



rogue signal

mission report

Mission Name:

Druid's Battle Royale

Location:

Las Vegas, Nevada

Challenges:

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

Setup

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.

Competition

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 "explod-



ed" 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.

Results

Participants were able to use their technical know-how, creative thinking, and team work to stay in the game. But even as players died, they weren't completely finished.

Part of the competition was for total time in the competition area. Many players remained engaged enough to wait in line over and over again. One player came back through the line nine times, collecting more ribbons than any one else.

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