you register otherwise you can also go to Hellsurvivors.com to fill out the waiver on the home screen.

Field Paint Only Roundball / FSR
Radar 289 Feet Per Second or Less
Firing Modes: uncapped
FSR: 289
Law Rockets: 180

Team Bands: Everyone on the playing field must be wearing player bands that are visible. Player bands will be available at registration pick-up. Place one on both the front and back of your mask. If caught without a player band your team will lose 100 points.

All Masks must be ASTM certified.

No blind firing allowed.
Surrender Rule is 15 feet.

Spawn points/Field Boundaries

Each section after chronoing you will go to your designated H.Q.. You will see your house banner hanging from your base. There will also be another house banner close by in a cone. This is where you spawn and tag back in when eliminated. If an enemy player happens to grab your house banner at the cone and makes it back to their H.Q. and their own house banner is still there they will actively close your span for 10 minutes. Base ref will notify other base ref of the captured flag and to close that spaw. If you are dressed in character or have a Busted-Baller half cape you will be able to skip the closed respawn. At the end of section 1,2 and 4 spawns will get switched going clockwise. You will have breaks in between this time to reload, rehydrate and move to your new spawn. Each spaw has a boundary line that will be marked by marking flags. Enemy players cannot pass this line with a paintball marker or launcher. Boundary lines of the field will be marked with yellow caution tape or orange fencing. Do not pass or go into these areas.

Slapsticks

There will be multiple slapsticks out there on the field. You want the color of your team sticking out and showing for your team to earn points when getting scored. Slapsticks will get scored every half hour of section 1, 2 and 4. Section 3/Night play the slapsticks will get counted every 15 minutes.

Missions

There are 3 types of missions to gain points from. Main Missions, Side Missions and Role Player Missions.

Main Missions will be given to your Commanders or XO each hour or the beginning/last half hour. Complete these to earn 500 points.

Side missions will be attached to Main Missions. Complete these for a chance or extra 200 points.

Role Player Missions are started by your team's role player. Complete or help complete these for 250 points each. Role player missions have no timer and can be completed anytime throughout the weekend. Can only complete one at a time.

Night Play

Night play briefing at 4:30pm.

Night play will be from 5:00pm-7:00pm

Night play will be melee weapons only in and around the tippman towers. No mask no markers but safety glasses are recommended for young guns. All Melee weapons must be approved by beyond fifty staff. One hit anywhere on the body and you are eliminated. Night play will have unlimited respawns. Respawns will have a cone with your house banner on it. Start here or tag up on this when you have been eliminated. There will be a designated prop box here as well for you to put your props in until night play is over. There will be 2 main missions to complete and tons of props to find.

Costume Contest

During the event there will be a ballot box for everyone to vote on their favorite costume someone is wearing. You can find this at the ministry of magic. At 8pm we will announce the winner at the tiki bar. Winner will get a trophy and points for their team. One vote per voter.

Trivia Game

At 8:30pm on Saturday we will have a trivia game at the tiki bar all based on Harry Potter and the Wizarding World.

Role Players

Each house will receive 2 role players. These players have their own sets of missions that they need to have completed. Help them in completing these missions to gain points for your team. Each role player has special abilities or spells no one else may have. Role player missions have no time limit on them so you have until the end of the weekend to get as many done as possible. There are some role players that are lone characters and have their own objectives.

Props

There will be props laid out and hidden all around the field. Keep your eyes out as certain props your team will need to complete missions. Some props may have you and your team advantages. There will be color coded props (Labeled with tape or zip ties) out to find that is specifically for your team. **DO NOT**

TOUCH REMOVE OR MOVE PROPS THEY ARE NOT YOUR TEAM'S COLOR.

Example: Red do not touch blue taped or zip tied props. You will only grab red taped and red zip tied props. This goes for all teams. If the prop is not labeled with anything tape or zip tie then it's

Setup for grabs for anyone. **PLEASE DO NOT REMOVE OR MOVE ANY CHEST OR FOOT LOCKER CHEST THAT ARE OUT ON THE FIELD!!!!** All locked

props must be unlocked with the Alohomora spell unless enchanted. Enchanted locks have their own key that must be found. Return all found props to the designated prop box in your team's spawn. Props found at your base that are the opposing teams will cause your team to lose 100 points.

Trivia

There will be designated canopy by the ministry of magic where players and non players can participate in answering trivia questions and play multiple different games. To answer trivia simply ask the attendant at the table you want to answer trivia. They will then ask you what team you are answering for. After you answer you will receive your question. Answered correctly and the house you are representing will get 50 points. Answered incorrectly and that team will lose 10 points. If there is a line you can only answer one trivia question and have to get back in line. This will go until there are no more trivia questions. There will be multiple games here as well. Challenge your friends or opponents to these. Notify the attendant when the game starts, ends and who won. Win the game and your team you are representing will get 50 points. You can always return and play these games as long as nobody is waiting for a turn that hasn't played then you would have to wait.

Galleons/Gold Coins

There will be tons of Galleons out to find on and off the field. Make sure you are collecting them as you can buy certain things with it from the ministry of magic. Also can be turned in for points at the end of the game.

1 coins= 50 Galleons

1 coin = 5 points

Spells

There will be a limited number of different spells that will be available for players to learn. You can learn these spells at the ministry of magic. 1st you must have a wand whether you brought your own or found one on the field. Next you must find keys to trade with the ministry of magic to learn the spell. Each spell cost 25 keys. Once traded the ministry will teach you how to use the spell you are acquiring correctly. Spells done incorrectly will backfire on that player. Once taught you will receive a player card that has the spell name and instructions on it. This will let referees know you are authorized to use that spell when called. Role players Commanders and Xo's have their own set of abilities and or spells. Each spell has its own cooldown.

Teachable spells

Glacius-Freezes PLayer where they are at for 60 seconds. 5 minute cooldown.

Accio- Summons loose light objects to caster. Must be within 20 feet of object. 5 minute cooldown.

Imperio- Forces attacked foe to shoot their own friendly players for 60 seconds. 10 minute cooldown.

Emendo- Heals players. Caster can not heal themselves or players taken out by bombardio or avada kedavra. 60 second cooldown.

Protego- Blocks incoming spells if paired correctly. Can not block bombardio or avada kedavra. 5 minute cooldown.

Expelliarmus- The player this is casted at must drop anything including props they may have and cannot pick up items for 5 minutes. 5 minute cooldown.

Expecto patronum- Kills Dementor. Must be within 20 feet of one. 5 minute cooldown.

Bombardio-Destroys man made bunkers structures or tanks. Multi walled structures will need to be taken out wall by wall. Anything hit eliminates anyone in a 10 foot radius. Tanks take 2 shots and must be shot in their weak spot (nets). This is the only spell where you don't need a wand. Your rocket launcher will be your wand. Only 4 rockets allowed on persons. 60 second cooldown between shots.

Reparo- Repairs lawed bunkers structures or tanks. 2 minute cooldown.

Alohomora- Unlocks non enchanted locks.

Potions

There will be multiple ways to get potions. Some potions will be ready for use and hidden on the field. Another way to purchase them from the ministry of magic while supplies last. Each potion has its own cost. The final way to get potions is to brew them. To brew a potion you will need to find the proper ingredients hidden on the field. You could purchase these ingredients at the ministry of magic as well while supplies last. You will need to find your team's cauldron and mixing spoon and bring it to the brewing station at the ministry of magic. Once all required items are assembled and you are at the brewing station put the proper ingredients into the cauldron and your brewing will begin. Mix every 60 seconds or it could go bad. Each potion has its own brew time which the attendant will time. Once time is up you will receive your brewed potion.

Wiffenweld/Green health potion: After being hit must immediately call a ref and hand over potion wipe your hit and continue playing. Can not heal avada kedavra or headshots. Cost 150 galleons at the ministry of magic. Ingredients: purple hoklump juice and dittany leaves. Brew time 5 minutes.

Edurus/ Yellow juggernaut potion: Enhances the players defence by covering them with durable rocky skin for 5 minutes. Must notify ref when consuming. Ingredients: Orange eggs and mongrel fur. Cost 500 galleons at the ministry of magic Brew for 10 minutes.

Focus/Blue Reduced cooldown potion: Reduces the players cooldown on spells by half of which ever spell they are using. Must notify ref when consuming. Ingredients: fluxweed stem and lacewing flies. Cost 300 galleons at the ministry of magic. Brew time 10 minutes.

Ministry of Magic

Here you can buy various items and services to help you and your team in the game. You can also find trivia and play games here as well as brewing options. If needing any assistance look for the minister of magic Joshua Goya Rodriquez or one of the table attendants.

Mr. Weasley's armored car

The ministry of magic has confiscated Mr. Weasley's car and added some upgrades. The car will do the ministry's bidding. So beware if a black flag is hanging the ministry has sent its wrath. There are other ways to secure your team time with the car. One way is to find the steering wheel prop. Once found you can take to the ministry and secure your time. Another way will be to spend galleons at the ministry. Your team will have to provide netting to take it out. Once to disable it. Second, destroy it. If destroyed and there is still time on the timer, the timer will get stopped, the car will go to designated spawn and respawn. Once spawned, time will continue.

Dementors

Dementors roam the grounds either doing the ministries bidding or balancing the field of play. Do not give them a reason to attack you. Keep your distance do not stand in their way. Can persuade the ministry to use them for a fee of 500 galleons. Only headshots and the spell expecto patronum can kill dementors.

Quidditch

Quidditch will be bracket styled and time slotted. If your team doesn't arrive at the scheduled time and the other team does, they will be awarded the point. Each game will be 10 minutes with a 5 minutes break in between to hydrate. No markers No mask. This will be a 7v7 game. Quidditch will have its own area off field. Players must play on provided or their own broomsticks. Each team will have 3 ball handlers/ chasers that are going to try and score the quaffle/ deflated volleyball. Each side of the field has 3 rings. Chasers want to score the quaffle inside the rings on the opposite side of theirs. Each score is 1 point and it takes 10 points to win. Each team will have 2 beaters that will use dodgeballs/ bludgers to hit their opponents. If hit with a bludger drop any ball you might be carrying and tag up on your starting sides rings. Once you tag up you are back in the game. Each team will have a keeper/goalie. Their job is to prevent your opponents from scoring through your rings. Each team will have a seeker. At random a golden snitch will be released. It is the seeker's job to retrieve the golden snitch. If the snitch is caught, that is the game set match and your team wins. The 2 houses with the most scored wins (not by forfeit) will go head to head in a final match Sunday for the quidditch cup.

20 points per forfeit won game

150 points per winning game

500 points quidditch cup