



TIME IS RUNNING OUT

FALL BIG GAME - OCTOBER 6TH, 2019

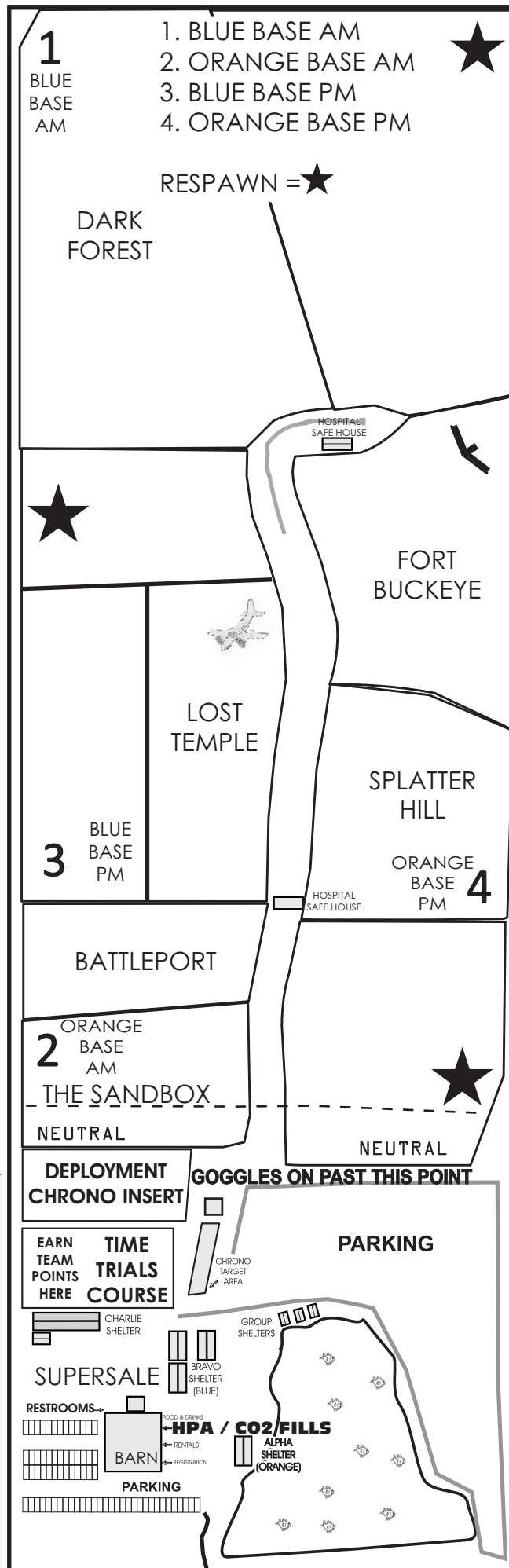
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WE HOPE TO SEE YOU AT THE SPRING BIG GAME
MAY 3RD, 2020



TIME IS RUNNING OUT - OCTOBER 6TH, 2019

One chance. That is all you have in this game of life.

Is history cyclical or is it linear? Will the sun continue to rise every morning forever or will there be a grand conclusion?

As much progress we have made the last 200 years we are still in a cognitive battle with our own beliefs and preparing for the worst. If we could turn back time and revisit other challenges in history would we still think that we are destroying our planet or would we be grateful that we are much better off than those who struggled before us?

With our vast knowledge of the documented past we are still allowing history to repeat itself. - - - - - Time is running out.

Timeline

- **9:10 March to Base Camp:** Oscar Commander will lead his team to the Sandbox. Bravo Commander will lead his team to Dark Forest. These starting points are your Clan's Home Base and must be protected. You can respawn or be inserted here until base change later in the game. Eliminate opposing players and take over their base for 300 points. After taking over base you will be asked to move back into battle to prevent over extended "camping". Barrel covers remain on and cease fire until game begins.
- **9:30 GAME BEGINS:** Your team Commander will rally you into key parts of the map to have an advantage before the first objective begins. Eliminate the enemy and hold your real estate. Play with honor. Play paintball.
- 1st Insertion 10:00.** Your team Commander will lead you from the Deployment Chrono Insert to a key part of the map.
- **10:15 Black Death – Fort Buckeye: Mission:** Try to capture the FLAG from the Fortress and push it through the front lines of your opposition. Oscar extraction point is KONG in Dark Forest. Bravo extraction is at the fuel depot in the Sandbox. Keep in mind the extraction points are opposing team's base and will be heavily protected.
250 points awarded for extraction. 50 points for FLAG possession at 11:00
- 2nd Insertion 10:30.** Your team Commander will lead you from the Deployment Chrono Insert to a key part of the map.
- 3rd Insertion 11:00.** Your team Commander will lead you from the Deployment Chrono Insert to a key part of the map.
- **11:15 1666 – BattlePort: Mission:** Bring as many FLAGS as possible (14 flags) to the BattleBus.*One flag will be used and reset for each successful push.
50 points per flag delivered. No points for possession.
- 4th Insertion 11:30.** Your team Commander will lead you from the Deployment Chrono Insert to a key part of the map.
- 5th Insertion 12:00.** Your team Commander will lead you from the Deployment Chrono Insert to a key part of the map.
- **12:15 Nostradamus – Splatter Hill: Mission:** Try to capture the FLAG and push it through the front lines of your enemy. Oscar extraction point is the ReSpawn in Hamburger Hole. Bravo extraction point is ReSpawn point in Snake Pit. 250 Points for successful completion.
50 points for flag possession at 1:00
- 6th Insertion 12:30.** Your team Commander will lead you from the Deployment Chrono Insert to a key part of the map.
- 7th Insertion 1:00.** Your team Commander will lead you from the Deployment Chrono Insert to a key part of the map.

- BASE CHANGE: 1:00 :** Bravo's new base is the Pyramid in Ambush Alley. Oscar's new base is the Skid Wall on top of SplatterHill. Expect a sudden shift in skirmish lines as we will fortify enemy clans all around you.
- **1:15 Y2K - Sandbox: Mission:** Six Flags. Try to capture the flag and push it through the front lines of your enemy. Oscar extraction point is Ambush Alley. Bravo extraction point is top of Splatter Hill. *One flag will be used and reset for each successful push. Possible 6 total.
150 points for each flag delivered.
- 8th Insertion 1:30.** Your team Commander will lead you from the Deployment Chrono Insert to a key part of the map.
- 9th Insertion 2:00.** Your team Commander will lead you from the Deployment Chrono Insert to a key part of the map.
- **2:15 Climate – Dark Forest: Mission:** One Flag. Try to capture the flag and push it through the front lines of your enemy. The extraction point for Oscar and the Bravo is at the airplane in Lost Temple. 300 points for successful completion.
50 points for flag possession at 3:00
- 10th Insertion 2:30.** Your team Commander will lead you from the Deployment Chrono Insert to a key part of the map.
- 11th Insertion 3:00.** Your team Commander will lead you from the Deployment Chrono Insert to several different Black Sites NOT on the map.
- **3:00 Mayan Calendar – Lost Temple: Mission:** One Flag. Try to capture the flag and push it through the front lines of your enemy. The extraction point for Oscar and the Bravo is in Sniper's Hollow. 400 Points for successful completion.
50 points for flag possession at 3:30
- **3:30 Big Game ends and Rally for Reign in Paint at the BattlePort.**
- **3:45 REIGN IN PAINT *smoke grenades are not permitted during the Reign in Paint.**
- **4:00 Prize Toss & Raffle from our generous sponsors at the SuperSale.**

EARN ADDITIONAL POINTS FOR YOUR TEAM BY RUNNING THE TIME TRIALS COURSE ANY TIME FROM 9:30am TO 3:00pm

Keep track of your belongings: We are not responsible.

SAFETY FIRST – GOGGLES ON AT ALL TIMES WHILE IN SHOOTING AREAS – BARREL COVERS ON WHEN ELIMINATED, BEING INSERTED, AND IN NEUTRAL / PAVILION AREAS. Barrel Covers are mandatory and must be strapped on at all times unless actively playing the game. No shooting / dry firing in neutral or parking areas. No insertions from safe houses!

Thank you for choosing SplatterPark for a great day of fun at the Big Game!