



## Scenario Rules & Schedule

**Doors Open** – 8 am

**Opening Ceremonies and Rules Brief**- 9:30 am

**Scenario Begins**- 10:00 am SHARP!

**Lunch Served**: 11:30ish AM\*

**Game Over**- 3:00 pm

**End Game Ceremonies**- 3:30 pm

6 rounds will be played. Brief intermissions will occur after rounds 1-3 and 4-6

\*There will be a longer intermission around lunchtime.

### Round 1 & 4

#### **DOMINATION**

Capture and Control the Slapstick

### Rounds 2 & 5

#### **TEA PARTY**

Offense: Find and Smash Supply Boxes

Defense: Defend Caches of Supply Boxes

### Rounds 3 & 6

#### **PAUL REVERE'S RIDE**

Offense: Escort VIP and complete Tasks along the Way

Defense: Eliminate the VIP... again and again and again!

**Overview** The scenario will consist of 4x 30ish minute rounds with 2x shorter rounds. Players will get endless respawns in the longer rounds, but each respawn earns the opposing team an Attrition Point. There will be brief intermissions between rounds. If the offense completes all of their objectives in a given round, the round will end prematurely with bonus points awarded for time. Both teams will have the opportunity to play offense and defense. The winners of the first game of Domination will have the option to choose to play offense or defense first in the following rounds.



## Begin and Respawn at Camps

**Respawns:** Eliminated players must fall back to their camps and tag-up with their respawn Ref. Any player who returns to the game from the Safe Zone must tag up with their respawn ref before engaging the other team or working on objectives. Players caught wiping their hits or failing to respawn properly will cost their team precious points. Repeat offenders will be ejected.

## Rounds 1 & 4: Domination

**Domination-** Take control of the point by slapping the stick so that your team's color is sticking out, then keep a player near the stick to earn time points. The team with the most control time after 10 minutes will win 50 points. Both teams have a limited pool of respawns, based on team size, for these rounds

## Rounds 2 & 5: Tea Party

**Tea Party-** This round is played on The Forts and Jumanji. The team on Offense begins and spawns at Hyperball side entrance of the Forts. Defense begins and spawns at the back of Jumanji. Offense must find and physically smash boxes of supplies to earn points. Shooting a supply box WILL NOT COUNT.

## Rounds 3 & 6: Paul Revere's Ride

**Paul Revere's Ride-** The team on offense must escort their VIP from Jumanji, through the Hyperball Field, and to the foxholes near the train tracks on the Trenches. The VIP moves slowly and is armed with an Emek. The VIP can take some hits before he is eliminated and must respawn. Headshots on the VIP will instantly eliminate him. The Hyperball pitch will serve as a forward respawn point for the VIP only. Players must accomplish tasks along the way before the VIP can progress.

- 1: The VIP will not move from his initial spawn until the offense attaches their flag to the Jumanji flagpole and raises it.
- 2: On the Hyperball pitch, offense must defend the VIP while he moves to ring two bells. If the VIP is eliminated during this task, he'll respawn at the forward respawn point, but his progress ringing the bells will reset.

Defense will earn points for each elimination on the VIP

# Attrition

**Attrition-** Eliminate players on the other team to earn 1 attrition point. Players who fail to tag up with a Respawn Ref will cost their team points, and repeat offenders will be ejected.

# Illegal Poker

**Illegal Poker-** Scattered around the field are standard playing cards. Collect these cards and give them to your team's general. The Generals will attempt to form the best 5-card poker hand, then wager their attrition points at the end of rounds 3 and 6. One, winner take all hand will be played. The Generals will secretly select how many attrition points to gamble. The winner will earn 2x their wagered points. The loser loses all of their wagered points. 5 decks will be in play, so special hands like Flush House (a suited Full house) and 5 of a Kind will count, and Flush 5 (5 of the same value and suit) will all count. Flush House beats Royal Flush, 5 of a Kind beats Flush House, and Flush 5 beats 5 of a Kind

# Power Ups

**Face Cards-** Players on either team may collect the cards scattered around the field of play. Players may keep possession of their cards even after they are eliminated. 10s, Jacks, Queens, Kings and Aces can be turned in at the Safe Zone in exchange for Powerups.

**Calvary :** Wipes out nearby players, including your team mates. (limited supply)

- Deploy Smoke to a designated area.
- Any player caught in the smoke is eliminated and must Respawn.
- *Only a ref may deploy the smoke.*

**Bunker Buster:** Immediately eliminate all enemies near a chosen bunker or area.

- Tell a Ref you want to use a Bunker Buster. A special will Ref will come to administer the Bust.
- You must have line of sight on the Bunker you wish to Bust.
- The Bunker Buster ref will approach the chosen Bunker, or a nearby bunker with lots of enemies near it, and call them all out.

**Armor Plating:** Use a riot shield to protect your advance.

- Carry a large shield that blocks paintballs.
- *Players carrying the shield must drop it when eliminated.*
- *Dropped shields can be looted by any player.*

**Second Wind:** Respawn on the spot instead of going all the way back to your Respawn Ref. The other team does not earn points for the elimination.

- Use on yourself or give to a nearby ally.
- You must toss the Second Wind prop towards a nearby ref and announce "I'm using a Second Wind."

**Camp Sabotage:** Devastate the enemies' camp to force a 2-minute Respawn Delay.

- Enemy team cannot respawn for 2 minutes.

## All Calls Made by the Refs are Final

Don't argue with them. If they call you out, YOU'RE OUT!

Be a good sport and maintain a good attitude. Unsportsmanlike and unsafe behavior will not be tolerated.

280 fps, 10.5 bps

This is a FIELD PAINT ONLY event. Players caught with foreign paint on the field will be asked to dump their hopper and all pods. Repeat offenders will be ejected.

Call your own hits. Gun hits COUNT in Scenarios.

Don't cheat.

Don't overshoot.

Don't target the Refs.

Don't be an A-hole

Have fun. It's just a game. It's not that serious.

And...

## PLAY SOBER

Consuming alcohol or recreational drugs impairs your ability to safely handle and operate a paintball gun. Any player seen consuming such substances, or any player suspected to have done the same is **DONE PLAYING PAINTBALL!**