



## Monkey Bash

Monkey Bash was developed by Red Sea Explorers and was designed to be the ultimate in 3D Scooter Dog Fight. It is a three dimensional game of two rival teams that play a combination of tag and capture the flag . Most importantly the game is extreme fun.

See a video of the game being played in the Red Sea.

[http://www.youtube.com/watch?v=\\_T-ro8qGTq4](http://www.youtube.com/watch?v=_T-ro8qGTq4)

### **The Goal:**

Collect all or as many ribbons you can from the opposite team and store them in your safe area, either on your Life up line or with your Goal Tender. The winner is determined by either winning all the opposing teams ribbons or the team with the most opposing teams ribbons.

### **The Teams:**

Monkey Bash is composed of two teams. Each team has an unlimited number of players (fighters) with a minimum of two per team . To be a fighters you must have a scooter and a ribbon attached to the rear of your mask. The team also has a Life Up line to store the extra ribbons or lives or better yet an actual goal tender with no scooter to safe keep the ribbons and aid in attaching them to the fighters mask. This life up line or goal tender is stored in the safe area on either end of the Playing field.

**The Life Up line or Goaltender** is the holder of the Teams' Ribbons or lives **and** the opposing teams captured ribbons. The Life Up line or Goal Tender is a Home Base or safe area and has a 10'3m radius/bubble. The opposing team cannot enter or fight within that bubble. The area allows the fighters to come back and tie or store the captured ribbons on the life up line or with the goal tender. The area also allows a fighter or team member to get another ribbon or life reattached to their mask. If there is a goal tender they cannot leave this location or be on the playing field, they cannot act as a fighter.

**Ribbons or Lives:** A player's life is represented by a ribbon of their teams color. Each team will have extra ribbons or lives per team member plus one attached to their rear mask strap. (The number of lives is pre determined before the game.) So for example: If it is decided that the 3 fighters would have an extra 3 lives each then one ribbon is attached to their mask and the other 9 extra ribbons are stored on the up line or with the goal tender. Any team member can use one of the teams' ribbons or lives and any of the lives that are recovered and returned to the up line or goaltender after they were captured. To be in the game a player (fighter) must have a ribbon tucked under the rear of their mask strap. A player looses their life when an opponent snatches the ribbon. At that time they have to stop fighting, give up any ribbons they have collected (from the opposing team) and return to the safe area (the up line or goal tender) to have another ribbon or life installed. Keep in mind that at any time a player (fighter) can return to their safe area or up line to attach or give any ribbons they have collected for safe keeping with the

goaltender so as not to lose them in case they get snatched to lose their life. As long as the team has ribbons and a fighter has a ribbon attached to their mask the game continues.

**The playing field:** is a designated area that can be either marked by a line or a natural formation or a wreck. Players cannot play outside the playing field and if they are caught outside the playing field by an opponent they lose a life and have to hand over their ribbon and any other ribbons they have collected.

**Number of lives** (extra ribbons) is decided before the game. The up line or goaltender stores or holds the extra team ribbons and any captured opposing teams ribbons. The players or fighters cannot hold or store the extra ribbons. The players or fighters must return to the safe area to drop off any captured ribbons and to get another life or ribbon attached. This can be done by the goal tender or the fighters themselves but only on the safe area.

**The ribbons:** Tucking the ribbons under the mask strap has to be done in a way that the ribbons do not get loose but at the same time they come off easily without affecting the mask itself. This is done by putting a small part of the ribbon under the mask strap. The ribbons are all the same length 26 inches, that is equivalent to the length of an AI 80. This allows them to float behind the fighter or player and allows the opposing team to capture the ribbon easily.

**Fighter Gear Configuration:** Ultimately a player can join the game using any gear configuration he/she sees suitable. However the monkey diving setup as it has been developed by Red Sea Explorers seems to give most agility and speed.

**Safety precautions and general rules:**

Players have to be responsible and remember that they are diving and keep in mind all the safety precautions pertaining to being immersed in water. There has to be absolutely no contact between the players, you are only allowed to touch the ribbons.

You are also not allowed to ram your scooter into other players. A penalty is awarded to that player by giving up your ribbon and any ribbons you are holding.

A minimum gas must be agreed upon at which time the Fighter must exit the game.

A Game time or Bottom time must be agreed upon at which time the game is called.

The winning team is the team which has all or the most of the opposing teams ribbons.

Depending on which depth the game is to be played a minimum deco has to be agreed on and any player arriving at his minimum gas has to leave the game doing this minimum deco. The ribbon cannot be stolen during this time and can be removed by the fighter.

A fighter can opt out at any time by simply removing the flag from their mask. However they cannot rejoin the game. Once they opt out they are out until the next game.