



## MISSION REPORT

**Mission Name:**

Druid's Battle Royale

**Location:**

Las Vegas, Nevada

**Challenges:**

Information security & hacker challenges, movie and book trivia, other games of skill & chance

**Audience:**

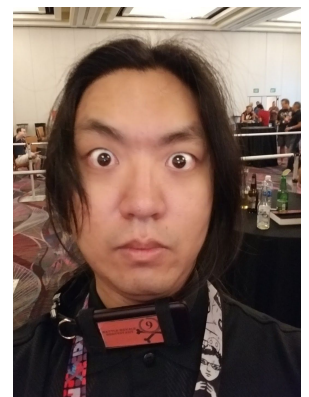
Attendees at DEFCON 25

**Game Type:**

Custom, Fun, Competitive, Difficult, Party Game, Access Challenge

Druid's Battle Royale was a two-part game at Las Vegas hacking conference, DEFCON 25. The lead up access challenge was based in Scramble and allowed players to compete to participate in the Battle Royale party on Saturday night. The Scramble access challenge required not only knowledge of hacking and decryption techniques but also film and book trivia from media related to the theme.

For this client, Rogue Signal created the game concept from scratch, including designing badges, stickers, and custom signage to inform players of rules. We also designed the challenge selection wheel that was the focus of the party, bringing the spectators to chant "WHEEL OF DEATH" with our event MC over and over again. Rogue Signal also managed all the event logistics, from venue selection, to AV management and on site operations.



The event was a live head to head competition inspired by Battle Royale and Hunger Games. In our version, competitors were brought to the "hidden" location and assigned numbers and "exploding collars" at the guard station. Although the party held hundreds, there was room for only 42 competitors at any given time in the Battle Area. The live emcee and a Wheel of Death selected random match-ups for challenges including escaping from handcuffs attached to fake dynamite, shooting padded arrows at each other, or playing classic games like Hungry Hungry Hippos, air hockey, or the arcade games Street Fighter or Joust.

If a player lost a challenge, their collar "exploded" and the player was escorted out of the competitor's area and back to the spectator's area which were separated by a fence. Competitors were allowed to drink for free as long as they remained "alive" in the game.

As players "died", they were given stickers and a ribbon informing them that "You Have Died". But once players had died, they weren't completely out of the game. Part of the competition was for total time in the competition area, so players waited in line over and over again. One player came back through the line 9 times and collecting more ribbons than anyone else.

For a version of Battle Royale you can run yourself, play BattleGrounds.

