

Frosty's Revenge 2026 Player Briefing

Game Schedule:

Game Start: 10:00am

Game End: 3:35pm

Doors Open: 8:00am

Player Briefing: 9:20am

Smoke Toss: 9:45am

1st Phase: 10:00 am - 12:00 pm

Lunch: 12:00 pm - 1:00 pm

Switch Sides

2nd Phase: 1:15 pm - 2:45 pm

Final Battle: 3:15pm - 3:35 pm

Game Objective:

There are 5 Slapstick Zones. The playing field is from Lockdown to the back of Tank Attack. Lockdown, Dry Bones, T.A.B, Hybrid and Tank Attack will be in play. The road will not be. The 5 slapstick zones will be surrounding the Tippmann Assault Base, labelled A through E on the giant game map.

Teams want to have possession of a slapstick every 30 mins. If you control the slapstick at the end of the timer your team is rewarded 50 points. Control slapsticks throughout the day to get your team the most points you can.

There will be Snowballs hidden all over the field (Tennis balls with points labelled on them (1-100)) and they will be all around the field within the boundaries. Find those and bring them to the Game Director to be rewarded points for your team.

Missions will occur within the game. When you spawn into your playing zones, ask your general or XO how you can be of help to achieve victory for your team! This can be a way for your team to gain extra points that could lead you to an easy win, or a challenging fight!

DON'T MISS THE SMOKE TOSS FOR AWESOME PRIZES AT YOUR TEAM BASE AT 9:45AM!!!

Spawn Starts:

1st Phase:

Brian Webb (Red) will start at the RV in Lockdown.

Andrew Geraghty (Blue) will start at the Black Post in Tank Attack.

2nd Phase:

Brian Webb (Red) will start at the Black Post in Tank Attack.

Andrew Geraghty (Blue) will start at the RV in Lockdown.

Each Team will have a tent signifying Spawn Start.

Final Battle- The General with the most points will choose his starting side.

PAINTBALLS / FIRST STRIKE ROUNDS: Field speed limit is 280 fps, 270 fps for First Strike Rounds and 300 fps for the Umarex .50 cal pistol. Players shooting FS must have their guns set to 270 fps for both regular paint and FS rounds. ALL paint, must be purchased from Wasaga Paintball. Ramping and Tippmann "Safe" fully auto modes are allowed if capped at 13 BPS. IF YOU ARE HIT BY OFF-FIELD PAINT, YOU ARE NOT ELIMINATED. Please let a ref know if you are hit by off-field paint. Players using off-field paint may be asked to leave without refund. Be cool, use field paint. This year we are providing BYOFSR (Bring Your Own First Strike Rounds) for an exclusive fee. We have 43. Cal, 50. Cal, and 50. cal FSR for sale in the ProShop to fit your needs! WE DO NOT HAVE .68 CAL!

SMOKE GRENADES: Only Enola Gaye cold burn smoke grenades may be used. Do not use white, grey or black smoke. A different coloured smoke will be used by the Game Staff. They are not to be thrown into small spaces or buildings.

KNIVES: Realistic looking knives are not permitted on the field. If you wish to carry a rubber training knife or other melee weapon we have spray paint. Check with your Game Directors.

PROPS: If you are holding a mission prop, you must drop it where you are, when eliminated. You may not throw, kick or toss items within the playing field, however they can be handed off to one another.

RIOT SHIELDS: Riot shields (max 24" wide by 40" high) are permitted. While using a riot shield, players may only use a pistol. Players using shields can only be eliminated by a hit to their body or equipment other than the shield. Only 2 shields will be allowed per side.

GENERALS: Generals will die as a normal player. No headshots only and no points per elimination granted.

HAVOC SERUM: Havoc Serum is obtained through mission objectives. A tube filled with a green liquid will be taped to a player who is chosen by the General or the XO. The player will become invincible for 45 seconds. A ref must be present to time the serum activity and will give a count down when 5 seconds is remaining. It may not be used to revive a player who is downed already. Players that are under the power of the Havoc Serum MAY NOT TOUCH MISSION OBJECTIVES OR GAME PROPS. This includes Slapsticks and any mission items. YOU WILL BE HEAVILY PENALIZED IF YOU DO.

DRONE STRIKE: Each team has access to a drone strike every hour. You cannot stack drone strikes. If you don't use it within that hour it is deactivated. Drone Strikes eliminate anyone that is within a 30x30 square. Ref will clear the area of the players.

FINAL BATTLE: On Tippmann Assault Base and it will be an all out war for those last points of possession. There will be 3 slapsticks. The slapstick in the middle is worth 150 points, and the ones on the sides are worth 100 points, double the points than in the regular battle. Points will be rewarded every 5 minutes to the team controlling the slapsticks. There's a twist this time around, literally! You will have to find out when the time comes!

PENALTIES: Penalties will be assessed against players and their team for cheating. Your main objective for this game is to have fun. Referees have the final say on the playing field. Any disputes may be brought to the Game Director at the Director's table. ANY PENALIZATIONS WILL BE AN AUTOMATIC 50 POINTS REMOVED FROM YOUR TOTAL POINTS, SO DON'T BE THE REASON YOUR TEAM GETS IN TROUBLE!