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GI Paintfest 2016: Africanium – Episode 1

Event info

Background

Africanium

Rare-Earth element which is super light and can be used in a variety of aerospace components. = super light / strong aircrafts, missiles, rockets, ICBMs. Currently found only in the contested area which makes it extremely rare and thus very valuable and sought after.

All benefits of this element are not yet fully understood but studies have shown many unique possibilities and possible adaptations.

Episode 1

Even though the element is only recently discovered and very little is understood about its full potential, it has already proven to be of extreme value in Aerospace and Tech industries and as such is highly sought after by aerospace giants such as Lockheed Martin, Boeing and Northrop Grumman as well as less known and private aerospace and technological companies such as **Dauntless Naval Aerospace Inc.** and **Bachmann N' Truman Tech.**

The last two are known to be extremely aggressive and **will stop at nothing** to gain advantage over other companies. It is believed that there are also more personal reasons behind the animosity of the two as well.

Some claim there was a certain sheep involved, others claim it was a blue-eyed donkey...

Deposits of **Africanium** have been found in the area (45). DNA & BNT are the first corporations that sent their troops to acquire the deposits. Severe firefights are expected between 28-29 May 2016

Factions / Teams:

Dauntless Naval Aerospace Inc. (RED) vs **Bachmann N' Truman Tech.** (BLUE)

Commanders will be announced and briefed on the day

Objectives

Main objectives

HAVE FUN!

Winning team is the team with the highest '**AF\$**' aka '**African Dollars**' balance at the end of the game. AF\$ can be collected by eliminating players from the opposing team, capturing and holding strategic points and collecting **Africanium** deposits.

The initial cost of deployment is 20.000 AF\$, which means that each team will start the battle with a negative balance. Capturing strategic points is the fastest way to accumulate cash. Eliminating opposing players is also a very effective way of increasing your teams cash balance. Cash for eliminated players will be added to the balance of each team at the end of each game day.

Accumulated cash balance as well as collected Africanium will be used in Episode 2.

The game has 3 main objectives. Completing each objective will reward a certain amount of AF\$.

1. Eliminated opposing players
2. Capture flags
3. Collect africanium pods

Objective rewards

- Eliminating opposing players = AF\$1.000 / player, rewarded at the end of each day.
- Collection of Africanium pods (x45)
 - 1 x Afracanium pod = yellow 100pb pod
 - Once a pod is found it needs to be delivered to HQ.
 - Stealing Africanium pods from opposing teams storage facility is allowed.
 - Transporting the Africanium pods can only be done by a live player.
 - If you are eliminated while in possession of a pod, whether delivering or returning the pod to HQ, drop it where you got eliminated.
- Capture flags (x6)
 - Capture of neutral flag = AF\$100.000
 - Re-capture of already captured flag (from other team) = AF\$50.000
 - Cash injection for possession on each 30min mark = AF\$20.000 per flag

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Player elimination and respawn

- Players will be considered 'eliminated' when a paintball hits and breaks anywhere on their anatomy or equipment, **excluding the marker**.
- Bounce off shots **DO NOT** count as elimination shots.
- Players can also be eliminated when ARTILLERY, CARPET BOMBING or CAS occurs at their position (approx. 20meters around each flag)
- **Each team will have a total of 150 respawns each day.**
- If during the game a team runs out of respawns, commanders can purchase more by using AF\$ accumulated during game. **EXTRA RESPAWN FOR TEAMS (150 RESPAWNS):** - AF\$150.000.
- Eliminated players will return to their HQ or respawn point if available (Dark Forrest), wipe any elimination hits off **themselves**, replenish supplies and will be allowed to return to game.
- 1KILL/TALLY CLICK = AF\$1.000
- 'Dark Forrest' flag will act as a FOB (respawn point) for the team that captures and holds it. Once the team loses it, it can no longer act as FOB (respawn point) until it is recaptured.

! IMPORTANT !

ELIMINATED PLAYERS MUST HAVE THEIR MARKER CLEARLY IN THE AIR TO MAKE SURE THAT OTHER PLAYERS KNOW THAT YOU ARE NOT 'IN THE GAME' AND IT IS RESPONSIBILITY OF EVERY PLAYER TO FOLLOW RULES AND REGULATIONS OF THE GAME.

TO ENSURE OVERSHOOTING IS KEPT TO A MINIMUM, ONCE YOU GET ELIMINATED RAISE YOUR MARKER HIGH IN THE AIR AND ONCE FEASIBLE STAND UP AND WALK AWAY FROM THE SHOOTING INTO A CLEAR ENOUGH SPACE SO THAT OTHER PLAYERS HAVE MINIMAL REASON TO SEE YOU AS A TARGET

YOU WILL GET SHOT WHILE WALKING OUT, TO ENSURE THAT DOES NOT HAPPEN (TOO MUCH), MAKE SURE PLAYERS AROUND YOU KNOW THAT YOU HAVE BEEN ELIMINATED.

Hold & Control

Holding territories is vital to your corporation's interests. There will be 6 HOLD & CONTROLL points aka FLAGS in play (see map). Hold and control points will be marked by flags, red and blue, whichever teams color is on the top of the flag pole is in control of that flag. AF\$ will be awarded on taking control, recapturing and on every 30 min mark for keeping control of each flag.

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Individual objectives

Collect stamps at the flag stations.

Each player will be given a stamp card that should be completed during the game.

- Marshall at each flag station will have a stamp associated with it that players need to stamp their cards with.
- Only 1 card per player per time
- Can be only returned once full
- Upon return of a full card (all 6 stamps) a player will be issued a new card to fill out.
- The player with the most completed cards will win a prize.

PLEASE NOTE: Marshals will only stamp the card once the area is clear (marshal will NOT stamp your card while players are getting shot around him/her)

Additional missions

Each team will have members of the 'Dirty dozen' players which have a high bounty on their head, eliminating these players adds their bounty amount to your teams account. These players will have a unique tag on the strap of their mask identifying them.

- Eliminate the 'Dirty dozen' players
 - Eliminating each 'Dirty dozen' player will add the bounty for that player to account balance of each team at the end of day.
 - Each 'Dirty dozen' player can be eliminated unlimited amount of times

It is highly recommended to keep your Commander informed and help Spec Ops teams with their missions when they are available. By ensuring that Commander is well informed of battlefield situation, you will have direct impact on the progress of the game.

Spec Ops

Each company will have their own Spec Ops teams which will have special missions that will require tactics, stealth and aggression. Missions will be time sensitive which means they will need to be completed within a specific time allocated by mission brief.

- 8 players will be picked up from the list of players who applied for Spec Ops.
- Player(s) will apply for Spec Ops on registration or during the game (or pre-apply before the event)
- First 8 players on the list will get the first 8 spots on the Spec Ops team.
- The remaining players will be added on the list in a first come first serve basis.
- Upon elimination of a Spec Ops player, the next person on the list takes his spot on the team. Starting from the next mission.
- Spec Ops player can't respawn as Spec Ops players.
- Eliminated Spec Ops players can only respawn as normal players.
- Eliminated Spec Ops players have to return to their Commander and return their headband/identification.
- Only live spec ops members can complete/interact with mission objectives
- Each Spec Ops player can stay in his role for unlimited amount of time as long as the player does not get eliminated.
- If the whole Spec Ops team is eliminated the mission cannot be completed.
- After 2 failed missions the whole Spec Ops team will be re-assigned (8 next players from the list).
- Spec Ops players will be identified by a headband of team color (red/blue).
- Upon each successful Mission, each remaining Spec Ops player will get a ribbon to indicate his proficiency.
- If a Spec Ops player is not eliminated but the mission is not completed, no ribbon will be given.
- Spec Ops missions will be available throughout the day.
- Reporting for a mission needs to be done 15min before each missions.
- Launching a Spec Ops mission will be on teams Commanders discretion.
- **It is the responsibility of each player to check up upon whether they are a part of the next spec ops mission.**

Commanders

- Each commander will mark on the game map the location and amount of his teams Africanium pods.
- Each commander will mark the type of the airstrike used on any specific flag
- Before launching any Special Weapon, Commander has to make a required AF\$ and Africanium deposit.
- Marshals will inform the 'game master' upon any change in the flag ownership, who will in turn inform HQ Commanders who will then place their flag on the map.
- Commanders can purchase a 'recon' for each flag for AF\$5000 / flag by informing the 'game master'
- Each commanders job is to ensure that their troops are aware of what is happening on the battlefield and should take time to brief and to inspire their troops during the game!

A battlefield map located at the MAIN HQ (player's area) will show the current battlefield situation (flag, ownership, amounts of Africanium pods at storages, possible troop location, airstrikes etc.)

Africanium storage

- Each stored Africanium pod will generate AF\$5.000 / pod on every 30 min mark while its located at either one of the team's storage facilities.
- Commander will have to decide which storage facility the pods will be delivered to. (must be delivered to storage before it will start generating income)
- Africanium can be stored at HQ as well but will not generate any income.
- Africanium storage can be raided at any time by the other team so it's advisable to protect its contents!

Special Weapons (used by commanders)

Each special weapon deployment will be represented by a flag of a specific color and will have 15s warning. Deploying special weapons costs AF\$ as well as Africanium. Special Weapons are expensive but can change the course of battle in an instant.

Special Weapon Attack is instant (after 15s warning)

Before Africanium pods can be used, they need to be delivered from storage to HQ. Using Africanium pods for special weapons will eliminate used pods from the game (both days).

Artillery Support

- Yellow flag.
- AF\$100.000 + 1 Africanium pod
- Can be targeted at any sector (flag) and will eliminate **all** players within 20m radius of the flag.
- Has no effect on the flag ownership

CAS – Close Air Support

- Red flag/Blue flag, depending on team sending CAS
- AF\$200.000 + 2 Africanium pods
- Can be targeted at any sector (flag) and will eliminate all **enemy** players within 20m radius of the flag.
- Has no effect on the flag ownership

Carpet Bombing

- White flag
- AF\$300.000 + 3 Africanium pods
- Can be targeted at any sector (flag) and will eliminate all players within 20m radius of the flag.
- Neutralizes the flag.

Markers – firing modes and chrono/fps rates

Legal firing mods

- Semi auto capped at 10bps – 15bps
- Ramped capped at 10bps-15bps
- Full auto capped at 10bps-15bps

IF YOU OVERSHOOT ITS YOUR RESPONSIBILITY - YOU CANNOT BLAME YOUR MARKER

- Accepted chrono limit will be between **270fps – 285fps**

It is the responsibility of each player to make sure that they DO NOT overshoot other players. We are all there to have fun.

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Scoring & rewards

Flags

- **CAPTURE A FLAG:** AF\$100 000 on first capture of the flag (neutral to team)
- **RECAPTURE A FLAG:** AF\$50.000 on recapturing the flag from other team
- **HOLD A FLAG:** AF\$20 000 on every 30 min mark for holding each flag

Player elimination

- **ELIMINATION OF OPPOSING TEAM MEMBERS:** AF\$1.000
- **HIGH VALUE TARGETS:** see dirty dozen wanted board

Spec Ops missions

- **SPECIAL OPS MISSIONS:** depending on the mission

Africanium

- **AFRICANIUM STORAGE:** AF\$5.000 per pod at storage on every 30min mark.
- **Once Africanium pod is used for ANY special weapon, it will be removed from the game.**

Game and safety rules

Paintfest is a family friendly event, we welcome and encourage all players to take part, enjoy and experience all aspects of the event. Players who jeopardize the safety of themselves and other players who choose to break both safety and game rules, risk exclusion from the event.

DNA will be operating a zero tolerance policy for players who breach the safety and gaming rules and all Marshalls are empowered to uphold this policy and will inform senior management of any incidents.

THE MARSHALS DECISION IS FINAL

- **PAINTBALL GOGGLES TO BE WORN AT ALL TIMES IN LIVE FIRING AREAS (WITHIN GAME AREA)**
- **ALL MARKERS TO BE MADE SAFE BEFORE ENTERING SAFE AREAS**
- **BARREL SOCKS / PLUGS TO BE FITTED CORRECTLY BEFORE ENTERING SAFE AREA**
- **NO OVERSHOOTING**
- **NO WIPING PAINTSHOTS DURING GAME PLAY = CHEATING IS A BIG NO NO**
- **NO CHEATING**
- **NO HOT MARKERS (KEEP FPS LIMIT IN MIND)**
- **NO AGGRESSIVE LANGUAGE OR BEHAVIOR (KEEP IT TIDY!)**
- **NO DEAD MEN TALKING**
- **NO PYROS (crackers/BANGERS/smokeS)**
- **NO VANDALISM**
- **USE OF ANY KIND OF PYROS IS FORBIDDEN (NO SMOKE, NO BANGER ETC)!**
- **DEAD MEN DON'T TALK!**

ANYONE CAUGHT USING PYROS DURING THE EVENT WILL BE EXPELLED IMMEDIATELY, NOT BUTS, NO IFS, NO WHYS.

WE WILL HAVE ZERO TOLERANCE ON NEGLIGENCE DURING THE EVENT

Emergency procedures

Sharp whistle blasts will indicate a medical emergency, in the event of an emergency all play must stop, make your marker safe and stay where you are.

The game will re-start with air horns – as normal

First aid point if required is located on the event field safety/camping area.