

Battle Royale

I. Registration

Registration for Battle Royale is recommended but not necessary.

II. Orientation

Orientation is a meeting for all players before the first round of Battle Royale. This is where players register weapons that the Game Director will sort and distribute randomly. During orientation, rules will be reviewed and questions will be answered.

III. Objective

The objective of Battle Royale is to survive as the last remaining person or team.

IV. Teams

Random teams of two to four players will be announced by the Game Director before each round.

V. Boundaries

Each team is given a map with numbered zones. Every few minutes, you will receive a text message from the Game Director saying which zones will be turned into a dead zone and when. Any players in a dead zone are instantly killed.

VI. Equipment

All players should wear their UGC bandanas. In addition, weapons will be checked at orientation and held by game administrators until the game begins. They will then be randomly distributed to teams as they leave the orientation room and begin the game.

VII. Duration

The duration of will be continue until one team is victorious or all zones are made dead, killing all remaining players.

VIII. Entering Play

Teams leave the orientation one at a time. Teams enter play as soon as they step out of the orientation safe zone.

IX. Kills

If successfully hit by a weapon or tagged, a player is “dead” and out of the game. They must remain where they die until nearby fighting is over, during this time nearby players may take their equipment. Headshots, gun tags, and ricochets do not count.

X. The Dead Report

Dead players must remove their UGC bandanas and check in with an administrator. All dead players will be announced along with Dead Zone declarations during reports broadcasted to all remaining teams.