

Instructions + Safety Precautions

Hello everyone and welcome to the first water war in the world with rules and a point system.

Very soon we're going to split into two teams, red against blue.

When we say so, everyone is going to take a vest and put it on.

No water guns yet, just vests.

We wear the vest by crisscrossing the straps behind our backs in an X formation and closing with the clips on each side.



YOUR NEXT WET EXTREME ATTRACTION

Why do we need the vest?

There are holes on the vest so that the moment someone sprays water at them, the water gets collected into the small vessel causing the little ball at the bottom to float.

Once it reaches the top, you're not out of the game but, the other team will receive 20 points.

Which means, a full vest is not good.



So, once your vest has filled up you must run to one of the referees in the field to show them and to get permission to empty your vest and continue playing.

It takes a full 17 seconds to empty your vest so those you think they can cheat we will catch you trying.

Whoever tries to “pick up a penny” from the ground, or, sneezed so hard they bend over, we will reward the opposing time 50 points and not 20.

If you look at the arena we've set up for you, you'll see red and blue barrels full of water. The red team uses only the red barrels and the blue team, only blue.



Anyone that tries to take from a barrel that is not their color will be losing 50 points.

We will give out warnings the first time, afterwards we'll start penalizing. In the middle there is a blue and red barrel, everyone is allowed to take water from that one.

On each barrel there is a sensor, **does everyone see it?**



Good, the sensors light up in 2 different colors. Red, and green. If I'm on the red team, for instance, and I see a sensor light up in red. I need to spray it with water and accumulate points. Each sensor equals a point. Each point will be shown on a scoreboard at the edge of the playing area.

To summarize: Each sensor equals one point. Each vest equals 20.

Now for the most important part.

Safety precautions during the games.

1. Only spray from the neck down. No aiming straight at the face. Whoever does - and we can tell if it's an accident - will remove their gear and leave the game. The water guns get up to 45-50 feet if you spray hard enough. To get a stream of water straight to the eyes or ears won't kill you of course but I can promise you it won't be pleasant.

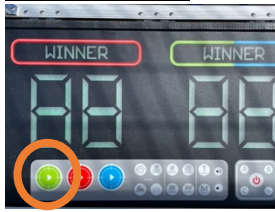


2. When you go to the barrels to fill up water beware of other people around you. The barrels are usually the place where there are the most players because everyone is trying to refill their water guns as fast as possible. Make sure to slow it down so you don't accidentally whip the gun around when you've filled it and smack someone in the face.
3. Only closed shoes or sandals are allowed in the game. No flip-flops, crocs or going barefoot.
4. It's very important that the water that you use is only from the barrels and not from the ground or anything like that. It ruins our gear and also the hole in the water guns are big enough that you could accidentally shoot little stones out of it at your friends.

Any questions?

Great! Lets get ready.

1. **For the first game you need to press the green button on the scoreboard.**



Right before you begin, bring the group to the entrance of the playing area and make sure they understand whose side is what and the goal of the game.

So, I remind you all, the goal of the first game is to fill up as many opponents' vest as possible and to spray at as many sensors as possible. There is no reason to guard sensors because the switch position every 3-5 seconds. One point for the sensor, 20 for the vest.

"Red team go to your last barrel at the edge of the field. Blue team same for you."

Get ready, 3...2...1... go!!



After the game, take the group to the side for results and explain to them the next game while the staff is refilling the barrels. Sometimes a team will be leading on the scoreboard (the amount of sensors each got) but the vests might be the deciding factor so, it's a great opportunity to build suspense.

2. Game number 2 (the red button on the scoreboard)



Ok, so now that we've understood how the game works we're going to raise the level. In this game the vests are still worth 20. This time around there will only be 2 sensors lit at all time (one of each color) and they will change positions all the time. This game is called – Steal The Light. Whoever manages to shoot a sensor of their color will gain a point and “steal the light” from the other team. This is a game of agility.

In addition, we are adding our flags (the triangular looking thing) to this game.



Each team's flag sits at the end of their opponent's playing field. The objective is to fill up water on your side and run through the “enemies” playing field to get to your flag and fill it up. Take notice that the flag sits in the center of a carpet of sorts. Make sure you do not step or stand on that carpet. Those who do will be penalized 50 points. A full flag equals 400 points!



The moment you finish filling the flag my staff will be there to empty so you can try filling it up again before time is up. One more thing, the last barrel before the flag you cannot cross to stop the other team filling their flag, you may not shoot at anyone who is in the midst of filling their flag.

Everything clear?

3. Game number 3 – Battle Royale

No teams, no friends, no colors, everyone for themselves, a free for all.

The goal is to be the last man standing. The moment the game is over, everyone stops and stands still. You move, you're out.

Once your vest is full, you're out.

During the game, things will happen just like a battle royale.

The playing area will get smaller (if it's the last round and there are no groups after). During the game the staff will empty a barrel every minute or two. You cannot be more than 10-15 steps away from the barrels in the game and if you leave the zone you will be out of the game. We do this until there are 3 barrels left.

If it's not the last round: during the game I will announce only red barrels. From that moment if someone tries to take water from/or passes to the side of the blue barrels, they'll be out.

Two minutes to the end of the game a full vest will count even if it's up to the warning symbol. Is the game clear?

Go go go!!

