

THE RETRO RUBLE: THE 8-BIT CONFLICT PAINTBALL SCENARIO SCENARIO GAME

Spring Scenario Game – Sunday, June 14th @ Adventure Games Paintball

INTRO

SYSTEM BOOTING...

The year is 1989.

Hidden in the back corner of an abandoned arcade sits a forgotten machine known only as **RETRO RUMBLE**. No high scores. No instructions. No way to shut it off. For decades, the cabinet remained dark... silent... waiting.

Until tonight.

Without warning, the machine powers back on.

The screen flickers.

Pixels distort.

A glowing message flashes across the monitor:

INSERT COIN

The moment the game begins, reality breaks apart. The floor beneath you disappears as waves of neon light pull players into the machine itself. Suddenly, you are no longer standing in an arcade...You are inside the game.

Massive pixel worlds collide around you. Alien invaders descend from the skies. Glitched mazes twist endlessly through the battlefield. Power-ups appear without warning. Coins spill across the map. Entire levels begin corrupting in real time.

And worst of all...The game has no off switch.

Now trapped inside the arcade system, two rival factions must battle their way through a collapsing 8-bit universe. To survive, players must conquer game levels, collect coins, unlock hidden objectives, and fight for control of the digital world before the system reaches its final stage:

GAME OVER

Only one team will escape Retro Rumble.

The other will be lost in the machine forever.

TEAMS

 **BLUE TEAM**

 **RED TEAM**

GAME FORMAT

The event is played over **Three separate games**, each with a fresh set of missions, props, and scoring. Points carry over between rounds to determine the overall winner.

Between games, teams will reset to their bases. Props and items will be repositioned.

SCORING & VICTORY

- Each mission awards **points** to your team (listed per mission).
 - Control of key objectives and retrieval of themed props add to your total.
 - **Final victory** goes to the team with the most total points after all three games.
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STRATEGY TIP

Recruit wisely, hold ground fiercely, and never let the enemy out maneuver you. It's not just about muscle, it's about timing, teamwork, and tenacity.

RESPAWN & GENERAL RULES

- **Standard unlimited respawn** unless mission specifies otherwise.
 - Players must return to base and touch their respawn point or a mobile respawn point
 - Generals are worth more points so make sure you eliminate them!
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General Scenario Rules & Guidelines

Team Colors

- **Red Items = Red Team Only**
- **Blue Items = Blue Team Only**
- **Purple Items = Universal/Neutral** – These can be touched, carried, or used by either team.
- **Players MAY NOT steal, hide, or move the opposing team's color-coded props or loot.**

Item Drops

- When a player is hit while carrying a mission-critical item, **they must drop it immediately** at the point of elimination.
- Referees or opposing players may then recover or secure these items based on the mission rules.

Obstruction & Sabotage

- Deliberately obstructing field props, spawn areas, or misdirecting referees/NPCs is prohibited.
- Keep the gameplay immersive and focused on teamwork and strategy.

SPIRIT OF THE GAME

This is a large-scale scenario built on teamwork, competition, and the shared love of paintball and retro games. Whether you're a seasoned player or stepping onto the battlefield for the first time, we ask everyone to:

- Be respectful, inclusive, and supportive of all players
- Celebrate the big moments — even when the other team makes a great play
- Play hard, compete with intensity, but remember this is about having fun
- Respect the referees and game staff — their decisions are final and keep the game running smoothly

Let's keep the energy high, the action intense, and the atmosphere positive.

This is your chance to step onto the battlefield and be part of something bigger.



Sunday's Schedule

- Gates open at **7:00 AM**
 - Check-in begins at 7:15 AM
 - Breakfast from Snack Shot available from 7:30 AM – 10:00 AM
 - Meet your generals, safety briefing, and game overview at 9:00 AM
 - **Game 1 begins at 10:00 AM**
 - **Game Break: 12:00 PM – 1:00 PM**
 - **Lunch available at Snack Shot from 11:30 AM – 2:00 PM**
 - **Game resumes: 1:00 PM – 2:45 PM**
 - Raffle: 3:00 PM – 3:30 PM
 - Final Battle: 3:45 PM – 4:15 PM
 - **Final scores, MVP/MVT awards, and the after party will begin at 4:30 PM at Snack Shot**
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Important Notes

- Please arrive early to allow time for check-in and gear prep
 - All players must attend the **9:00 AM** safety and game briefing
 - Games will start on time—don't miss the opening push
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GAME 1: ARCADE UPRISING

Summary:

The arcade has officially come online.

What started as a simple game has spiraled into complete digital chaos. Entire game worlds are colliding together as the RETRO RUMBLE system struggles to contain the corruption spreading through the machine.

Pixelated battlefields flicker between classic arcade levels. Coins rain from broken scoreboards. Alien invaders descend from above while glitched mazes twist across the map in real time.

Both factions now race to seize control of the arcade system before the machine locks them inside forever.

This is only Level One...

But the game is already fighting back.

Team Starting Bases:

 PLAYER ONE: Octagon

 PLAYER TWO: Castle

OBJECTIVE 1: PAC-MAN PANIC

The arcade maze has opened.

Thousands of glowing Pac-Dots have begun appearing throughout the battlefield as the RETRO RUMBLE system attempts to stabilize itself. Both teams must race through the maze, recover dots, and return them to their team's Arcade Bank before the opposing side steals control of the level.

The Power Pellets have appeared.

Once activated, the battlefield enters full POWER MODE.

How it Works:

Pac-Dots will be scattered across the battlefield. (Pac-Dots = Balloons)

Teams must use their Pac-Mac to:

- Recover Pac-Dots (Team Color Specific)
- Carry them back to their team's Arcade Bank (main base)
- Deposit them for points

Special larger Power Pellets will also appear around the field. (Power Pellets = Larger Ballons)

These pellets activate temporary battlefield bonuses.

POWER MODE ACTIVATION:

When a team successfully deposits a Power Pellet:

★ **POWER MODE ACTIVATED** ★

For 2 minutes:

- All Pac-Dots are worth DOUBLE points
- Player can respawn at any referee
- Aggressive pushes are encouraged

The field immediately becomes chaotic as both teams rush to capitalize on the bonus period.

Rules:

- Only Each Teams Pac-Man can recover Pac-Dots
- Teams can destroy the opponents Pac-Dots by shooting them
- Power Pellets must be physically delivered to your Arcade Bank to activate POWER MODE

Scoring:

- 5 Points per Pac-Dot recovered
- 25 Points per Power Pellet activated
- BONUS 10 Points for each piece of Fruit recovered!

OBJECTIVE 2: PAPER BOY DELIVERY RUN

Both teams must now race through the digital streets of the arcade, recovering newspapers and delivering them to active delivery zones before the opposing team overwhelms the system.

How it Works:

Six active Delivery Zones are located throughout the battlefield.

Each zone contains an oversized Retro Mailbox (One for Each Team)

Throughout the game, bundles of newspapers will continuously spawn at each Team's Main Base.

Teams must:

- Carry them to delivery locations
- Deposit them into their team's oversized mailbox (oversized mailbox= Storage container on post)
- The team can place up to 3 newspapers in each mail box.

Delivery Routes:

There are:

- 6 total delivery spots
- 1 oversized mailbox at each route
- Each route scores independently (up to 3 newspapers in each mailbox)

Teams may attack and defend any route at any time during the game.

Rules:

- Players may carry ONLY ONE newspaper bundle at a time
- If eliminated, the newspaper must be dropped immediately at the player's feet
- Dropped newspapers may be recovered
- Newspapers must fully enter the mailbox to count
- Players may not remove newspapers already scored inside a mailbox
- Mailboxes may not be physically blocked or moved



Scoring:

10 Points per newspaper successfully delivered

OBJECTIVE 3: SPACE INVADERS

The arcade invasion has begun.

Enemy Space Invaders are spreading throughout the RETRO RUMBLE system, and both teams must fight to protect their fleet while destroying the enemy invasion before the arcade is completely overrun.

-  PLAYER ONE must defend the Blue Invaders
-  PLAYER TWO must defend the Red Invaders

Destroy the enemy fleet.

Protect your own.

How it Works:

Space Invader targets will be placed throughout the battlefield. (Space Invaders= Invader Stencil on Cardboard)

Teams must:

- Locate enemy Space Invaders
- Shoot opposing invaders to eliminate them
- Defend their own invaders from enemy attacks

Once an invader has been destroyed, it is removed from play for the remainder of the game.

Rules:

- Teams may only destroy the opposing team's invaders
- Players may not move, hide, or repair invaders
- Referees will confirm when an invader has been destroyed
- Destroyed invaders remain destroyed for the rest of the game

Scoring:

- 10 Points for every enemy Space Invader destroyed

- 10 Points for every friendly Space Invader still alive at the end of the game
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GAME 2: THE ARCADE AWAKENS

Summary:

The RETRO RUMBLE arcade machine is becoming increasingly unstable.

As the corruption spreads deeper through the system, both factions discover the truth: there is only one way to escape the arcade before the machine reaches total system failure.

The Pixel Portal.

An experimental dimensional gateway hidden deep inside the RETRO RUMBLE code capable of transporting players back to the real world.

But the Portal is incomplete.

To activate it, teams must recover rare components scattered throughout the arcade universe by completing missions across different retro game worlds.

Every completed mission strengthens the Pixel Portal and brings your team one step closer to escape.

Fail to build the Portal...

And your team may be trapped inside the arcade forever.

Team Starting Bases:

 **Blue Team : Castle**

 **Red Team : Octagon**

 **MAIN OBJECTIVE: BUILD THE PIXEL PORTAL**

How it Works:

Throughout Game 2, teams will compete in multiple retro arcade missions to recover Pixel Portal Components.

Mission rewards may include:

- Power Cells (Doctor Mario Game)
- Rare Minerals (Asteroid Game)
- Portal Circuits (Centipede Game)
- Pixel Blocks (Tetris Game)

Teams must:

- Complete missions
- Recover Portal Components
- Deliver them safely back to their team's Pixel Portal Station

Once All Components have been collected Each team must bring the activation key to the Pixel Portal to activate it.

Scoring:

100 BONUS Points for fully activating the Pixel Portal first

OBJECTIVE 2: CENTIPEDE SWARM

Massive digital Centipedes have broken loose inside the RETRO RUMBLE machine, scattering their body segments throughout the battlefield. Both teams must search the arcade world, recover their missing Centipede pieces, and rebuild their creature before the enemy swarm grows stronger.

Teams must recover as many body segments as possible and escort their completed Centipede to the Arcade Core to obtain their Portal Circuits

How it Works:

Centipede body segments matching each team's color will be hidden throughout the battlefield.

- PLAYER ONE must recover Blue Centipede Segments
- PLAYER TWO must recover Red Centipede Segments

Teams must:

- Search the field for their missing Centipede body parts (Centipede body parts =Colored Beach Ball. Green + team color)
- Recover and assemble the segments together
- Build the longest Centipede possible
- Escort the completed creature to the designated Arcade Core location (Arcade Core = colored ICB totes)

The longer your team's Centipede becomes...

The more points it is worth.

Centipede Assembly:

Each recovered segment must be physically attached to your team's Centipede chain.

Teams may continue adding segments throughout the game to increase their score value.

Once assembled:

- Players must carry the full Centipede together
- Escort it safely across the battlefield
- Deliver it to the Arcade Core scoring zone
- Once Delivered Teams will be awarded Portal Circuits

Rules:

- Teams may only recover Centipede pieces matching their team color
- Players may carry ONLY ONE segment at a time
- If eliminated, the segment must be dropped immediately
- Dropped segments may be recovered by teammates
- Opposing teams may not steal or move enemy Centipede pieces

Scoring:

- 10 Points per Centipede segment recovered

- 25 BONUS Points for successfully delivering your completed Centipede to the Arcade Core
 - LONGEST CENTIPEDE at the end of the mission receives an additional 50 Point Bonus
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OBJECTIVE 3: ASTEROID ASSAULT

Incoming Asteroids are crashing into the RETRO RUMBLE arcade universe. Both teams must rebuild their Missile Launch Stations and destroy the Asteroids before the arcade system collapses.

Hidden inside the Asteroids are rare minerals that will be needed later in the game to build powerful bombs.

How it Works:

Each team has hidden Missile Launch Station parts scattered throughout the battlefield.

Teams must:

- Search for their 3 launch station parts (colored 3D parts and Labelled)
- Recover and assemble the completed Missile Launcher (Rocket Launcher)
- Launch missiles at incoming Asteroids

Once assembled, each team will receive 3 missile launch attempts.

Asteroid Strike:

Players must launch missiles at designated Asteroid targets.

If a missile successfully hits an Asteroid, it will be destroyed and your team may mine Rare Minerals from the wreckage

These minerals will be needed to complete the Pixel Portal.

Rules:

- Teams may only recover launch parts matching their team color

- Players may carry ONLY ONE launch component at a time
- If eliminated, launch components must be dropped immediately
- Each team receives ONLY 3 missile attempts
- Referees will confirm successful Asteroid hits

Scoring:

- 10 Points per Launch Component recovered
 - 20 Points for assembling the Missile Launch Station
 - 20 Points per Asteroid destroyed
 - Rare Minerals awarded for a successful hit
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OBJECTIVE 4: TETRIS BREAKDOWN

The RETRO RUMBLE system is struggling to hold itself together.

A massive Tetris board appeared on the battlefield. A few pieces seem to be missing. Both teams must recover their missing pieces and rebuild the arcade board before the system completely crashes.

How it Works:

Each team has an incomplete Tetris Board located in the playing field.

-  PLAYER ONE must recover Blue Tetris Pieces
-  PLAYER TWO must recover Red Tetris Pieces

Teams must:

- Search the battlefield for their missing Tetris pieces
- Recover and transport the pieces back to their Tetris Board
- Correctly place the pieces into the board

Once the board has been completed:

- Your team will be awarded a Pixel Block
- The Pixel Block may then be installed into the Pixel Portal

Tetris Assembly:

Each Tetris piece must be physically placed into the correct location on the board.

Teams may continue searching for pieces throughout the game until the board has been fully completed.

Rules:

- Teams may only recover Tetris pieces matching their team color
 - If eliminated, the Tetris piece must be dropped immediately
 - Dropped pieces may be recovered by teammates
 - Opposing teams may not steal or move enemy Tetris pieces
 - Referees will confirm successful board completion
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Scoring:

- 10 Points per Tetris piece recovered
 - 20 Points for successfully completing the Tetris Board
 - 1 Pixel Block awarded upon board completion
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OBJECTIVE 5: DR. MARIO'S CURE

The arcade infection is spreading.

A dangerous digital virus has infected four sections of the RETRO RUMBLE machine, threatening to corrupt the entire system. To stop the outbreak, both teams must help Dr. Mario complete the cure by delivering capsules to infected Virus Boards located throughout the battlefield.

How it Works:

Four Virus Boards are located throughout the battlefield. To complete the cure, teams must deliver the missing capsule piece needed to eliminate the virus.

Each team begins the game with all four of their Dr. Mario Capsules at their main base.

Teams must:

- Retrieve a capsule from their base
- Transport it safely across the battlefield
- Deliver it to the correct Virus Board
- Complete all four Virus Boards

Once a capsule is added to a board, the virus is eliminated and that board is considered cured.

Rules:

- Teams begin with all four capsules at their main base
 - If eliminated, the capsule must be dropped immediately at the player's feet
 - Completed Virus Boards may not be altered
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Scoring:

- 20 Points for each Virus Board completed
 - 25 BONUS Points for completing all four Virus Boards
 - 1 power cell awarded upon mission completion
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ALL-DAY PERKS & PLAYER POINTS

Player Points:

- +1 XP for each opposing player eliminated (tracked at respawn)
 - +3 XP for each General eliminated (tracked at respawn)
 - 10 XP** for any player caught cheating – don't be that player.
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Respawn Rules:

- Each team has a main base respawn point. Players must physically touch it to re-enter the game.
- **Mobile respawns** may also be deployed during missions and function the same way. Mobile respawns may require a dice roll before they will be allowed back into the game.

- All respawns are **instant unless affected by a perk.**
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Arcade Power-Ups & Hidden Cheats

Scattered throughout the battlefield are powerful Arcade Power-Ups, hidden Cheat Codes, and rare Bonus Items. Use them wisely to change the tide of battle and help your team fight its way through the RETRO RUMBLE machine.

-  Blue Items = Player One Only
-  Red Items = Player Two Only
-  Purple Items = Universal Power-Ups that may be used by either team

Barrier Shields

Several Pixel Shields are located throughout the battlefield. Players may use them to protect themselves from enemy fire. If a player is eliminated, they must drop the shield where they are standing. Shields are color-coded and may only be picked up by members of the matching team.

1-Up Mushroom

Use the 1-Up Mushroom to revive yourself. Once eliminated, hand the Mushroom to any referee and you may immediately return to play. 1-Up Mushrooms are single-use items.

Time Freeze

Activate the Time Freeze perk to delay the opposing team's respawn and mobile respawn for 3 minutes. Give the perk to any referee to activate.

Smoke Screen

A Smoke Screen can be used to eliminate players caught inside the smoke cloud. Once deployed by a referee, any player inside the smoke is considered eliminated and must return to respawn.

Bombberman Mine

Place the Bombberman Mine anywhere on the battlefield with referee approval. Any player who steps on or directly next to the mine is immediately eliminated. Mines are single-use items.

Glitch Warp

The arcade code has become unstable. Use the Glitch Warp to instantly travel to a designated Glitch Zone elsewhere on the battlefield. Give the perk to a referee and they will direct you to your new location.

Cheat Code

A hidden Cheat Code has been discovered inside the RETRO RUMBLE machine. Turn this perk in to a referee to automatically complete one Game 2 objective requirement needed to activate the Pixel Portal.

Note: Your team does not receive any points for the skipped objective. You only receive the required item needed to help power the Pixel Portal.

Bonus Stage

The arcade has unlocked a secret Bonus Stage. Turn this perk in to a referee and your team will receive Double Points on all objectives for the next 10 minutes.

Notes:

- All perks are single use unless otherwise stated
 - Perks must be turned in to a referee to activate (when applicable)
 - Use perks strategically—they can decide the outcome of the battle
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WINNING TEAM PRIZE

The team that emerges victorious will secure their place in Retro Rumble history. Their high score will be permanently etched into the Hall of Champions, their victory celebrated across the arcade, and their names remembered as the players who conquered the RETRO RUMBLE machine before it reached GAME OVER.

CELEBRATION AT THE ARCADE CAFÉ (Snack Shot)

Once the final level has been cleared and the last pixel fades from the screen, join us at the Arcade Café for awards, winners, and celebration.

Gather your teammates, relive the biggest plays of the day, and enjoy food, drinks, and arcade stories as we crown the champions of the RETRO RUMBLE: THE 8-BIT CONFLICT.

