

**Game Format:**

The two teams (Earthmen and Aliens) will spend the day attacking and defending three separate bases on the field. At the beginning of each round, the defending team (Earthmen) will divide their forces as desired between their three bases in preparation for the Alien attack. The defenders are restricted to their designated defensive zones and cannot roam the field freely. The goal is to defend the bases and prevent flag captures. When the flag falls, the base will be deemed overrun and survivors must immediately retreat to remaining bases. A referee will be monitoring how long each base remains alive, with a total team score resulting in a winner at the end of the day.

**Special Abilities:**

Everybody knows that Earthmen and Aliens aren't alike and each species will have special skills that will come into play

**Earthmen:**

**Medics** - Earthmen forces are equipped with two medics at the beginning of each game. Identified by armband tape, medics have the unique ability to heal players that have been hit by enemy fire. Earthmen defenders that have been hit by a paintball should immediately call for a medic. If a medic can reach that player and wrap a piece of tape around that wounded player's arm within one minute, the wounded player returns to action. Medics cannot heal themselves and are eliminated like any other player. Referees will declare a player eliminated if he is not healed quickly; all decisions are final.

**Drop Ships** - Earthmen forces are restricted to their defensive areas, with one special exception. A total of five players can board a drop ship at any time, with the ability to travel to any destination on the field (except the alien entry point). Passengers on the drop ship cannot shoot or be shot while aboard the transport, but they are free to deploy anywhere on the field to engage alien forces behind the battlefield.

**Aliens:**

**Re-spawning** - Just like a cockroach, when one alien is eliminated, more seem to magically arise. When four aliens have been eliminated from the game and have returned to the parking lot, those players can be escorted by a referee back into the action. The referee will lead players to the designated alien entry point.

**Burrowing** - Following ten minutes of continuous attack upon a single Earthmen base (as ruled by a referee), aliens have the uncanny ability to dig their way into human defenses. Upon request by the aliens, a referee can escort one alien to any unoccupied location on the field, allowing a wise alien to burrow into an unoccupied bunker in the center of an Earthmen base.

**Eliminated Players:**

Eliminated players are casualties of war and are required to exit the paintball field immediately and return to parking lot. Eliminated players cannot communicate with active players beyond calling out frequently: "I'm dead. I'm hit. Don't shoot me!"