

MONTY PYTHON and the Holy Grail

FIELD RULES

- **Respawns are large orange signs.** If you are eliminated, go to a Respawn to get back in the game. Wipe. Tag. Go! Wipe off your old hit, tag the Respawn, get back in the game! When respawning from the Dead Zone, a referee must be present to tell the players where to respawn. Referee discretion to shut down a Respawn Point.
- **HQ** is where the Head Ref is located in the Dead Zone.
- **Shield Rules:** No shields in buildings or doors. One shield per player. Player with the shield may not shoot. Once the attached 3 Clay Pigeons are shot out, shield is out of play, and must immediately return shield to HQ.
- **Grenades:** Any speck of paint on a player is considered a "hit". Please call a referee before you throw it, so they can call the opposing player(s) out.
- **Smoke:** No personal smoke bombs allowed.
- **Bunker Busters** - This is a Medieval era. No Bunker Busters for this Scenario (Rockets/Bazookas/Nerf).
- **Field Key** - Missions use thematic location names, but you may be more familiar with the OSG Fields. The Missions include shorthand OSG field names: (C) = Castle, (V) = Halo Village, (W) = Western, (LZ) = Landing Zone, (BW) = Sherwood Forest/Big Woods, (U) = Urban, (A51) = Area 51, (FC) = First Contact, (PS) = Pirate Ship, (SW) = Star Wars, (JW) = James Woods, (HH) = Hamburger Hill

Prop Rules

- **ONE PROP PER PLAYER!** You may only move props that are either Neutral OR tagged with your team's color.
- **If you are shot while delivering a prop, drop it where you were shot.**
- **Prop Collection** - Unless otherwise stated, props may be delivered to either your Treasury OR Patsy's Backpack. No Free Walks.
- **Treasury** - A Prop Collection location that cannot be moved. Props delivered to your Treasury are locked inside and may not be removed by either Team. Treasury Locations will flip for Part 2.
- **Patsy's Backpack** - A mobile Prop collection Backpack.
 - A Player carrying the Backpack becomes "Patsy"
 - Patsy may carry any number of Props within the Backpack.
 - If Patsy is eliminated, drop the Backpack.
 - Backpack hits count as a hit
 - The Backpack itself may not be stolen by the opponent, but...
 - NEUTRAL Props may be removed from the Backpack by EITHER Team (Remember: One Prop per Player).
- **Run Aaaaay!** - During Part 2, the Black Beast of Aaaaagh (Paintball Tank) will periodically appear, shooting at EVERYONE. It cannot be stopped or destroyed. Please DO NOT shoot at the Tank (helps us with cleanup, thanks!)

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PEASANT QUESTS

PARTS 1 and 2 ONLY

- **Find Collectibles and deliver them to either your Treasury or your Patsy Backpack.**
Coconuts - Most FULL sets (both halves) at End of Day +1 pt
Swallows - Most at End of Day +1 pt
- **Bring Out Your Dead** - Find Skulls on field. Every 25 minutes, a Dead Collector with a Cart will walk the field, ringing a bell, shouting "Bring out your dead!". Deliver your Skulls to your bucket on the Dead Collector's cart. Have the most Skulls at End of Day. +1 pt
- **Huge Tracts of Land** - There are 13 Territory Flags. Have your Team's color showing. Flags are tallied at the end of both Parts 1 and 2. Have the most Flags tallied at End of Day. +2 pts
- **Knights of the Round Table** - Find your 7 Faces of OSG Staff and deliver them to your Round Table in HQ without getting eliminated. Complete your Round Table first. +1 pt
- **Monk's Pilgrimage** - Turn a Player into a Monk by dressing them in a Robe and giving them a wooden Board. Have your Monk go to each of 5 Pilgrimage Sites. At each Site, have your Monk recite the displayed Incantation to a Ref (as monkly as they can), and bonk their head with the Board. Then, remove the numbered Tag from the Site and give to the Ref. Have the most Pilgrimage Sites at End of Day. +1 pt. (If Tie, fastest team)
- **Answer Me These Questions Three** - At randomly determined times, the Hermit will appear at either the Bridge of Death (V) or The Hovel from Scene 24 (LZ). Game Masters determine the Location by a Coin Flip. Any Player may attempt to answer the Hermit's 3 Questions which will include Holy Grail film trivia. If Incorrect, the player is eliminated. If all 3 Correct, Team's Question Tally increases by +1, and the Hermit leaves. Have the most Question Tallies at End of Day. +2 pts
- **French Taunter** - Find Insult Pods on field. Go to a Ref, open the pod, and remove the numbered insult. Use the Ref's Radio to call the Head Ref. First, read the number of the Insult. Then, read the Insult to the Head Ref in your best French Accent. (Even though it's French, either team can complete this). Have the most Insults at End of Day. +1 pt

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KNIGHTLY QUESTS

PART THE FIRST

10:00 AM - 12:00 PM

Team	Start Location	Treasury Location
Britons (Red)	Back of Sherwood Forset (Big Woods)	Big Woods Trenches
French (Yellow)	Inside Castle	High Side Castle

- **Are You Suggesting Coconuts Migrate?** - Assign 2 players as Swallows by putting Wings on them. Have your Swallows escort your giant Coconut on a String to Camelot (AT-AT). Coconut can only be moved by both Swallows holding either end of String. +1 pt
- **None Shall Pass** - Find your Black Knight Torso at Black Knight's Bridge (V/FC). Place your Torso anywhere on the field. Once placed, cannot be moved. Find your Black Knight's Limbs (2x Legs & 2x Arms) and assemble them on the Torso. Once fully assembled, you get tape to enclose an area around the Black Knight. +1 pt (Opponents seen by a Ref in your Black Knight's area are eliminated)
- **Recruit Your Knights** - Search for your 5x Mini-Shields and deliver them to Treasury/Patsy to unlock points and Full Shields for 2nd Part of day.

Total # Mini Shield - Part 1	# of Full Shields Part 2	Total Points Earned
2	1	+ 1 pt
5	2	+ 2 pts

- **She Turned me Into a Newt! I got better** - Go to the Witch's Hut (A51) and dress a player up in your Witch Costume. Have your Witch seated on the Witch's Scale (W) at 12p. +1 pt
- **Knights who say Ni** - Find the Short Shrubbery, Tall Shrubbery, and the Decorative Fence. Assemble the most pieces at The Knights of Ni (BW, Comm Dish). +1 pt (If Tie, fastest team)
- **Habeas Corpus** - First, find your 3 Murder Clues and deliver them to Ref at the Historian Crime Scene (U). Then, deliver the Historian's body back to the Ambulance (V. Scorpion). Historian cannot move until all Clues are delivered. Once the Historian is moved, either team may capture him. +1 pt
- **Trojan Bunny** - 10:45a-11:15a. Have the Trojan Bunny on your side of the road at 11:15a. The Trojan Bunny may be escorted along the road between Castle and X-Roads. You must have 2 Players to Escort/move the Trojan Bunny. Signage will mark the Halfway Line. The Trojan Bunny is Non-Combative. +2 pt
- **Castle Anthrax** - At 12p, have the Holy Grail image at Castle Anthrax (HH) showing your Team's color. +1 pt

REST, WEARY TRAVELERS

12:00 PM - 1:00 PM

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PART THE SECOND

1:00 PM - 3:00 PM

Team	Start Location	Treasury Location
Britons (Red)	Inside Castle	High Side Castle
French (Yellow)	Back of Sherwood Forset (Big Woods)	Big Woods Trenches

- **Fetchez La Vache** - Find your 3x Cows on field, deliver them to French Castle (C.), and safely throw them off the second story front wall. Throw the most Cows. +1 pt (If Tie, fastest team)
- **Herring Tree** - Find The Mightiest Tree in the Forest and deliver your Herring (fish) there. While holding the Herring, defend the Tree for 10 consecutive minutes. (Role playing "chopping" the tree down with your Herring is highly encouraged) +1 pt
- **You Got My Note** - Find your Note on an Arrow at X-Roads and deliver it to Herbert at Swamp Castle (Ship). Then, deliver Herbert to Camelot (AT-AT). Herbert cannot move until a Note is delivered. Once Herbert is moved, either Team may capture him. +2 pt
- **There Are Some Who Call Me...Tim?** - Pop your Smoke Grenades that are staked at 3 mapped locations. Pop the most smoke. +1 pt (If Tie, fastest team)
- **Sharp, Pointy, Teeth - 2p-3p** - At 2p, a referee will drop a Chest in contested/neutral territory. Find the Chest to retrieve your Holy Hand Grenade and deliver it to the Killer Bunny at the Cave of Caerbanog (Stone Circle). +2 pt
 - Note: At randomly determined times, the Killer Bunny will "attack", eliminating all players within 20 ft of it.
- **Runes of Joseph of Aramatheia** - Find your 3 Rune Pods on field, and bring them to the Head Ref at HQ without getting eliminated. Correctly complete your Rune Translation first. +1 pt

PREPARE FOR BATTLE

3:00 PM - 3:30 PM

BATTLE FOR CASTLE AAAAAAGGHH

3:30 PM - 4:00 PM

- Game Type: Respawn Flag Game
- Fields: Sherwood Forest & Western
- Road and Western/LZ line are Out of Bounds
 - Second Stories are Cut Off
- Starting Locations & Respawn Points: Big Woods Trenches & behind Western Hotel
 - 10 minutes left, ALL Respawns are Cut
- Generals Rock/Paper/Scissors to choose their Starting Location
 - Flag Station in middle of Western
- At Game End, have your Flag showing. +3 pts



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**FIELD
MAP**
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MAP KEY

- Team Treasury
- Respawn Point
- Starting Points
- Referee Respawn
- Headquarters
- Trojan Bunny Road
- Tracts Of Land Flags
- Tim Smokes