

Rules and Objectives

OBJECT OF THE GAMES:

There are two teams, RED TEAM - VS - YELLOW TEAM in All 3 of the Games battling All-Weekend for Missions, Positions & Points! Shields can be used in Thursday's Shields™ Scenario Game! Friday's Scenario Game is Armageddon™ and both are played inside Tobacco Rd. w/multiple Objectives! Monster Game® is Saturday & Sunday! There are 3-Different & Separate Games This Weekend! The Winning Team of the SHIELDS™ Game will Win the Choice of Insertion Side for Saturday @ Monster Game (sides will switch on Sunday). The Winning Team of ARMAGEDDON™ will Win a '30-Minute' Mercenary Mission for the Start of the Monster Game Saturday morning @9:00 AM. There will be multiple prop objectives! The team that successfully turns in the most props at the end of Thursday Wins (the Insertion Choice), and the team that successfully turns in the most props at the end of Friday Wins (the Merc Mission). MONSTER GAME™ Rules and Objectives are spelled out in detail below. This is 4-GAMES for the PRICE of ONE! PLUS, it's a BYOP Event! The Highest Scoring Team for Monster Game™ will get their team's name on the MONSTER CUP ON DISPLAY.

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! **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.** All players MUST Radar their own markers and have their Tags and Wristbands checked at the Radar Range, after successfully shooting their makers 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, hang around CIA, Place Orders for Missions or Give Orders to Players! 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.

TROOP INSERTIONS (all Games):

Thursday's Winning Team gets choice for Saturday's Insertion Gate! Teams will use the same Insertion Gate all day long and will flip to the opposite insertion Gate for Sunday game play. All players MUST ENTER through their designated insertion gate and MUST have a valid event wristband and valid radar tag prior to any insertion. Goggles must be on before you enter your insertion area/gate. All Players will 'Shotgun Start' from their 'Green Zone' each morning at the start of the game.' When a player has been eliminated or calls themselves out, they must exit the playfield and re-insert thru their team's insertion gate with their troops. If your team is re-inserted by a transport truck, you are only safe while on the truck and 'Barrel Covers' Must Remain On! You are not to exit the truck until the driver has stopped and opened the gate. Once your feet hit the ground, you are alive again. Shooting at or from a transport truck is prohibited! Everyone must keep clear of all moving vehicles. Troops may also be re-inserted into the game via a foot insertion. Only a referee can walk them out on to the playfield. Troops can be dropped off at one of their controlled bases or anywhere on the playfield that is a 'fairly neutral area'. All players on a foot insertion must hold onto the rope led by the referee. Any players letting go of this rope before the referee calls them 'live', will be considered out-of-bounds and called out. Shooting at or from a foot insertion line is prohibited! A third method of insertion is entering through the team's Green Zone. Once you have cleaned up and are ready to insert, a game official will allow you to insert thru your team's Green Zone. You can stay in your own Green Zone as long as you want. If your Green Zone is not safe, you may want to use a Foot or Truck Insertion instead.

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.

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'.

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 CIA 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 times and bases will first be announced on our Social Media Outlets** (Hell Survivors® Facebook® and or Twitter®). 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

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