

# The Leprechaun hunt



HELL SURVIVORS 619 N PEARL ST PINCKNEY MI 48169

**DATE: 15, MARCH 2025**



<b><u>Registration Opens:</u></b> .....	7:30 am
<b><u>Chrono and Air opens:</u></b> .....	8:00 am
<b><u>BRIEFING :</u></b> .....	9:00 am
<b><u>Pot of Gold GAME ON :</u></b> .....	10:00 pm
<b><u>Pot of Gold GAME ENDS:</u></b> .....	4:00 pm
<b><u>Winner of Pot of Gold Game Announced:</u></b> .....	4:45 pm
<b><u>Briefing of The Leprechaun Hunt Game:</u></b> .....	5:00 pm
<b><u>The Leprechaun Hunt Game On:</u></b> .....	5:30 pm
<b><u>The Leprechaun Hunt Game Ends</u></b> (prizes awarded).....	6:00 pm

## **RULES:**

PLAYERS WILL BE DIVIDED INTO TWO TEAMS.  
 TEAM COLORS WILL BE ORANGE AND GREEN.  
 INSERTION SITE WILL BE DETERMINED BY ROCK, PAPER, SCISSORS.

## **Pot of Gold Game Rules:**

This is a one shot and reinsert game.

Each team will have an empty pot to be filled with Gold to hold on to or designate a team leader to be in charge of. Pieces of Gold with special markings will be scattered throughout the entire playing field.

Don't lose the pot! The Gold pieces only count if they are delivered in the pot at the end of the game as your pot of Gold found. If you are hit you must reinsert, if you have any gold coins on you you may either drop them where you are or you must return all gold coins that you have on your person to the reinsertion ref. Anyone found cheating this rule and found to be hiding the gold after being hit and asked to hand over any gold and reinsert without handing them over will lose double the coins for each coin found on them from the team's pot. So turn those gold coins in as soon as you can to your Pot and be honest.

## **Side objectives:**

### **Lucky Charms:**

There are some crazy Leprechauns on the hunt for their lucky charms!

If you find any of the lucky charms you must turn it in immediately and before the game ends to the Rental trailer in order for the points to count any lucky charms turned in once the game is announced over they will not count. There is no holding on and saving these lucky charms! Once you have one you must take it to the front immediately to count. But be careful... if a leprechaun spots you then the hunt is on as they are armed with their own marker and you will know they are coming as they yell "Not me lucky charms!". If you get hit you must drop the lucky charm and reinsert. Lucky charms will be returned to the playing field throughout the game as they are turned in and places in different areas.

### **Leprechauns:**

A Leprechaun can be hit to stun them only, if they are hit they may stop where they are put their hands in the air and walk to a hiding position, from there they must count to 5 lucky charms before they are back in the game, a leprechaun can also choose to stay in their position with their hands up if hit and count to 5 lucky charms before continuing with the game. A leprechaun can not be hit on repeat when their hands are up.

### **Points:**

Gold Coins are worth : 100 points a coin.

Lucky Charms are worth: 250 points a charm.



### **Pot of Gold Game Winner:**

When the game is called each team must present their pot of Gold to the Rental Trailer. All points will be added up for the gold coins and the lucky charms that were turned in earlier.

The Winning team will be announced and then get to play, The Leprechaun Hunt!

### **The Leprechaun hunt Game:**

The Winning team at this game will be each player for themselves.

Players will insert from their insertion point of choice East or West.

The players will get 30 minutes to catch a leprechaun!

The playfield will consist of "Sin City" aka The villages. Stonehenge aka Castle rock, Fort Myers, Grinder and Mini Grinder.

The leprechaun will have a marker.

The leprechaun will be wearing "Capture the flag" flags on him.

Each flag on him is worth a prize.

You may stun a leprechaun in position with one shot. The leprechaun must put their marker and hands up and yell out a count of 5 lucky charms. Only one flag per player. Once you have your flag you must return to the Rental Trailer to receive your prize and your game is over.

If you win a flag it must be visible at all times. If you are shot on the way back with your flag a live player may steal your flag. If you have been shot on your way back and no one steals your flag you may still keep it and turn it in at the rental trailer.

### **Additional Rules to the Leprechaun Game:**

Only One player may remove a flag at a time.

This game is fair game and if you are hit by another player you must reinsert.

If the Leprechaun hits you, you may reinsert.

There is no ganging up on the leprechaun.

There is no picking up or manhandling the leprechaun.

The only form of touch to the leprechaun is to grab the flag. If a player does anything deliberately to physically stop the leprechaun their game will end.

### **Other:**

**No missiles, tanks, helicopters etc...Markers only. No First strikes allowed for this game.**

Paint grenades and Smoke grenades are allowed but must be Hell Survivors grenades only.

Any outside paint or Smoke grenades can result in the removal of the game with no refunds.

Please respect these rules for the safety of the players and refs.

This is a Field paint only game. Any paint purchased for this paint must be Hell Survivors paint of either GI or Deathball. Any paint leftover from this game that is our normal full price cost will be accepted at an open play or other event games. Any discounted paint for this game will only be allowed at Monster Game BYOP games. Any outside paint found at this game will give us the right to disqualify you from the game with no refund. This is for the safety of our players and refs.

