





# Phase 1: Asylum Break

# Escape the Asylum III Game

## & general rules

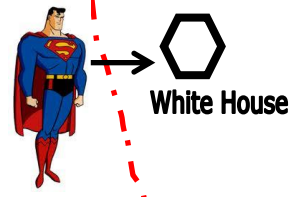
**Key :**

- Netting 
- Boundries 
- Dead Boxes 
-  Asylum Flags

Three 30 minute games

Each team will have an attempt to **Escape the Asylum** and try to score the most points

Three equally divided teams



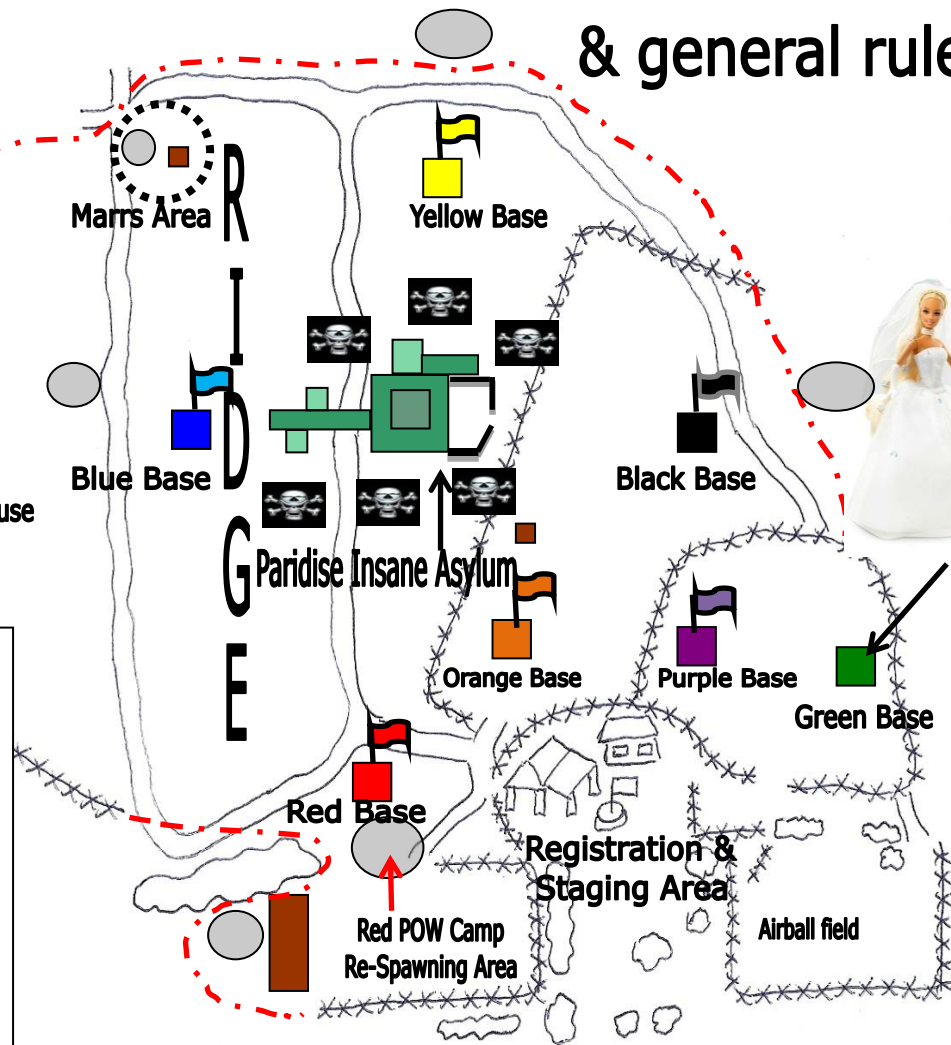
**Asylum Team Objectives**

Defend Asylum Flags **25 Pts.** for each flag that is not captured (Not Hanging at red base at the **30 minute mark**)

Capture and Return with main base flags (red, yellow, blue, black, orange, purple) **50 Pts.** each that are inside asylum court yard at **30minute mark**

Capture and Return with Superman and Barbie **100 Pts.** each that are inside asylum court yard at **30 minute mark**

**650 possible points for Asylum Team**



**Miscellaneous:**

Nets connecting fields are lifted in many areas for moving between fields: Players cannot lift a net to go under.

Defending Team players are **not allowed** in Asylum

**Defending Team objectives :**

- 1 Capture the 6 Asylum Flags and bring them to Red Base.
2. Defend Other Flags, Barbie and Superman.

**Start of Game**

**Asylum team** starts anywhere in Asylum

**Defending teams** start in any of the main forts (blue, yellow, red, black) divided up however they choose

**Re-Spawning**

Asylum team **immediate** re-spawn from asylum morgue (center of bottom floor of asylum) even if shot on another floor of the asylum, **you must go to morgue for re-spawn**

Defending 2 teams re-spawn from **red pow camp** on air raid sirens at **7, 14, 21, minute marks**