Team Gold Attackers Quick Guide;

Red Team Defenders head to Bases – hang Reactivation Clip Board on Bowl Reactivation Tower for Defender use only.

Team Gold Get info boxes from; 1 – Wrecking Yard 2 – Robber's Post 3 – The Bowl / Field 3 Take each Info Box to Bus Depot. Unlock the Info Boxes at the Bus Depot and use info inside to unchain the Explosives Case and then take the freed Explosives Case to the Wrecking Yard Base – unlock case with key at Wrecking Yard – plug dynamite sticks in flag sockets – hit Gold Team Button. The game stopwatch will stop.

Then you have five minutes to gain one minute for each item you return to the Kiosk – 3 Info Boxes, One Explosives Case, pair of dynamite sticks, Reactivation Clipboard from Bowl Reactivation Tower. Attackers are responsible for these tasks and are not targets during this task. Delegate players on your team to do the jobs. 6 minutes of bonus are at stake.

Players on the Attacking Team need to know the lock code which will release all of the Info Boxes at the three storage bases. The code is on a separate sheet that you will be given.

Should the Defenders steal an unopened Info Box or Explosives Case and bring it to the Kiosk, Attackers will be notified and can pick it up there. Bonus lives for steals will be determined once overall attendance is confirmed.

Hit and reactivation policy is; if a player is racing to the Safe Zone with a stolen item he is immune to hits once he is within 30 feet of the meshed area.

- When you reactivate at any of the four reactivation bases, you are safe for 10 seconds AND 30 feet from the reactivation point - in this time and distance space you cannot be killed nor can you kill others.

- There are a total of four reactivation bases but the Bowl Towers are dedicated to EITHER Attackers or Defenders. Defenders can only use the Kiosk Desk and their dedicated Bowl Tower base.

- Defenders can replenish the Bowl Reactivation Clip Board by bringing in the spent Board – the carrier is immune to hits – time of travel is his only restraint.