

# ARENA 456

## 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

**BYOB After Party**: after End Game Ceremonies

At least 2 rounds will be played. A 3<sup>rd</sup> round will occur if time allows and at the director's discretion.

\*There will be an intermission around lunchtime.

\*\*You must be 21 years or older to consume alcohol on the premises. Bring your own beverages. Carry in, carry out.

### PRIMARY OBJECTIVES



#### **KING OF THE HILL**

Capture and Hold the Hill to Score.



#### **BOUNTY WAR**

Find Flags to Complete Bounties.

### SECONDARY OBJECTIVE



#### **DALGONA**

Shoot your team's targets and sabotage the enemy's.

### SIDE QUEST

#### **MARBLES**

Find the collectibles, Solve the Puzzle.

**Overview** Both teams will battle for Control of the Hill with points awarded periodically to whichever team controls it. Both teams also have a Bounty Ref who will request players to deliver flags to certain

locations and perform other tasks. New bounties will become available as the rounds progress. On the Hyperball pitch, play Dalgona by shooting paintballs inside your team's target. Sabotage the other team by shooting their canvas outside the target. The side quest requires players to seek out collectibles across the field of play, then use them to solve a puzzle. And kills count! Eliminate the opposition whenever the opportunity presents itself to rack up extra points for your team.

## BEGIN AND RE-SPAWN AT DORMITORIES

**Respawns:** Eliminated players must fall back to their dormitories 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.

## KING OF THE HILL

**The Hill-** Take control of the Hill by 1) raising your team's flag, 2) occupying the designated zone with at least one player, and 3) keeping opposing players out of the zone. When a flag is raised, a 10-minute countdown will begin. Control the Hill **by the end of the countdown** to score 50 points. If the opposing team raises their flag, the countdown will reset.

## BOUNTY WAR

**Bounties-** Approach the Bounty Ref when he declares "New Bounty Available" to receive his bounty. Most bounties involve finding a flag or flags and bringing them to a desired location. Such bounties may require invading enemy territory. Other bounties require players to perform a specific task. Some bounties are **Indefinite**, meaning you have the entire round to complete them. Other bounties are **Timed** and must be completed within a given time frame. Some bounties are **Unfailable** which means the other team's actions will not impact your ability to complete them. **Failable** bounties, on the other hand, must be done before the other team performs a specific action. Hint: All timed bounties are considered failable, but not all failable bounties are timed. Points vary by bounty difficulty.

## DALGONA

**Dalgona-** Each time will have 5 targets to shoot at on the Hyperball Pitch. Only 1 target per team will be active at a time. The targets will be obstructed, though, and cannot be painted until the obstruction is removed. The refs will remove the obstruction whenever a player on either team enters the Hyperball Snake. **Only the player(s) in the snake may shoot at the targets.** The obstruction will be replaced when the player leaves the snake by free will or elimination. Any player who shoots at a target from outside the snake will be called out and lose points for their team. Up to 50 Points per target will be awarded for partially or completely painting the targets, **including the outline.** Up to 25 points can be deducted for each paintball that strikes the canvas but misses the target, but no target can be awarded fewer than 0 points. Targets will remain active for approximately 20 minutes each.

## MARBLE-S

**Marbles-** The Side Quest requires players to find their team's collectibles and use them to solve a puzzle.

Scattered 'round the field of play  
Colored marbles in the fray.  
Hunt them down and Add them up  
And drop the sum into the cup.

Mental math gets in your head.  
The other team just wants you dead.  
If only you had a paper and pen  
To rightly earn two hundred ten.

You shall not touch the other teams'  
That'd be cheating, as the ref screams.  
Leave their marbles in the dirt  
Lest your team's progress you shall hurt



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

## POWER UPS

**The Eggs-** Players on either team may collect the eggs scattered around the field of play. Players may not carry more than one egg at a time but may keep possession of the egg even after they are eliminated. Eggs can be turned in at the Safe Zone in exchange for Powerups.

**Red Light:** Wipes out nearby players, including your team mates.

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

**Recon:** Gather intel about flag locations.

- Ask the Bounty Refs where a specific flag is located.
- Its last known location will be reported back

**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.”

**Dormitory Sabotage:** Devastate the enemies’ dormitory 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!**