



# Game information for the Battle of the X point 2015

38th annual event – from Saturday 9/19, 1200, to Sunday 9/20, 1200 CEST

## Event organizer

ZÁLESÁK Central Staff – Lidická 4, 602 00 Brno (zalesak@zalesaksvaz.cz)

The actual game is run by: 326th Zálesák centre – Lidická 4, 602 00 Brno (phone: +420 736 488 430)

## Game objective

- a) This traditional two-day fighting game (since 1994 a paintball game) of the Zálesák union is a corporate event of all members of the Zálesák union and other interested paintball teams and players. The game continues a chain of “famous“ adventure games of union pioneers in the fifties of the last century.
- b) This game depicts a fictional battle and is played mostly in a military style in natural fighting conditions, on an unrestricted area that changes every year, and out of official paintball fields. The game is unique because of its tactical possibilities and each team can choose their strategy based on their capabilities and available equipment. It is possible to use mobile fighting assets, heavy or special paintball weapons, perform night operations, use reconnaissance and deception.
- c) The players fight for the X point marked with a flag. This can be a hill or another well defendable place with a strategic position enabling the defence troops to control the surrounding area. Several offense units have their hidden bases marked with flags located on different places throughout the area. The groups of attackers do not know the positions and identity of the other attacker teams and cannot identify each other either. Each offense unit individually is weaker than the defence troops unit. However, together they are stronger than the defence, and thus it is tactical to unite them as quickly as possible. The defence strives for preventing this by whatever means available including deception.
- d) The results of each Zálesák centre team on categories such as discipline, general knowledge, agility, activity, adherence to safety rules and percentage of participating members from the centre are later used in the yearlong “Zálesák Trophy“ competition.

## Registration

- a) A team of at least two participants can register from July 1<sup>st</sup> to the last Wednesday midnight before the game commences via a booking form that can be found on [www.kotax.cz](http://www.kotax.cz). Until the close of the registration, it is possible to modify the team details. Booking confirmation will be sent to the team upon successful registration.
- b) It is possible to order equipment for 300 CZK (paintball gun, CO<sub>2</sub> or HPA bottle, hopper, goggles); such requirement must be stated in the booking form at latest 7 days before the game start.
- c) Players can bring their own ammo or purchase the paint before the event starts for 0,60 CZK per one paintball. The members of the Zálesák union receive a sealed bag with 500 paintballs per three Zálesák teammates in each registered team.
- d) An entry fee for participants outside of the Zálesák union is 100 CZK per person.

## Instructions

- a) Each team organises its transportation, equipment and food. Players can refill the CO<sub>2</sub> and paint in the dead zone.
- b) The starting position will be given to all team leaders to their phones as stated in the booking form on Thursday, two days before the game start, between 2100 and 2400 hours CEST. At the same moment, game-related intelligence will be sent to their e-mail addresses.
- c) On Saturday from 0900 to 1100, all participants at their starting positions will be given the game orders. At these starting positions, the count of participants will be verified, entry fees will be collected, and all teams will receive maps, ID cards and stick-on labels with game logo to stick them on their fighting vehicles and bunkers. They will also receive pre-ordered equipment, protective nets (one per team) and it will be possible to purchase pre-ordered paintballs at this moment.
- d) Until the game starts, the attackers stay concealed from the defenders.
- e) When the game is over, all teams are obliged to restore their bases to their original state and carefully roll up the paintball nets.

# Rules

## I. Game duration

- a) The game starts on Saturday at 1200 and finishes on Sunday at 1200.
- b) The game ends with the victory of defenders when their flag is defended successfully at the X point or with the victory of attackers when they capture the flag and defend it successfully at the X point till the end of the game. In case the defence fails in defending the X point but captures and holds at least one of the attackers' bases until the game finishes, the game ends with a draw. Flags of the teams shall not be moved.
- c) The game can be terminated by the organizer for extraordinary reasons ahead of time. The organizer signals such a case with a repetitive whistle. All the players shall then move to dead zone immediately.

## II. Bases and fortification

- a) All bases must be located within a radius of 100 meters from the location set by the organizer. Each base must have its flag clearly visible at 4 meters above the ground and the protective paintball net must be located within a 25 meters radius from the flag.
- b) Only solid, self-supporting, opaque materials or material found in the nature may be used to build a fortification.
- c) The protective paintball net must be erected at its full height and must be built in a form of an enclosed space with one entrance. Unless the base is under attack, the players may take off their goggles inside the protected zone. It is prohibited to shoot into and out of the protected zone. In case the base is captured, all persons hidden inside are considered eliminated.
- d) The commander of the team holding the captured base is fully responsible for the safety of all material and equipment found in the captured base.

## III. Elimination rules

- a) Each player has two lives. A player is eliminated if his body, his equipment or weapons takes a hit with a paintball. During the day the paintball has to leave a mark in order to kill; during the night only a hit counts in itself. It is possible to eliminate the player by barrel tag or using a rubber knife as well, while telling him that he is dead. The eliminated player rises his hand, report his ID number loudly and moves to the dead zone forthwith. There he shall report to the organizers. He is allowed to get back to the game for the second time during the irregular "reinforcements arrival".
- b) Players may use mobile fighting assets, bunkers, radios, smoke grenades, paintball mines and grenades, special or heavy paintball weapons that use projectiles whose mass and caliber are greater than those of paintballs.
- c) Mobile fighting assets shall be visibly labelled with stick-on label with the game logo in A4 format; civil vehicles from all visible sides. Protected vehicles and bunkers from one side only. Use of non-labelled or destroyed fighting assets is prohibited, even for storage purposes. After an asset is destroyed, its occupants must leave it within 10 seconds, otherwise they are eliminated. Stick-on label shall be removed promptly.
- d) All fighting vehicles can be destroyed by heavy paintball weapon hit, by grenade explosion or mine detonation or by 5 hits into the stick-on label.
- e) It is prohibited to use portable shields, tear-gas, explosives and other dangerous substances.
- f) A player capitulates with his both hands up. He must be taken prisoner and must be treated well. His weapons are left near him so that he could see them.
- g) It is allowed to enter the dead zone only when a player needs to refill CO<sub>2</sub> or ammo or in cases of an emergency. One life will be taken away from a player who breaks this rule.

## IV. Safety rules

- a) All players must wear paintball goggles during the whole game. They can only be put down in safety zones and in the dead zone. It is prohibited to carry out combat operations inside a 100 meters radius around the dead zone.
- b) Heavy or special paintball weapons and their ammunition shall be approved by organizer at last one week before the start of the game. Maximal markers muzzle velocity (300 fps) will be checked randomly during the game.
- c) The participants are obliged to obey the Forest law and the Law for land traffic. Team commanders are responsible for enforcing these laws as well as for any damage caused to third parties.
- d) The game is controlled by referees nominated by an organizer. They are distinguished by reflective vests. They can access all areas and have a final word in any conflict. To communicate with the referees a PMR(446) standard radio stations tuned for emergency channel 1 or a cell phone shall be used.
- e) Every single rule violation will be penalized by taking away 20 % of lives in that team (rounded up).
- f) Medical service and means of transport will available in the dead zone.