



# ***RULES & REGULATIONS***

## **MONSTER GAME®: “Shadow Wars” by Viper OFFICIAL SCHEDULE:**

### **SATURDAY**

Registration Opens .....	7:00 AM
Chrono Opens.....	8:00 AM
Commanders’ Meeting.....	8:00 AM
MANDATORY Player Orientation.....	10:30 AM
Any players found in the camping/parking area during orientation will receive a penalty punch on their badge	
Game Starts .....	Noon SHARP!
Day Game Ends.....	6:30 PM
Night Game Begins.....	8:30 PM
Night Game Ends.....	10:30 PM

### **SUNDAY**

Registration and Chrono Opens .....	8:00 AM
Game Starts.....	9:00 AM
Pre Final Battle Break.....	12:30PM
Final Battle Briefing (Final Battle to follow immediately after) .....	1:00PM
Game Ends.....	2:00 PM
<b>Mega Prize Give-Away &amp; Awards Ceremony.....</b>	<b>3:00 PM</b>

### **OBJECT OF THE GAME**

There are two teams, REDISLAVIA –VS: -YELLOWVANIA. Teams earn points based on missions and objectives. The team with the most points at the end of the game wins. (see scoring for details)

### **RULES OF THE GAME**

**ALL HELL SURVIVORS® SAFETY RULES APPLY.** Hell Survivors® Paintball Playfield is a Field Paint Only (FPO) Paintball Playfield facility. You must be using the Hell Survivors field paintballs with red fill at ALL TIMES. No Exceptions! 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. Hopper, tube and pack checks will be performed throughout the day. Anyone caught with any other brand of paintballs, 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, NO EXCEPTIONS! All players MUST Radar their own markers and have their' ID tags Scanned' at the Radar Range, after successfully shooting their makers at 289fps or less in the presence of a referee. Be sure the ID Tag you have scanned at Radar is the Tag you are playing in the event with. You MUST have the current day's color of Radar Tag on your trigger guard of every marker you intend to use. If you do NOT Radar In with the proper ID Tag, you will NOT be allowed on the playfield. There will be two halves to this two-day battle. The first half will be played on Saturday and the second half will be played on Sunday. At 3:00 PM on **(Sunday Only)** we will feature the **“Mega Prize Give-Away & Awards Ceremony.”** Don't miss it! Drop your FREE lucky ticket in the fish bowl at CIA. You MUST be present to Win! You must have a valid player ID tag before you can radar or play. Current Player ID tags and armbands must be visible at all times. Never lift or remove your safety goggles, until you have completely exited the playfield! (beyond the orange barrels).

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/Scanning Area, 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 ON THE SPOT WITHOUT REFUND. ABSOLUTLY 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 transport. **All rental equipment must be turned in within 20 minutes of stand down on Saturday night, and by 3PM on Sunday. Be sure to ask for your Driver's License or ID back upon its return.**

## TROOP INSERTIONS

**All players MUST be scanned** prior to any insertion. Goggles must be on before you enter the scanner insertion area. The flag station referee will take the teams on to the field 10-15 minutes prior to the start of the game each morning. Be ready to deploy with the referee. This is the only time you can enter without scoring points for the other team. Everyone will still be scanned before entering the playfield. Insertion gates will close at 5-minutes prior to the starting siren. Any players entering in between 5-10-minutes to the start of the game will remain in and will 'Shotgun Start from their 'Green Zone'.' Once the game starts (siren) insertions will continue and points will be registered. When a player has been eliminated or calls themselves out, they have to exit the playfield, re-scan and re-insert thru their team's insertion gate with their troops. If your team is re-inserted by a transport truck or wagon, you are only safe while on the truck or wagon and barrel socks must remain on. You are not to exit the truck or wagon 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 or wagon is prohibited!** Everyone must keep clear of all moving vehicles. Troops may also be re-inserted into the game via a foot insertions. Only a referee can walk them out on to the playfield. **Troops can be dropped off at one of their controlled bases on their country's side of the border.** If you do not control a flagged objective referees will escort players to secondary insertion points within their country. All players on the 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 eliminated. **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 been scanned and are ready to insert, a game official will allow you to insert thru your team's Green Zone. The Team's designated Insertion Gate (East or West) and Green Zone is a free flowing insertion point all day long. Just scan in and go! providing it is not over run by the enemy. 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/Wagon Insertion instead.

**GREEN ZONES:** 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.

**PENALTIES:** ALL SAFETY VIOLATORS ARE SUBJECT TO 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. RIP's will write tickets and punch tags 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 ID tag. Only Current ID tags may be worn and **MUST BE VISIBLE AT ALL TIMES!** You must also wear the correct armband tape to identify your team and/or rank. 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 his ID tag. Absolutely no tools allowed on the playfield. Keep a constant eye on your guns 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, which is past the Orange Barrels!

**NEW SCORING FOR MONSTER GAME:** If you have read the story for "Shadow Wars" you are aware that this is a battle over the mining of a rare element discovered on the border between the fictional nations of Redislavia and Yellowvania. There is also an organization called "The SHADOW" that is intentionally, but slowly, escalating this war by making available advanced weapons, supplies, and contractor supported operations.

There are six primary scoring objectives on the field during the daytime segments. Points accumulate to determine the winning team. Each team will switch insertion points and starting bases on Sunday morning. All flags will be reset to neutral on Sunday morning. **SCORES WILL NOT BE POSTED OR RELEASED DURING PLAY. The final score will be announced at the post-game ceremonies on Sunday.**

**Redislavia will start on the East Side on Saturday, and on the West Side on Sunday. Reverse for Yellowvania.**

PRIMARY OBJECTIVES ARE FLAG STATIONS: (Flags are checked every 15 minutes)

<b>STATION</b>	<b>SCORE PER CHECK</b>
WEST POINT	150 points for East Army/50 points for West Army
CASTLE ROCK	100 points for East Army/100 points for West Army
ARCHIE BUNKER	50 points for East Army/100 points for West Army
HIGHLANDS	100 points for East Army/50 points for West Army
CITY TOWER	50 points for East Army/150 points for West Army
FIREBASE BRAVO	100 points for East Army/100 points for West Army

**SPECIAL MISSIONS:** There will be 'Special Missions' released to the commanders throughout the event. These missions may be worth extra bonus points or capabilities. If you want to really be part of the "win" be sure and communicate with your command staff and be ready to assist on these missions. **The night play segment will be scored solely on special missions.**

**MONEY:** A major deposit of uranium has been discovered near the border of Redislavia and Yellowvania. Both nations are vying for control of the area so that this valuable element can be mined and make the controlling nation a real player in global economics. The mining operations are represented by unique, and clearly marked, flag stations on the borders in the north and south. Controlling the flag station on your side of the border will yield \$50,000 worth of uranium every 15 minute flag check. As the largest deposits are directly on the border controlling the flag station on the border will yield \$100,000 worth of uranium per check. Pushing into enemy territory and controlling the station on the enemy's side will yield an additional \$50,000 worth every check AND cut them off from financial gains. Money earned from mining does NOT count toward your final score, but it can be used to purchase goods and services from "The SHADOW" that will certainly help you score points and win the game.

**The SHADOW:** This private corporation has been profiting from conflicts and wars around the globe for centuries. Wherever you find clans, tribes, or nations battling each other you are likely to find these soulless capitalists selling their wares, as well as the services of their private army of soldiers. For them it isn't about right or wrong....it's about profit.

**THE FOLLOWING SECTION HAS BEEN ADAPTED FROM THE VIPER SCENARIO RULES. IF YOU ARE A REGULAR PLAYER AT HELL SURVIVORS, BUT ARE UNFAMILIAR WITH VIPER EVENTS, YOU SHOULD PAY PARTICULAR ATTENTION TO THE FOLLOWING RULES.**

**LAW Rockets (Rocket Launchers):** We do not allow the use of "sabot" rounds (wads of paintballs) or grenades as projectiles from launchers. You must use Nerf brand "Mini Vortex," JCS "F-69," or Kush Nation Armory foam rockets. The only modification to these that will be allowed is trimming of no more than ½ inch off of each of the three tail fins. All launchers must be chronoed at less than 140 feet per second. These devices are for hard targets only such as helicopters, vehicles, buildings, bunkers, bridges, etc. They will eliminate vehicles, *but will not destroy a building or bunker*. These devices may be used during daytime segments only. You must have a "Heavy Weapons Specialist" card to use a LAW on the field, and all launchers must be approved before use. Each "Heavy Weapons Specialist" may only insert from the hospital with eight rockets, and may only carry eight with them on the field. Only Heavy Weapons Specialists may carry rockets. Once a rocket has been fired it cannot be retrieved on the field. Fired rockets can be reclaimed at Viper Command.

**Radios and cell phones:** Radios are allowed and encouraged. Players may use their radios or cell phones anytime except while on the field but out of play. Once in the hospital or off-field they may communicate at will. Players will not be allowed to stand off-field and gather reconnaissance of the enemy base or for recon and report missions.

**Wildlife:** Shooting of any wildlife will not be tolerated. If you accidentally do so please notify the nearest referee immediately so that we can make sure the animal is okay, or render assistance if necessary. If you witness someone doing so please notify the nearest ref immediately.

**Confrontations:** ANY player who makes confrontational remarks such as "Come do something about it" or related invitations will have their player badge confiscated by the nearest referee. ANY player who advances on a player making such an invitation to them will ALSO have their player badge confiscated by the nearest referee. These players may come to Viper Central Command to inquire as to whether their badges will be returned to them or whether they will be ejected from the event.

**Barrel-tagging:** You may "barrel-tag" players and eliminate them without shooting. Unless it is on your marker the barrel must be at least 8 inches long, and in plain sight (not hidden up your sleeve) while in use. To barrel-tag someone you **touch** them with the tip of your barrel anywhere below their collar. When you tag them you must immediately say, "Barrel tag!" when you touch them with it. Barrel-tagged players are immediately eliminated and are to walk away quietly. Failure to do so will result in a judge punch. After you have exited the area you may declare that you are eliminated as you continue to your hospital or an exit. Barrel tagged players cannot be healed by medics. No barrel tags are allowed during the "Final Battle."

**Surrenders:** We request, whenever possible, that you request players within 20 feet to surrender. This is not a hard and fast rule, but a strongly suggested guideline. We also recommend that players who are given this option accept it graciously. The player who asked was displaying good sportsmanship. Please don't reward them with a close shot. Thank them for not shooting you at close range and report to your hospital.

**"Dead man walks":** This term is a misnomer. If you hold your hand, or marker, above your shoulder, or place your barrel sock on the end of your barrel, you must either stay put and call for a medic, or leave the field, as you have signaled to everyone that you are eliminated. *However*, if you are not eliminated and choose to undertake a "**CASUAL STROLL**" by simply pointing your marker at the ground and assuming a casual, relaxed posture and walking down-field this is perfectly legal, and it is up to your opponents to discern whether you are a threat or not.

**Search the Body!:** If someone has just been eliminated, or is waiting on a medic, a "live" player may shout "Search the body!" at which point the marked player cannot move for thirty seconds. The live player will have that much time to get to them and demand any props or documents they may be carrying. If you are the player being searched you must immediately surrender any such items. This can only be done once, and only at the point the player was eliminated. If one of their own players gets to him first he may take possession of the props before you get there. A judge may override your "Search the body" call if it is apparent that you cannot get there in time, and are just trying to stall the action. Mission cards and supply cards are considered "props." However, MOS cards (the card that identifies a player as a medic, sniper, engineer, etc) are not.

**Helicopters:** Basically a silhouette on a pole, this represents players who are airborne in a transport chopper. The "pilot" must have credentials and wear a helo vest. The helicopter pole is inserted into a sleeve in the back of the vest so that it can be seen over their head. The helicopter can transport 5 passengers and a pilot. The pilot must have a judge initial and record your time of takeoff on a fuel card. Each flight lasts a maximum of thirty minutes. All flights should originate, and terminate, at your HQ. You refuel by landing at your HQ and having the judge initial another takeoff. If you are about to run out of fuel in the field you may land and have fuel delivered to your aircraft. You may then take off again. Helicopters may not drop ordnance. This includes, but is not limited to, smoke grenades, paint grenades, and satchel charges. You may complete a "photo recon" or "recon & report" mission while airborne. No one may fire at ground targets while riding. Passengers MAY fire at other aircraft's passengers and pilots while in flight. If a passenger is hit in this way he is eliminated. If the PILOT is hit the aircraft crashes. The pilot lands by dropping to one knee, at which time all passengers may disembark and find cover. The pilot and passengers may fire at ground targets only after the pilot lands, and you must wait five seconds (one thousand one, one thousand two, etc) before doing so. Anytime you land you must wait ten seconds before taking off again. Any player can eliminate a helicopter itself by firing a Nerf rocket so that it breaks through their group. You do not need to hit a player or the pole. If the helicopter is shot down or crashes you must turn in the silhouette to a judge. Your commander may have an opportunity to purchase a new one.

**Demolitions:** Any building, bridge, or bunker you see that has been wrapped in brightly colored one-inch tape has been destroyed. You may hide behind it or around it, but you may not enter the structure, or cross the bridge, until an engineer repairs it and removes the tape. You cannot complete a mission to "destroy" or "secure" a destroyed objective without having an engineer repair/rebuild it first.

### **M.O.S. (Military Operations Specialty) types**

Your commander will assign these roles. If he so chooses he may unassign a role and reassign it to another player by calling in to central command and requesting approval. You may only be assigned one MOS. Use of falsified MOS cards or supply cards, as well as ones from previous events, is strictly prohibited.

**Medic:** Medics ARE required to wear a white armband on each bicep. If you intend to be a medic you must have a pen with you at all times! Medics can heal players who have not been barrel-tagged or blown up. They cannot "heal" head-shots. If you wish to be healed by a medic you must stop as close to where you were hit as possible and shout "Medic!" at which point the referee will give the medic a reasonable amount of time to reach you, wipe off your hit, and record your badge number on his "Medic Supplies Card." You may not fire or move once you call for a medic, nor can you verbally interact with players. A player calling for a medic is not to be targeted by paintballs. The medic can be eliminated while in the process of completing his tasks. If you can reach a player calling for a medic and barrel tag him he is eliminated and must leave the field.

**Demolitions Expert:** Can use satchel charges to destroy bridges, bunkers, and buildings.

**Engineer:** Can rebuild destroyed bridges, bunkers, and buildings, as well as repair tanks.

**Pilot:** Pilots are the only people allowed to fly "helicopters" although anyone may be a passenger.

**Heavy Weapons Specialist:** Cleared to carry Light Antitank Weapons. (LAWs) These can destroy helicopters and tanks, and eliminate players in buildings and other man-made structures. However, they will not destroy the structure, and cannot be used for missions requiring the simulated destruction of an objective. Only HWS players are allowed to carry rockets, and they may only insert with eight rockets. They can only carry a maximum of eight rockets at any time while on the field.

**Sniper:** Snipers can use "Sniper Shot" cards to eliminate any player in plain view within 300 feet. The "sniper" must surrender one "Sniper Shot" card to a judge in order to eliminate a player. Each "Sniper Shot" card allows you to eliminate one target. They do not need to actually fire their paintball marker to accomplish this elimination. "Sniper Shot" cards may be used by snipers to complete a "sniping" mission, but must take out a player at the objective to complete the mission. Snipers cannot target helos, or their passengers, while in flight, nor may they fire from helos. Only snipers may possess "sniper shot" cards, and are limited to carrying no more than five at a time. Snipers may not "snipe" from a helicopter, tank, or air insertion.

**Supplies:** Supplies for MOS roles, such as bandage cards, C4 cards, etc, will be available for purchase from The SHADOW.

### **Nighttime rules (Nighttime rules go into effect immediately after the dinner break.)**

Chrono speed during this segment of the game is limited to 250 feet per second for all markers, and firing mode is limited to semi-auto only. Grenades, helicopters, Tanks, and Nerf launchers may **not** be used. Any hit from a paintball fired from a marker counts. This includes ricochets and bounces. You may use flashlights and spotlights. However, handheld spotlights count as your equipment and, therefore, if the light is hit the player holding it is eliminated and must take his light and leave the field.

**LET'S ALL PLAY SAFE AND HAVE SOME FUN! ARE YOU READY FOR ARE YOU READY FOR THE TIME OF YOUR LIFE?**