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FALL BIG GAME 2011

Z.E.R.O.

10.02.11

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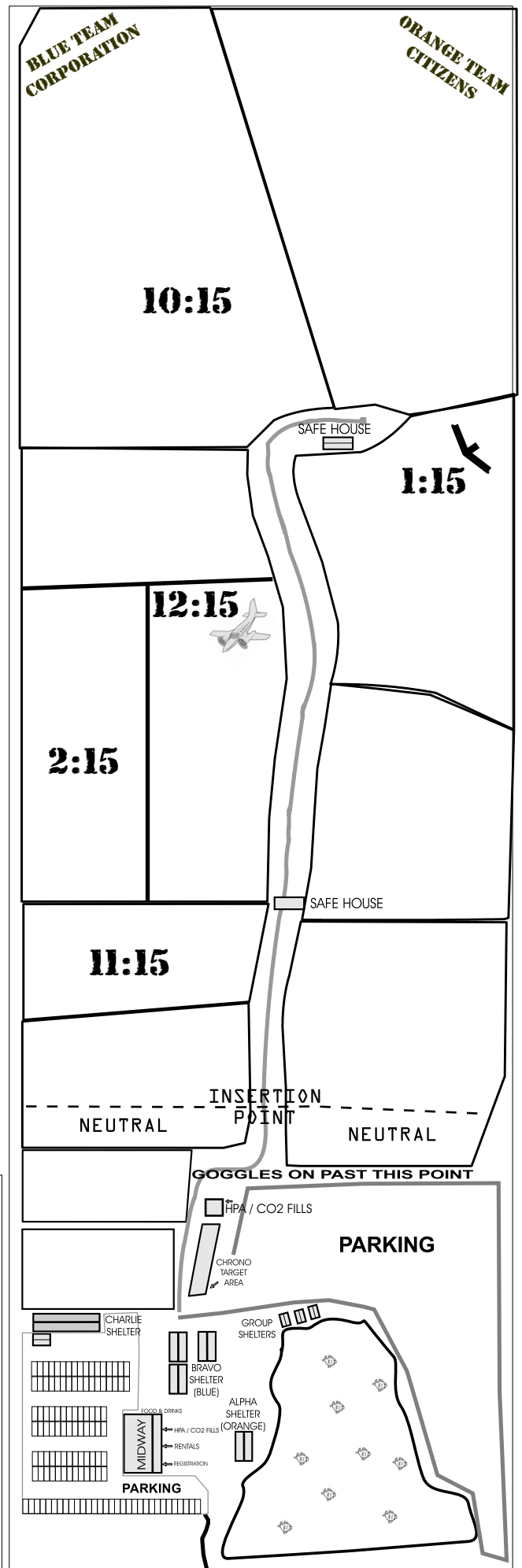
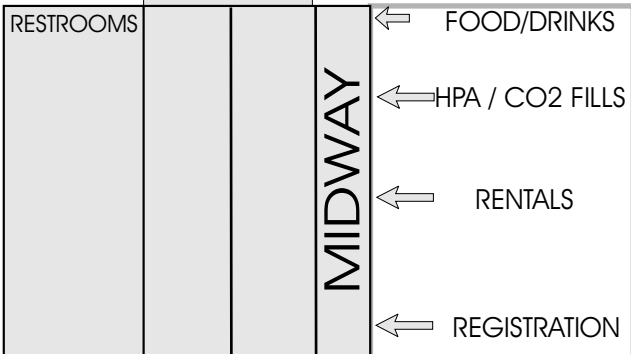


SEE REVERSE FOR RULES & OBJECTIVES

Additional Air Station ↑
Past Chrono

SUPERSALE

THE BIG GAME IS
EVENT PAINT ONLY



Welcome to the Big Game. We wish to offer you a safe, fun, and affordable playing environment. Big games at SplatterPark have many surprises that can thrill you or startle you, either way; the memories will stay with you forever! You will be participating in a 6-1/2 hour continuous game, which will involve many facets other than what you are used to during recreational play! Due to the complexities of this game all players should read this page and become familiar with rules, the map, and the locations of specific areas of service. If you don't, you are at a disadvantage!

- SAFETY FIRST – GOGGLES ON AT ALL TIMES WHILE IN SHOOTING AREAS – BARREL COVERS ON WHEN ELIMINATED, BARRING INSERTED, AND IN NEUTRAL / PAVLION AREAS.
- SplatterPark is Field Paint Only facility and Big Games are Event Paint Only. No carry on paintballs or grenades.
- Gates open at 6:00 a.m. - Day of registration begins at 7:00 a.m. - Game Begins at 9:30 a.m.
- BIG GAME CREDENTIAL is your receipt & must be visible at all times! Do not lose it - no other will be given!
- Credential contains a raffle ticket for prizes called out during the day at the SuperSale. Check prize board at the SuperSale to claim your prize. Prizes not claimed by 4:00 p.m. will be included in the Prize Toss.
- Pre-Register at www.splatterpark.com to be eligible for the pre-registered players raffle!
- Regular pricing applies to Big Games. Air punches are provided with Full Pack / Half Pack purchases.
- Additional air tokens can be purchased – (2) tokens for \$5 or (1) token for \$3.
- AIRPASS can be purchased for \$10 for unlimited air fills on respective tank.
- Rent a HPA tank for only \$10.00 with valid driver's license. Includes all day air! Save time and money instead of standing in line for CO2 fills.
- Lunch is served between 11:30 p.m. and 1:30 p.m.
- Chronograph/Target Range is available to you after you have registered and have had a safety briefing. Field limit is 285 FPS. Use the target range to tune your marker. Entry point Referees will chrono your gun before you are allowed entry to playing area. No tools allowed at insertion chronos. Tools will be confiscated at insertion points and on field of play.
- Although we can do minor quick fixes/repairs, we cannot guarantee that a gun tech will be available. Tech work is \$15.00 per 15 minutes and the time begins upon consultation.
- Make sure your equipment is working before arriving for the Big Game. Rental guns are available for \$15.00. Be sure to make sure your tank is in date. If it is not, we will not fill it. Rental HPA tanks are \$10.00 with a valid driver's license.
- Safety Rules must be followed as posted in every staging area.
- We are not responsible for your gear – keep track of your belongings.
- Teams / Armbands – Team armbands can be found at the HQ/Info Scoreboard table.
- Dress for battle. Props, explosions, visual weapons, and other varieties of excitement will be deployed. Working with props or attempting to obtain props may have certain inherent dangers and/or risks. Do not attempt to do anything beyond your physical ability.
- We cannot be responsible for encountering beings that are elusive, frightening, and hungry for human blood.
- Members of the world's elite and public media may be in attendance to control what you see and think. No spectators on field of play. No outside photographers/videographers permitted.
- This is not a drill, be prepared to have a great time!

Equipment Restrictions as follows: Ghillie suits & air cannons must be approved by the Ultimate Judge. No modified mask/goggle systems, trip wires, pyrotechnics, knives, PUGS, tanks, laser sights, or changing colors of armbands. Pump action, semi auto, response, rebound, and ramping modes are allowed. 15 BPS limit. NO FULL AUTO. Pistols must remain plugged and holstered while in neutral areas. NERF rockets are NOT permitted. NO Rogue or Mercenary squads are permitted. Use of CARRY ON PAINT or NOT OBEYING THE SAFETY RULES or restrictions, will result in expulsion from premises. No soliciting.

SplatterPark employees are clearly identified by our trademark safety green attire, so if there is anything you need please let us assist you!

BARREL COVERS ARE MANDATORY!

Ultimate Judge and Park Coordinator: Sean Moore

Big Game Field Marshal: Disco Dan

Big Game Zombies: Method

Objective: To have fun and complete missions to acquire points for your team. The park has been turned into a map of critical missions that can benefit you or destroy you. Your respective insertion points will have a map of the playing field. The missions are time sensitive and do have titles, but destinations will be revealed as you are inserted. The missions contain clues which are sensitive to the consecutive missions. The completion of respective missions can accumulate points for your team, may give your team access to certain weapons, or may be detrimental to your team. The next 6.5 hours are a continuous game of Capture the Flag with several Tactical Twists. Insertion Referees will guide you into battle. You may be with hundreds of armed ballers or sent with a few stealthy killers to ruin someone's position. Your defensive base camps are on opposite sides of the field and must be defended at all times. Bases are vulnerable to attack while a continuous game of Capture the Flag ensues. Your team also acquires points by successfully completing missions that are scenario based and tactically oriented. Details for missions / scenarios are at each team's insertion point. Flag stations are scattered across the map which will gain points for your team if you are able to hold these positions. Several characters will be infiltrating your camp to try to prevent your team from accomplishing these goals. The ZOMBIES will ensure fair and safe insertions. The ZOMBIES are here to prevent the stalkers, poachers, and dishonorable play that compromise the insertions. Have fun and get ready for a great day of paintball!

Referee's and ZOMBIE's decisions are final

- BASES – Blue Team (BT) The Corporation (Dark Forest) hosts the Blue Base Camp. Orange Team (OT) The Citizens (Sniper's Hollow) hosts the Orange Base Camp. Capture the Flag is continuous from 9:30am to 3:30pm. Successful captures and hangs are worth 600 points. You cannot touch or possess opposing team's flags. Referees will maintain flags after a successful hang.
- Teams / Armbands – Team armbands will be checked out at the scoreboard. 1 armband per player.
- Scores – The scoreboard will be located at the SuperSale. Scores will be based on difficulty of mission and possession of certain key spots during game play. Eliminations DO count for points. Each Chrono ref will have a counter and will call in their totals on the hour to report kill counts. 1 point per kill. Mission points vary depending on difficulty of scenario and for retrieving props. Flag Stations will be located on field of play. Control of designated Flag Station with respective team's color flag flying will award respective team 400 points. Flag station points will be awarded on each half hour. Control of your Base Camp will award your team 1300 points.
- Eliminations – If a ball breaks on you or anything you are carrying, you are eliminated! This includes shields, props, wagons, flags, backpacks etc...Play with honor – CALL YOUR HITS! NO MEDICS! Leave the field of play and go to insertion point for re-entry to field of play.
- Insertion points – Credentials must be visible at all times. Both teams will be rallying in the neutral zone near the two insertion points. Be diplomatic! While most insertions will fortify respective base camps, insertions will alternate and be tactically oriented. You must be inserted with a team, no rogue insertions. All insertions will be staged by SplatterPark Referees. You will be inserted through the central path or the east side path depending on nature of mission or re-deployment. Some insertions may require you to be placed in a bull pen called the Ring of Doom near your base camp to prevent poachers. Barrel Covers on until we spring into action on playing field. Insertion refs will monitor insertions and the Zombies may attack to ensure fair insertions. White Flag designates neutral inserted players. Players must stay with insertion until they are called live players at drop off point.
- Safe Houses – Located on the map near Splatter Hill and Dark Forest respectively. NO INSERTIONS FROM SAFE HOUSES. Barrel covers must be on gun before entering Safe House. By entering a safe house you are removing yourself from play and agree to leave field of play and re-enter only with a team insertion.
- NO MEDICS...Play with honor! Pilots – Have the ability to operate an airplane for recon, air strikes, or to drop paratroopers behind enemy lines. Persons carrying airplane cannot be eliminated until they have "jumped" from plane and have "paratrooped" into playing area.
- The Scientist: Humanoid persona which must be carried or dragged to Neutral Zone for Interrogation.
- Zombie Horde Insertions: On the hour we will select 50 people from each team to play the role of a Zombie. The Zombies are infected and will be inserted to disrupt any rational plans of the Corporation and the Citizens. Zombies are especially hard to eliminate. They do not die from one hit. No matter where you hit them they will keep coming at you. Zombies are like Ironmen; they just keep on playing. The hordes will be monitored by an insertion referee and home team Method. The ZOMBIES are here to prevent the stalkers, poachers, and dishonorable play that compromise the insertions.
- Role Playing: Special Weapons Cards and Weapons of Mass Destruction plays will be engaged and played out by players selected by Field Marshal Disco. Cards will be available at insertion point. Use special cards wisely.

The Story:

Inside a top-secret genetic research facility, owned by a mega corporation, located beneath SplatterPark, researchers finish up on the Omega Strand, a biological weapon that is designed to "destabilize populations." Dr. Moore, chief scientist of the top-secret research facility, gives the order to send the weapon to a secret storage facility, located in the countryside of Mount Gilead. Once there Moore knows that his employers will sell the weapon to the highest bidder. Seconds after takeoff, the Cessna suffers catastrophic engine failure and crashes near SplatterPark, spilling its cargo into a nearby pond. Within hours, the biological weapon contaminates the soil and is absorbed into an underground river that feeds directly into SplatterPark's water supply. The contamination triggers Peter, the base's artificial intelligence to follow a failsafe program, which causes the death of most of the scientists and sends out a distress call to the Mega Corporation. The failsafe program kills all of the scientists, except for Moore, who is killed when he attempts to leave the base, but not before he disables some of the security measures on the base. Meanwhile, the townspeople are starting to show the first symptoms of being infected by the biological weapon.

The Mega Corporation's motivations:

The Mega Corporation decides to act on Peter's message. They are not mobilizing a dedicated team of scientists or doctors, but dispatch a team of highly trained mercenaries with only one purpose: to eliminate any trace that the corporation existed in SplatterPark.

The Citizen's motivations:

The townspeople discover the source of their recent health problems when they find the wreckage of the Cessna, and traces of the Omega Virus in broken containers nearby. They also discover the dead body of Dr. Moore in the woods, still clutching his journal on the Omega Virus and maps on the secret facility. After the local doctors pour over Moore's notes, they realize that their situation is indeed grim. But before they can call for help, the townspeople discover that their entire town is cut off from any type of communication from the outside world. A glimmer of hope now rests in finding the cure that Moore's notes make a reference to, provided that the Mega Corporation allows the townspeople to live long enough.

Timeline

- 9:30 GAME BEGINS:
- Capture the flag between Orange & Blue. Capture the Flag is continuous until 3:30pm. A successful capture and hang awards your team 600 points. Referees will return flags to respective bases to maintain continuous game play. The Corporation (Dark Forest) hosts the Blue Base Camp. The Citizens (Sniper's Hollow) hosts the Orange Base Camp. You are prohibited from touching or possessing opposing team's flag or props.
- 10:15 RECOVER THE FILES: Dark Forest
- OT Citizen Mission – The corpse of a "Scientist" has been found in the woods. The "Scientist" is clutching a journal and tells the tale of the "Corporation's" evil virus and a map to their laboratories. The Scientist must be taken to the Neutral Zone for investigation. Dominate the Labs and transport The Scientist prop to the neutral zone for extra team points. You must also try to eliminate the corporation to prevent them from recovering their Files. 1000 points.
- BT The Corporation Mission – Eliminate all Citizen's who are trying to retrieve the corpse you thought would not be found. The Scientist has a journal which will discredit the Corporation if the world learns of your evil project. While trying to retrieve The Scientist and the informative files in the journal, you will have an ongoing battle trying to re-capture the corpse and the files. You must accomplish this futile mission without prejudice. Claim your corpse and files for disposal to the neutral zone. 1000 points.
- 11:15 DESTROY BIO-WEAPONS FACILITY: BattlePort
- OT Citizen Mission – There are countless caches of the Omega Virus. Your team must find and successfully capture at least 4 vials of the Omega Virus and bring them back to your base camp to collect enough data to possibly create an antidote. 1000 points. You can also gain points by destroying the containers. Plant a "bomb" in container to "destroy" container. Each "bomb" placed in containers are worth 500 points each. "Bomb" must be undisturbed for 10 minutes to designate respective container is "destroyed".
- BT The Corporation Mission – Your team must destroy the cache of the Omega Virus to prevent the Citizens from finding a cure. Your team must find and successfully capture at least 4 vials of the Omega Virus and bring them back to your base camp to infect more citizens with the Omega Virus. 1000 points. Your team can also gain points by "defusing the bombs" placed by the Citizens. Remove "bomb" from container and take to neutral zone for "disposal. Each "disposed/defused bomb" is worth 500 points each.
- 12:15 ESTABLISH COMMUNICATIONS: Lost Temple
- OT Citizen Mission – Chaos has ensued due to lack of communication. There is a transmitter located in the crashed plane that was transporting the Corporation's virus. Capture the transmitter and bring to base camp to establish communications. 1000 points. There is also a "black box" that contains valuable information about the dialogue of the Corporations travels. Take "black box" to neutral zone for an additional 1000 points.
- BT The Corporation Mission – Your team needs to protect what is yours. Destroy the transmitter by capturing it by bringing it back to your base camp for disposal. 1000 points. There is also a "black box" that contains valuable information about the dialogue of the Corporations travels. Take "black box" to neutral zone for an additional 1000 points.
- 1:15 FIGHTING THE GIANT: Fort Buckeye
- OT Citizen Mission – Your team has been held back for too long. Now that you know where the Corporation's headquarters are; you are destined to take it over so that it is controlled by Citizens. Game of domination. 500 points per 15 minutes of control of Fort. Appropriate team flag must be raised to signify control.
- BT The Corporation Mission – Word on the streets is that the uprising of the Citizens is out of control and you must protect your headquarters at all cost. Game of domination. 500 points per 15 minutes of control of Fort. Appropriate team flag must be raised to signify control.
- 2:15 SURVIVORS: Ambush Alley
- OT Citizen Mission – Your team needs to escape the confines of your town. There is a safe place within Ambush Alley that will give you time to stay human. You do not want to be infected, so guard this almighty pyramid with vigilance. You gain 500 points for each 15 minutes of staying safe.
- BT The Corporation Mission – Your team cannot allow the Citizens get to their "safe place" and inform the rest of the world of your evil plan. Infect the OT with as many eliminations as possible and take control of the pyramid. You gain 500 points for each 15 minutes of denying the OT's vigilance.
- 3:00 ULTIMATE SOLUTION: Unknown Location
- OT Citizen Mission – With your acquisition of the "Radio" from a previous mission, your team is aware that the Corporation will be delivering a "biological weapon", but you do not know where it will be placed. You need to send out squads of trained Citizens to seek and destroy the mercenaries that are delivering the "biological weapon" to prevent it from being "detonated". Eliminate the mercenaries so that the "biological weapon" never makes its destination. 1000 points.
- BT The Corporation Mission – Aggression has come to a head. It is time to use the "biological weapon" in mass quantities. Use your mercenaries to deliver the weapon to a location only known by your insertion referee. Your team has 30 minutes to accomplish this task and wipe out the Citizens. If you deliver the "biological weapon" successfully then your team gains 1000 points.
- 3:30 Capture the flag ends and Rally for Reign in Paint at the mounds.
- 3:45 REIGN IN PAINT: The Grand Finale to a great day of paintball! Teams are assembled on the BattlePort and play our trademark game of Ironman. All safety rules must be followed. Game is over when referees decide one team has so much real estate the opposing team cannot defend itself or when we deem it appropriate to stop the game. It is the players' responsibility to leave the field of play when you can no longer endure, when you run out of paint, or you run out of air. Once you call yourself eliminated or when the referees and the game there is a cease fire, barrel covers stop and, keep masks on and walk to the Midway to share your stories or participate in the Prize Toss.
- 4:00 Prize Toss from our generous sponsors at the Midway.
- Keep track of your belongings: We are not responsible.