



## **OBJECT OF THE GAME:**

There are four teams, Eastasia (Yellow), Eurasia (Red), Oceana (Blue) and Zombies (White- this team can not earn points). All Weekend your object is to collect resources through missions that earn you points. The team with the most amount of resource points wins as the Ultimate Survivalists of the Post-Apocalyptic battles, known as the Final War.

In order to survive this Post-Apocalyptic War you will need all of the resources you can get!  
Food, Water, Shelter and Fire.

There will be multiple resource objectives through the two day Final War game. Saturday after the Final War Game there will be a Marshmallow Prison Break Game that will start at 7:00pm and last 30 minutes. The Winner of the Marshmallow Game will earn the choice to choose who they wish to play with during the Final War Game.

There will be a Jig Saw Puzzle given to each team at the beginning of the Final War Game. Each team will have the exact same puzzle and have the entire weekend to complete it. The First team to complete the puzzle or have the most pieces completed by the end of Sundays Final War game will have the right to choose which insertion point they wish to start at for Final Battle on Sunday.

Each team will collect Resources through Final War to make purchases for Mission Objectives, Trade with other teams or save them to turn into point value at the end of Final War.

# **Rules of the Game:**

## **Bases:**

Each Team will start at their Base at the start of each day of Final War at 9:00am. The Game will Start at 9:30am.

### **Each Commander and XO will receive at their Base the following items at the Beginning of Saturdays Game of Final War:**

- 1 Rocket Card that will give you 3 rockets
- 2 Food Resources
- 2 Wood Resources
- 2 Water Resources
- 2 Building Resources
- 1 Jigsaw puzzle

Bases Can Not be entered by any other team. Each team can reinsert at their main insertion entrance or by returning back to their base after being hit and then go back into the game. Teams cannot shoot from inside of the bases except to shoot a zombie who may be approaching their base.

Bases will be marked to identify each.

## **Buildings:**

All Buildings besides the Bases are fair game to play! Zombies are the only players that cannot enter buildings. Tanks, Helicopters and Airplanes cannot enter buildings. Mercs are able to enter.

## **Zombies**

-Zombies are the only team that cannot earn points, make trades or buy missions but they will have fun making your life more difficult!

-Zombies will have full range of the field.

-Zombies can only die by hitting a target designated on them. Zombies can reinsert at any part of the waters edge of Sidewinder Swamp. The Zombies will have two bases that cannot be attacked.

-Zombies may be bought under a Special Fallout Mission by any team. (See Fall out Rules)

-Zombies will have full range of the playing field and can kill out any player. However, they cannot infect any building until there is a fallout. (See Fall out Rules-Zombies will play Final battle but cannot earn points.

## **Resources:**

In order to survive this Post-Apocalyptic War you will need all of the resources you can get! Food, Water, Shelter and Fire. Each Resource is worth points, you can store these resources to add to your points at the end of the weekend or use them to trade in for.

You will be able to Trade resources with other teams at our Trading Post. (SEE TRADING POST RULES)

Use the map to find where these resources can be found.

Farm-Food Resource	50 Points Per item
Wood-Fire Resource	50 Points Per item
Water- Water Resource	50 Points Per item
Stone- Building Resource	50 Points Per item

At the end of the game the resource points will be added up. You have an opportunity to gain bonus points. For every 10 resources you collect by the end of the day each day you will add an additional 1000 points. For example: 10 resources add to 500 points + 1000 bonus =1500pts. If you have 20 resources that is 1000 points + 2000 bonus points =3000 points. If you have 15 resources that is 750 points+1000 =1750 points.

### **Each Commander and XO will receive at their Base the following items at the Beginning of Saturdays Game of Final War:**

- 1 Rocket Card that will give you 3 rockets
- 2 Food Resources
- 2 Wood Resources
- 2 Water Resources
- 2 Building Resources

Resources are the only things you can use to trade in for special mission use.

Special Missions you can trade in for are: MERCENARY Forces, Helicopter, Airplane, Tank, Special Zombie Fallout, Rockets or a Kamikaze.

**[See Assault Missions for descriptions of each.](#)**

**[See Assault Trade Value.](#)**

You may only carry one resource back to base at a time.

Example: If you go to get a Water Resource you may retrieve and bring back only one Water Resource Item to your base at a time. You may return as many times as you wish.

**End of Game Day one:** A commander or the XO must report to the Trading post within 20 minutes of the game ending to turn in all of their resources. The resources will be counted and the commander and XO be given a receipt to hold on to.

**Final Game Day:** A Commander or the XO must report to the CIA within 20 minute of Briefing in order to retrieve their resources back. If a Commander or XO fails to pick up their resources before the briefing they will lose their resources and have to start over. A Commander and XO must return all resources to the Trading post at the end of this game within 20 minutes of game called, if they fail to do so no resources will be counted for.

**Fallout Rules of Resources:** Any time a Fall Out takes place the Trading post will close 30 minutes prior to the Fall Out. (See times of when Fall Outs happen). If a base is infected during a fallout any Food and Water Resources whether they are inside the base or not must be handed over immediately. All Refs will be informed of what base was infected and has the right to ask any of the team players of that base to hand over the resources they have anywhere on the field immediately. **Any player found knowingly cheating this rule will cause the team to forfeit all of their resources at the time.**

## **Secondary Objectives & Missions**

**All Missions will be informed to the Commander and XO through a private Text System.**

### **Flags:**

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 sent through the**

**Commander and XO Text Message Channel.**

**You must raise your flag and hold it for 15 minutes.**

Whichever Team's Flag is flying higher at the end of the 15 minutes, at that base at that time will receive the point value listed below for that Flag Check.

Bases may have to be held for an entire hour with a check every 15 minutes of flag color.

Helicopter	100 Points Per Flag Check
Castle Rock	150 Points Per Flag Check
East Point	100 Points Per Flag Check
Archie Bunker	100 Points Per Flag Check
Zulu	150 Points Per Flag Check
Area 51	200 Points Per Flag Check
FIREBASE BRAVO	100 Points Per Flag Check
TIPPMANN TOWERS	200 Points Per Flag Check

## **Trading:**

Each team will have the ability to trade resources. Every Hour on the Hour the Trading Post will open for any teams (besides Zombies) to have 15 minutes to try and make a trade.

Commanders can choose themselves or whoever they wish to go to the trading post and work a deal out.

**Ammo Cans:** There will be several Ammo Cans hidden around the map. These Cans may be filled with Rocket Cards or Resources. When you find one, bring it up to the Trading Post to receive your reward.

## **Jigsaw Puzzle:**

Each team will be given a jigsaw puzzle, all puzzles will be the same for each team to be fair. You will have all weekend to work on this puzzle. The team who finishes their puzzle first will win, if no team finishes their puzzle we will count to see who has the most pieces put together. Whoever wins will get choice of insertion for Final Battle.

## **MEDIC:**

Each Team may have only 1 Medic at a time.

A Medic may heal any player on their team at any time. A Medic can die and can kill. They can use any kind of gun they want.

The Medic can change at any time but that must be reported to the commander and only if they are alive. If a Medic dies, a new one cannot be appointment until the current one reinserts and hands their badge to the commander.

## **Fall Out**

A Fallout will happen every 2 hours. When a fallout happens the Zombies will be able to infect any building. The trading post will close 30 minutes prior to a Fallout. All resources whether in the building or on a team's person that are water or food resources will count if infected.

The Zombie Commander will receive orders from the Trading Post on their mission. The Trading Post may give an order for the Zombies to be able to choose a base to infect or bases.

If a Zombie during Fall out touches your base they must yell out "**BASE INFECTED**" the ref of the base will call into the trading post a team base has been infected and that base must forfeit all of their water and food resources.

Once a Zombie calls out Base Infected they cannot be killed. They must keep their hand on the base until a ref acknowledges. Once the base is infected the zombie who infected it can continue on if time allows within the 30 minute fall out mission.

Zombies can still die during fallout.

**SEE UNDER ASSAULTS FOR SPECIAL FALL OUT ZOMBIE ASSAULT**

# MARSHMALLOW GAME

This will take place on Saturday Sept 13<sup>th</sup> after Final War game at 6:30pm.

Briefing is at 6:00pm at the main stage.

Game Map Play: Castle Rock and Mini Grinder

**All rules of normal Paintball are in effect, only difference...no paintballs!**

You must provide your own Marshmallow weapon and ammo of choice.

Any size Marshmallow, any kind of weapon. You may use your hands, a sling shot, marshmallow gun etc..

A prisoner will be in the Castle. First team to remove Prison Wins.

Unlimited Respawn at Mini Grinder Slapstick.

There is NO picking up the prisoner and no forcefully shoving them around. If a player picks up the prisoner they will be out of the game.

**Award: Choice of team to play on their same side during final war.**

# Final Battle

Final Battle will begin at 3:00pm on Sunday Sep 14th.

The Use of Big Grinder and Mini Grinder will be in Play.

## All 4 teams will play Final Battle

The winning team from the Marshmallow Game will choose which team they want to play on the same side with.

The winning team of the Jigsaw puzzle will choose which side them and the other team they are playing with inserts at.

This is a slap stick game.

Every time the rocket launcher sound goes off whoever is in control of the slapstick will win 500 points. Those 500 points are split between the two teams on the same side in control.

If the team in control of the slapstick has the zombies on their side, the zombies cannot earn those points but the team who can will earn the 250 points.

## ASSUALT MISSIONS

### Kamikaze

A Kamikaze can destroy any location on the map besides a teams base. This is NOT A PERSON but more like an Atomic Bomb.

**For example:** If a Kamikaze is called in to drop on "Castle" The trading post will inform the refs designated to that area. They will state, "A Kamikaze has dropped on Castle" An Orange Flag will appear and black smoke with take place and anyone within 20 feet surrounding will be killed and have to reinsert. Once a Kamikaze has hit, the building hit is dead for 5 minutes and cannot be used. Once the Orange flag is gone it is fair game.

You may trade in resources for a Kamikaze Assault mission.

Only one Kamikaze can be done at a time and within a 2 hour window.

Commanders or XO's must go to the trading post to trade in for this mission.

The Commander/XO will have 2 hours to use the Kamikaze otherwise it goes back up for trade. Resources will not be returned if the Kamikaze is not used.

Only ONE Kamikaze Assault may be traded in for at a time. This is a first come first serve.

## **FALL OUT Zombie ASSAULT:**

You may trade in resources for a Zombie Fall out Assault mission. Only one Zombie Assault can be sent out at a time.

Commanders or XO's must go to the trading post to trade in for this mission.

The Commander/XO will inform the trading post where they wish to send their Zombie Assault.

The Zombies can attack a team base.

The Zombie Commander will be informed and when the assault will commence.

The Zombies will then attack, if the zombies touch the designated base they must yell out "BASE INFECTED" and remain with their hand on the base until a ref acknowledges. The Ref must report in to the trading post and the base infected must forfeit all water and food resources.

If the base is infected within the 15 minutes all zombies are back into play. The Zombie who infected the base must return back to the swamp to reinsert.

After 15 minutes if the base has not been infected the zombies have failed their mission and can continue on as regular play and can no longer infect.

## **MERCENARY FORCES**

Any team can hire the Mercenary Forces. All members of the Mercenary Force must wear the color armband tape and or goggle strap that corresponds with the Team that hired them. If they have No Color armband they may be running a Black Mission and will shoot everyone they come across. The Mercenaries Force will perform a 20-minute assault on a specific target or team. Mercenary Forces cannot touch any flags. The Mercenaries Forces only go out for one 20-minute mission per hour, starting at; 9:30 AM, 10:30 AM, 11:30 AM, 12:30 PM, 1:30 PM, 2:30 PM, 3:30 PM & 4:30 PM on Saturday. On Sunday, every hour on the half hour 9:30 AM, 10:30 AM, 11:30 AM 12:30 PM & 1:30 PM

They may be purchased for specific time slots only. After the mission the Mercenary Forces must return to the dead zone. If they do not have a purchased mission they may then go out and give support to any Team that they choose, but they must wear the correct color of the team that they are giving support to. To hire Mercenaries Forces, you must go to the Trading POST Purchases are allowed for the current day only. Absolutely NO shooting into the Enemy's Green Zone.

## **ATTACK HELICOPTERS**

Helicopters may depart every hour on the half hour; 9:30 AM, 10:30 AM, 11:30 AM, 12:30 PM, 1:30 PM, 2:30 PM, 3:30 PM & 4:30 PM on Saturday. On Sunday, every hour on the half hour 9:30 AM, 10:30 AM, 11:30 AM 12:30 PM & 1:30 PM.

All Helicopter Pilots must be checked in and wait at their Team's insertion gate until departure time. Every Helicopter MUST be accompanied by a Referee at all times on the field. Missions only last 10-Minutes. The pilot MUST wear the approved leg armor provided. All players must maintain a 20ft distance away from helicopters. Helicopter pilots should NEVER shoot a player within 10ft. Players may not "Blockade" by standing on a bridge or narrow area to prevent a helicopter from crossing due to the 20ft rule. The helicopter ref will make these players fall back or surrender. Helicopters CANNOT enter the Enemy's Green Zone, ANY building, base, or go up any stairs. To purchase a helicopter an officer must go to the Trading Post.

Missions can be purchased for the current day only! You will then be given the yellow copy to keep until departure. This is your boarding pass and is not replaceable. Do not lose it and do not be late or you will miss your flight! Each team will be limited to 1 helicopter per mission time, purchased for the current day only. Absolutely NO shooting into the Enemy's Green Zone or at other Tanks or Helicopters.\

A Helicopter can be blown up by a tank that has been purchased by another team by the use of 1 rocket also purchased by the team.

## **ZONE GROUND ASSAULT TANK**

These tanks/vehicles depart every hour on the half hour; 9:30 AM, 10:30 AM, 11:30 AM, 12:30 PM, 1:30 PM, 2:30 PM, 3:30 PM & 4:30 PM on Saturday.

On Sunday, every hour on the half hour; 9:30 AM, 10:30 AM, 11:30 AM 12:30 PM & 1:30 PM

All players riding in the tank/vehicle MUST be at the insertion gate on time to participate. All players MUST be checked in!

If you are late you will miss your mission. ALL tanks/vehicles will be followed by a ref. Teams will be notified if the tanks/vehicles are not available.

You must display a flag/color that corresponds to the team/country that hired you. A tank/vehicle can carry some gunmen depending on the vehicle size that is available. All players must maintain a 20ft distance from the tank/vehicle! Gunmen in or on tanks/vehicle should NEVER shoot a player within 10ft. ALL TANKS/VEHICLES MUST STAY ON TANK ROADS; roads will be marked. TANK/VEHICLES CANNOT BACKTRACK, REVERSE! Tanks are hired for 20 minutes of assault time, when you run out of time the gunmen MUST cease fire and return immediately to the dead zone with the TANK/VEHICLE.

Tanks can be blown up by 2 rockets! 1 rocket is to stall them for 1 minute, a second rocket will kill them. The rockets must be put in the fish net and can be put in the net by gun or by hand.

If a player is trying to throw a rocket in by hand they MUST maintain the 20ft rule!

Tanks can only be blown up if they are flying a colored flag other than black!

Red, Yellow, Blue are the colors used if purchased by a team

Green is fair game to blow up.

Black- A tank cannot be blown up if they have a black flag!

Tanks can blow up helicopters and airplanes with a rocket if purchased by the team. Helicopters and airplanes can be blown up by 1 rocket.

## **Rockets must be purchased at the Trading Post!**

To hire a TANK mission you must go to the Trading Post Missions can be purchased for the current day only. ABSOLUTELY NO SHOOTING INTO ENEMY'S GREEN ZONE or at other Tanks or Helicopters!

## **AIRPLANE INSERTION/MISSION**

Airplanes may depart every hour on the half hour; 9:30 AM, 10:30 AM, 11:30 AM, 12:30 PM, 1:30 PM, 2:30 PM, 3:30 PM & 4:30 PM on Saturday. On Sunday, every hour on the half hour 9:30 AM, 10:30 AM, 11:30 AM 12:30 PM & 1:30 PM

Players boarding the plane must wait at their Teams insertion gate until departure time. All players on board MUST be scanned in. If you are late you will miss your flight!! All players must wear corresponding color armband/jersey displaying their team/country. Only game official can pilot the transport plane. The airplanes CANNOT be used to climb stairs, enter buildings/bases, enter Enemy Green Zones or ride on transport vehicles. THE AIRPLANE CAN ONLY CARRY 8-PEOPLE MAX. The transport plane can fly almost anywhere on the playfield (except areas already listed) that can be reached within 10 minutes. (Airtime starts when you enter the playfield.) Everyone on the plane must keep their barrel cover on until they have dropped off. NO ONE MAY SHOOT AT OR FROM AN AIRPLANE! However, an airplane may be on a bombing mission, GRENADES CAN BE THROWN FROM THE PLANE AT ANYTIME! Planes CANNOT be taken out by 'paint grenades' nor can they be fired upon by ground troops. The players on the plane may drop off (parachute) anytime they choose, individually or as a group. Once you drop off (parachute) you cannot get back on the plane! You are fair game the moment you let go of the plane. Remember... the aircraft only has ten minutes of fuel. The pilot (game official) will give you a 10-second countdown before he yells CRASH! If you are still on the plane at this time you are dead.

An Airplane can be blown up by a tank that has been purchased by another team by the use of 1 rocket also purchased by the team.

To hire an AIRPLANE insertion/mission you must do so at the Trading Post.

Missions can be purchased for the current day only. You will be given the yellow copy to keep until departure. This is your boarding pass and is not replaceable. Do not lose it and do not be late or you will miss your flight! Each team will be limited to 1 airplane per mission time. (purchase for current day only.) ABSOLUTELY NO SHOOTING, BOMBING OR PARACHUTING INTO ENEMY'S GREEN zone.

## Assault Mission Trade Value

<u>Item</u>	<u>Trade Value</u>
<b>Kamakazie</b>	
<b>Fallout-Zombie Assault</b>	
<b>Mercenary</b>	
<b>Attack Helicopters</b>	
<b>Ground Tank</b>	
<b>Airplane Insertion</b>	

## Zombie Fall Out

<b>Saturday Sept 13th: 9:30am</b>	<b>Game On</b>
11:30Am	<b>FALL OUT for 30 min</b>
1:00PM-2:00PM	<b>Lunch</b>
2:30pm	<b>FALL OUT for 30 min</b>
4:30pm	<b>Fall out for 30 min</b>
<b>Sunday Sept 14<sup>th</sup>: 9:30am</b>	<b>Game On</b>
11:30am	<b>FALL OUT for 30 min</b>
1:30pm	<b>FALL OUT for 30 min</b>
2:00pm	<b>Final War Game Over</b>

# **INSERTION TIMES:**

Once the Game play starts at 9:30am the insertion will open and close every 10 minutes. The Last Open insertion on **Saturday** will be at 12:50pm and will close at 1:00pm for lunch.

Game will start back up at 1:50pm continuing with open and close every 10 minutes until the end of the Game on **Saturday** at 5:00pm.

<b>INSERTION FOR SATURDAY FINAL WAR</b>	
9:00am-9:30am	OPEN
9:30am	<b>CLOSED</b>
9:40am	OPEN
9:50am	<b>CLOSED</b>
10:00am	OPEN
10:10am	<b>CLOSED</b>
10:20am	OPEN
10:30am..continue every 10 min until lunch	<b>CLOSED</b>
1:00PM-IUNCH	<b>CLOSED</b>
1:50pm	OPEN
2:00pm	<b>Closed</b>
Continue every 10 minutes until 5:00pm at end of game.	

Once the Game play starts at 9:30am the insertion will open and close every 10 minutes. The Last Insertion will be at 1:50pm and the game will end at 2:00pm to get ready for Final Battle!

<b>INSERTION FOR SUNDAY FINAL WAR</b>	
9:00am-9:30am	OPEN
9:30am	<b>CLOSED</b>
9:40am	OPEN
9:50am	<b>CLOSED</b>
10:00am	OPEN
10:10am	<b>CLOSED</b>
10:20am	OPEN
10:30am..continue every 10 min until 2:00pm	<b>CLOSED</b>
2:00PM	<b>CLOSED</b>