



Global Conquest™ Real-Life Scenario Game Rules

Hell Survivors Paintball Playfield * 619 Pearl Street (D-19) * PO Box 619 * Pinckney, MI 48169
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OFFICIAL SCHEDULE:

Registration Starts.....	7:00 AM
Radar Starts.....	7:00 AM
Officer's Meeting.....	9:00 AM
Game Starts (1 st & 3 rd Quarter).....	10:00 AM
Lunch Break.....	1:00 PM
American Cancer Society Paintball Auction (Saturday only).....	2:00 PM
Countries receive payment for first session.....	2:45 PM
Game Starts (2 nd & 4 th Quarter).....	3:00 PM
Game Ends (Cash in all your chips Sunday by 6:15 Sharp).....	6:00 PM

THE OBJECT OF THE GAME:

This new format is totally different than any paintball game you have ever played. Points calculated throughout the day do not determine the winner of this game. Nor is the elimination of enemy troops worth any point value. No one will know who the winning Nation of the "Global Conquest" will be until they cash in their chips at the end of the game, providing the earth has not been destroyed by tactical nuclear weapons. There are seven teams, representing seven different Nations each with their own President, Vice-President and military officers. Your team will be able to buy and sell gold on the "Global Trade Exchange" as well as hire NATO Forces, purchase tanks, airplane insertions & buy and deploy Star Wars laser defense systems or buy and launch tactical nuclear weapons to destroy an entire Nation in the blink of an eye. This game can be won in two different ways, financially as well as militarily. This game theoretically can be won by never even sending a troop onto the battlefield. This game can also be terminated at any time; it's called the "Armageddon Factor". If all of the seven countries are hit with a tactical nuclear weapon all within one of the 3-hour quarters... "GAME OVER". In the event of the Armageddon Factor – You must stop shooting and return to the dead zone, cash in all chips at CIA and await further instructions. The Earth has been completely destroyed... everyone's a loser. There are four 3-hour quarters, two each day to this event, with a 2-hour lunch break between them. During the lunch break on Saturday we will be featuring the Hell Survivors "American Cancer Society Paintball Auction" with 100% of the proceeds going to the American Cancer Society.

BEFORE THE GAMES BEGIN:

There will be seven registration lines, one for each Nation designated by that Nation's flag hanging above it. Each Nation needs at least 12-players to sign up as either a Government Official or a Military Officer (must be 18 or older except for Lieutenants) each will receive money and or gold certificates. Every player must wear their team/nation official jersey as well as their I.D. Tag visibly displayed on the outside of their clothing. No ghillie suits or clothing may be worn to cover or hide the identity of the player's team jersey. Wearing a pack or harness system is Ok as long the player's team jersey is still easily recognizable. Government Officials and Military Officers will be displaying an ID tag with their rank and nation on it. Players must have their marker radared at 289-fps or less and tagged by a game official before they can play. Each Nation will have a designated area in the dead zone for their HQ/Staging Area identified by the Nation's flag and/or sign. Remember barrel socks **MUST BE ON ALL GUNS AT ALL TIMES** while in the dead zone and parking areas. **ABSOLUTELY NO FIRING, DRY-FIRING OR THROWING OF PAINT IN THE DEAD ZONE, PARKING OR CAMPING AREAS.** Be sure to read the safety rules completely. Any violation of the safety rules could result in you and your teammates being permanently banned from our playfield without refund.

RULES OF THE GAME

Hell Survivors Paintball Playfield is a Field Paint Only (FPO) Paintball Playfield facility. You must be using the FIREBALL brand of paintballs with red fill at ALL TIMES. If anyone is caught with any other paintballs on the premises, they will be ejected from the event on the spot with NO REFUNDS! To determine where each Nation will be located on the field; a game official will draw a countries chip. Then the President or in his absence, the Vice President of that Nation will draw for location of their Nation for that entire day. A new drawing will be done on Sunday. The Start: A game official will walk your team out to your Nation. Each team will take their 7-flags with them. Officers will be in charge of your Nation's flags, DO NOT LEAVE THEM UN-ATTENDED. Once you reach your Nation you must put one of your seven flags in the official flagpole holder. Do not forget to hang your flag before the game starts, because, you're Nation will not be scoring minutes until you have done so. Each Nation that your team controls with your Nation's flag in the official flagpole holder is worth \$2,000.00 per minute. Minutes will be rounded down to the nearest 5-minutes with a 5-minute minimum. *Only full 5-minute increments will be counted.* Example: \$10,000.00 will be paid if the Nation is held for a full 5 minutes. Your troops can capture and hold as many countries as possible. Your Nation will be scoring \$2,000.00 per minute as soon as you raise your Nation's flag at that conquered Nation. Your team can conquer a Nation, and remove their flag, which will immediately stop them from scoring minutes. However, your team will not start scoring minutes until your Nation's flag has been placed in the conquered Nation's official flagpole holder. Your team is responsible for all seven of your flags. If your Nation is conquered or Nuked by another team you must take all of your flags in that particular kill-zone with you, whether you are dead or alive. Dead players with flags will have to return those flags to their teams HQ/Staging area, where they may be re-inserted with their teammates. Remember, any lost or misplaced flags will NOT be replaced, so do NOT lose or misplace any of your team's flags. Everything counts as a hit; Headshots, Gunshots, Body-Shots or a hit on anything you are wearing. It doesn't matter how it got there. However, a bounce-off does not count but you must yell "NO BREAK" in order to remain in the game. Remember, any speckle of a light baby blue, chalky paint on you or your equipment, means you have been hit by a grenade or mine, YOU ARE OUT! We will be spot-checking the velocity of your gun throughout the event. Anyone shooting hot on the playfield will be removed from the playfield on the spot and will receive a penalty punch on their I.D. Tag and serve penalty time. Penalty time is one minute for every foot-per-second that you were over 300. Absolutely no tools allowed on the playfield. Keep a constant eye on your guns velocity, you can bet we will! Once you have been eliminated, immediately place your barrel sock on your gun and YELL "OUT", keep waiving your gun high in the air and yelling "OUT" until you have completely reached the "Dead Zone". Never lift or remove your goggles until you have reached the "Dead Zone". Anyone caught doing so will be ejected from the games and will receive a penalty punch on their ID Tag. Any player that receives 3-penalty punches for any reason will be ejected from the event on the spot & permanently banned from Hell Survivors Paintball Playfield. No excuses, No refunds! Once you have returned to the dead zone be sure to wipe off all wet paint from yourself and your equipment, and then proceed to your team's HQ/Staging area. Here you will re-group with your teammates and remain there on 'stand by' until it is your team's time to be re-inserted in the game. One of your team's Government Officials or Military Officers must accompany your soldiers when re-entering the game. Only a Game Official can re-insert troops into the game. Anyone caught re-inserting himself or herself back into the game without a Game Official will be ejected from the event. Terrorism: Intel has information of some countries purchasing other countries military uniforms (jerseys) on the black market. **BEWARE!!** Only the current year's I.D. tags will clarify a soldier's true identity. Remember all flags will be lowered at lunch break. All nuclear fallout and damage will dissipate and be restored during lunch. All teams will start fresh at their original Nation after lunch.

GOVERNMENT OFFICIALS AND MILITARY OFFICERS:

Each Nation will receive a total of \$240,000.00 in chips and a "100-oz. Gold Certificate" for each day.

OFFICER ID TAGS ARE NOT REPLACEBLE, So don't lose it!

1- President for each Nation will receive	(must be 18 or older)	\$70,000.00 in chips and a "100-oz. Gold Certificate"
1- Vice-President for each Nation will receive	(must be 18 or older)	\$50,000.00 in chips
2- Generals for each Nation will each receive	(must be 18 or older)	\$20,000.00 in chips
8- Lieutenants for each Nation will each receive	(anyone 10 or older)	\$10,000.00 in chips

	<u>Purchase Amount</u>	<u>Sell Back Amount</u>
"Airplane Insertions / Assaults" can be hired for a 10-Minute Mission for	\$ 20,000.00	\$0
"Ground Assault Vehicle / Tank" can be hired for a 10-Minute Mission for	\$ 50,000.00	\$0
"NATO Forces" can be hired for a 20-Minute Mission for	\$100,000.00	\$0
"Tactical Nuclear Weapons" can be purchased for only	\$300,000.00	\$150,000.00
"Star Wars Laser Defense Systems" can be purchased for	\$500,000.00	\$250,000.00

New! "C.I.A. E-bay® Store" A Nation can always sell off their unused nukes or satellites for cash to the 'C.I.A. E-bay® Store' during regular game times, for one-half of the original purchase price. **However the C.I.A. E-bay® Store closes early on Sunday at 5:30pm sharp, No Exceptions!**

NATO FORCES:

NATO Forces can be hired at C.I.A. for \$100,000.00 for a single 20-minute mission of your choice. NATO Forces will be wearing the color of armband of the Nation that they are working for while they are on that mission. NATO Forces are eliminated the same as any other player and must abide by the same game rules. NATO Forces can be ejected from the event for safety rule violations the same as anyone else. NATO Forces, however, cannot touch any flags. All NATO Forces must return to the dead zone after their mission is completed, aborted or they have been eliminated. No NATO mission will exceed the 20-minute time limit.

TACTICAL NUCLEAR WEAPONS:

Any Nation can buy a nuclear bomb for \$300,000.00 during the game at C.I.A. Once a Nation has purchased a nuke, they can launch it at anytime, at any Nation they desire during play with the assistance of the official "Nuclear Deployment Squad". Nukes are considered submarine based and are impervious to land based troop assaults. Nukes can still be launched, even if a Nation has lost their country or base. Once a Nation has been nuked, at the time of the explosion, all players within a 100-ft radius of that Nation's flag, (*no matter what team they are on*) are DEAD. All the players in that 100-ft. kill zone must place their barrel socks on and head to the dead zone immediately. Be sure to take all your flags in that perimeter to the dead zone with you. In fact the entire area is gone and will be taped off and out of play for that entire quarter. A black "Skull & Cross Bones" flag will fly on what's left of that Nation's flagpole. Remember, the game is NOT over for your team. You just don't have a Country. So go take over someone else's Country. The massive explosion may even be followed by intense thick smoke and fallout, literally wiping out visibility for miles. You may sell your Tactical Nuclear Weapon on the C.I.A. E-bay® Store for \$150,000.00 during the game before 5:30pm on Sunday.

STAR WARS LASER DEFENSE SYSTEMS:

Any Nation can purchase a Star Wars Laser Defense System for \$500,000.00 during the game at C.I.A. The only thing that can prevent your country from being hit by a nuke is if your country already owns a Star Wars Laser Defense System, however this satellite system will be destroyed if you decide to use it as a counter-measure against any incoming nuke. Your President must make the call weather to 'use it & lose it' or let your country be destroyed by the incoming nuke. If the Star Wars System is used the nuke and the satellite are both destroyed simultaneously in space, "a one for one". Star Wars systems are satellite based and are located in space, they are impervious to land based troop assaults. A Nation's Star Wars Satellite Defense System can only defend one of it's own countries bases, not an allies country or base. You may sell your Star Wars Laser Defense System on the C.I.A. E-bay® Store for \$250,000.00 during the game before 5:30pm on Sunday.

THE GOLD MARKET: THE "GLOBAL TRADE EXCHANGE" IS ONLY OPEN FROM: 10:00 AM to 1:00 PM or from 3:00 PM to 6:00 PM

Gold can be bought and sold during the game at the "Global Trade Exchange" Gold Certificates can be purchased or sold by completing a "Buy/Sell Order". You will then roll one die to determine the "Current Market Value" of Gold at that time. Of course, you want to buy low and sell high. How to buy or sell Gold: All gold is bought or sold in the form of a "100-oz Gold Certificate" only, nothing more, nothing less. Each President, of each Nation, will be issued one "100-oz Gold Certificate" when they sign up. Each President (*Vice-President in the event the President can not be located*) will be paid for your Nation's performance on the battlefield after each quarter by the "Global Trade Exchange". **ALL "Gold Certificates" become null & void @ 6:00 PM sharp! So allow plenty of time to submit and execute a "Buy/Sell Order" Or you may get shutout of that transaction.**

SELLING GOLD ON THE "GLOBAL TRADE EXCHANGE":

You will need to fill out an official "Buy/Sell Order" form for the amount of "100-oz. Gold Certificates" that you want to sell to the "Global Trade Exchange". You must submit your order first. Then to determine what the current market price is for gold, you will be asked to roll a single die. The higher the number that you roll, the higher the price of gold.

Example:

- If you rolled a #1, that would equal \$100.00 per ounce. (100-oz. @ \$100.00 = \$10,000.00) You would get \$10,000.00 for each "100-oz. Gold Certificate"
- If you rolled a #2, that would equal \$200.00 per ounce. (100-oz. @ \$200.00 = \$20,000.00) You would get \$20,000.00 for each "100-oz. Gold Certificate"
- If you rolled a #3, that would equal \$300.00 per ounce. (100-oz. @ \$300.00 = \$30,000.00) You would get \$30,000.00 for each "100-oz. Gold Certificate"
- If you rolled a #4, that would equal \$400.00 per ounce. (100-oz. @ \$400.00 = \$40,000.00) You would get \$40,000.00 for each "100-oz. Gold Certificate"
- If you rolled a #5, that would equal \$500.00 per ounce. (100-oz. @ \$500.00 = \$50,000.00) You would get \$50,000.00 for each "100-oz. Gold Certificate"
- If you rolled a #6, that would equal \$600.00 per ounce. (100-oz. @ \$600.00 = \$60,000.00) You would get \$60,000.00 for each "100-oz. Gold Certificate"

BUYING GOLD ON THE "GLOBAL TRADE EXCHANGE":

To buy Gold: You will need to fill out an official "Buy/Sell Order" form for the amount of "100-oz. Gold Certificates" that you want to buy from the "Global Trade Exchange". Now in order to buy gold, you must PUT UP IN CHIPS \$600.00 per ounce or (\$60,000.00 per "100-oz Gold Certificates" that you would like to buy.) Then you would submit your order. *The reason you must put up that amount of chips with your order is to assure you have the money to pay for your order no matter how high the current price of gold may be.* Then to determine what the current market price is for gold, you will be asked to roll a single die. The lower the number that you roll, the lower the price of gold. Any overpayment will be refunded back to you. Example if you rolled a #2, then you would get a \$40,000.00 refund for each Gold Certificate that you bought on that transaction.

Example:

- If you rolled a #1, that would equal \$100.00 per ounce. (100-oz. @ \$100.00 = \$10,000.00) You would be buying @ \$10,000.00 for each "100-oz. Gold Certificate"
- If you rolled a #2, that would equal \$200.00 per ounce. (100-oz. @ \$200.00 = \$20,000.00) You would be buying @ \$20,000.00 for each "100-oz. Gold Certificate"
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- If you rolled a #6, that would equal \$600.00 per ounce. (100-oz. @ \$600.00 = \$60,000.00) You would be buying @ \$60,000.00 for each "100-oz. Gold Certificate"

NOW you GET IT, DON'T YOU? Buy low...Sell High!

AT GAME END: Sunday at 6:00 PM all players MUST CASH IN ALL OF YOUR CHIPS immediately to the "Global Trade Exchange". The "Global Trade Exchange" will then immediately start counting and calculating the winning Nation. No weapons or Gold Certificates can be sold after the game ends. Remember, that any allied forces and agreements are NOT recognized by the C.I.A. or the Global Trade Exchange. Therefore you cannot ever commingle money/chips. The single Nation that has earned and held on to the most amounts of money/chips by the end of the game will be the WINNER! of **This year's "Global Conquest" Real-Life Scenario Game. What Nation will rule the World this year?**

Most of all lets play safe and have some fun!