

SUPERGAME XXXVIII INFO SHEET

THE EVENT: SuperGame #38 Friday-Sunday, July 31-August 2, 2009

PLACE: Sniperz Den Paintball, St. Paul, Oregon

TIME SCHEDULE

Friday, July 31, 2009

1:00PM	Gates open
1PM-8PM	Registration
3PM-7PM	Pick up games
6:00PM	Player Party & Feast at the field. Dinner is Free for all players with 3-Day Pass.
9:00PM	Night Game Orientation
10:00PM	Night Game begins
MIDNIGHT	Night Game ends

Saturday, August 1, 2009

7:00AM	Gate opens
7AM-9AM	Registration
8:00AM	Chronograph opens
9:00AM	SuperGame Orientation and first prize raffle
10:00AM	SuperGame begins
5:00PM	SuperGame ends and prize raffle!

Sunday, August 2, 2009

7:00AM	Gate opens
7AM-9M	Registration
8:00AM	Chronograph opens
9:00AM	Orientation
10:00AM	Spoils of War Game begins
2:00PM	Spoils of War Game ends and the final prize raffle!

PAYMENT: CASH ONLY AT THE EVENT. NO CREDIT CARDS OR CHECKS. THANKS.

ENTRY DETAILS

3-Day Pass: The cost is \$60 per person for entry and unlimited air into all three days of activities on July 31-Aug 2, 2009, AND A FREE DINNER FRIDAY NIGHT, unless you pay after the last MONDAY before the event (July 27, 2009). Any entry postmarked or received after this date will need to include a \$10 late fee, bringing the total to \$70. Check our website, www.warpaintpb.com to see if your entry has been received. All players purchasing the 3-Day Pass will also receive a free SuperGame Game Card and lanyard.

Friday, Night Game only: The cost is \$35 per person for entry and unlimited air and a ticket into the Player Party and Feast, unless you pay after the last MONDAY before the event (July 27, 2009). Any entry postmarked or received after this date will need to include a \$10 late fee, bringing the total to \$45. Check our website, www.warpaintpb.com to see if your entry has been received.

Saturday SuperGame only: The cost is \$40 per person for entry and unlimited air, unless you pay after the last MONDAY before the event (July 27, 2009). Any entry postmarked or received after this date will need to include a \$10 late fee, bringing the total to \$50. Check our website, www.warpaintpb.com to see if your entry has been received.

Sunday Game only: The cost is \$25 per person for entry and unlimited air, unless you pay after the last MONDAY before the event (July 27, 2009). Any entry postmarked or received after this date will need to include a \$10 late fee, bringing the total to \$35. Check our website, www.warpaintpb.com to see if your entry has been received.

PRIZE RAFFLE: The prize raffle varies from event to event but is consistently over \$10,000. Our typical prize raffle consists of 20+ guns, goggles, packs, paint, compressed air bottles, and more. There will be a Prize Raffle each day.

GAME FORMATS

NIGHT OPS GAME FORMAT: The YELLOW army battles the RED army in a two hour night game with unlimited reincarnations. A remote village, hidden in the dense South American jungle holds a secret. Guarded by a small group of elite renegades, this village contains a map to hidden treasure. It cost you a small fortune, but you were able to get the location of this village. Unfortunately so was your enemy. You have no time to wait! You must immediately locate the village, eliminate the renegades and secure the map, all the while watching out for your enemy who is trying to do the same thing. If you are lucky enough to capture the village before your enemy you will have some tough choices. You see, the map cant be moved. You must split your forces. Some must follow the map to the treasure, some must keep the enemy from taking the village and getting a copy of the map. . . All this must be done in the dark!

SUPERGAME FORMAT: The YELLOW army versus the RED army for multiple objectives and high priority targets during 7 hours of continuous play with unlimited player resurrections. Players can leave the playing field and return to the staging area at any time during the game in order to re-supply, clean or service their equipment use the facilities, grab a bite to eat, etc. The clock will not stop on his or her account and the game will continue. Every paintball gun will be retested on the chronograph before it is allowed back on the playing field.

SPOILS OF WAR FORMAT: *“Noun – Any Profits extracted as the result of winning a war or other military activity.”* The YELLOW army continues to battle the RED army but now it is to gain “spoils” from the other team. The entire paintball field will be divided into two countries, the United Forts of Yellow and the United Forts of Red, made up of multiple Forts. Each Yellow Fort will contain multiple different items of Yellow Treasure. Each Red Fort will contain multiple items of Red Treasure. Before the game starts, each general will be able to divide its troops throughout its country as they see fit to defend its Forts and attack the other teams Forts. Treasure can not be touched by the owning team. Treasure can not be buried or hid in any fashion. Once a treasure is found, it must be brought by a live player to the looting teams reincarnation area. In addition to keeping the treasure found, the looting team will receive 1 point for each item of treasure returned safely to their reincarnation zone. There are unlimited reincarnations in this game. Additional treasure will be added to the forts throughout the day. Players defending forts successfully will also receive loot from their forts.

CAMPING: Camping is allowed on site for no charge. Campers must keep area clean and follow all rules of Sniperz Den Paintball. It is recommended that you reserve a camping spot in advance. There is no charge and you can reserve a spot online at www.warpaintpb.com.

PAINTBALL GUNS AND ACCESSORIES: Full auto paintball markers ok as long as they shoot 15 bps or slower. All full auto guns must be approved by a staff member before allowed on the field. Only approved paint mortars or paint grenade launchers. Field legal back-up paintball guns okay. Most paintball gun accessories and modifications by professional air-smiths allowed, subject to field operator approval.

BARREL SOCK: Paintball guns must have an approved safety device in the barrel at the times while in the staging area or the parking lot. The safety plug must be clean and fit tightly in the muzzle of the paintball gun, or a barrel sock attached such that a paintball will can not leave the barrel if shot. The barrel must also be clean so that the plug does not shoot out and hurt anyone.

VELOCITY LIMIT: The maximum allowable muzzle velocity limit is 300 feet-per-second. (NOTE: All guns are subject to random velocity checks at any time by the field operator and game officials.

GOGGLES AND FACEMASKS: Both goggles and facemasks are mandatory. All goggles must be paintball approved. The facemask must at least provide the wearer with full cheek, mouth, and chin protection.

RENTAL GUNS AND GOGGLES: There is no charge for a rental gun setup including goggles and a paintball gun, with a paid SuperGame entry! A valid driver’s license is required to rent our equipment. If you need equipment be sure and reserve it in advance before they run out!

GAME SUPPLIES: THE SUPERGAME IS AN EVENT PAINT ONLY EVENT. THAT MEANS YOU CAN NOT BRING YOUR OWN PAINTBALLS. ONLY COMMERCIALY MANUFACTURED PAINT MINES, PAINT GRENADES, AND SMOKE GRENADES MAY BE USED UNLESS OTHERWISE APPROVED. Smoke grenades may or may not be allowed on the day of the game depending on the weather and fire danger. Personal game supplies are subject to inspection at any time by the field operator and game officials.

PAINTBALL FIELD DESCRIPTION: TBA

PROHIBITED ITEMS: We do not allow illegal drugs, fireworks, pyrotechnics, knives, firearms, or other dangerous weapons or hazardous devices on or near the paintball field.

VISITOR POLICY: All visitors will be required to complete a waiver of claims and abide by field policy. When accompanied by an official, visitors must wear goggles and facemasks. Cameras may be used, but only after the players make contact and exchange fire.

CO2 AND COMPRESSED AIR: HP air fills and CO2 is included in the entry fee. For insurance purposes, players are not allowed to fill their own CO2 or compressed air at the field.

QUESTIONS: Call (503) 585-9477 or visit our website at www.warpaintpb.com.