

## **NERF WAR: BASIC RULES AND SCENARIOS**

**Game 1: Free For All**

**Game 2: Capture the Flag**

**Game 3: The President**

**Game 4: The Intel Room**

**Game 5: Storm the shelter**

**Game 6: Evade the Snipers**

**Game 7: Alien Invasion**

**Game 8: Assassin**

### **All players must wear safety glasses when entering the arena**

High Trust game: If you are hit, be honest and take the hit. It's far more fun for everyone and you'll have a more enjoyable experience.

Listen to instructions carefully. If you are unsure ask your leaders.

This is not a contact sport. Do not move people if they are down. Do not inflict any violence on any player during the game.

### **Game 1: Free for all**

Duration: 5 mins + 1 min setup

Objective: Individual Campaign:

To remain in the game when the final whistle blows at the end of the match.

Explanation: Each player acts alone. Before the match each player has 60 seconds to obtain as many darts as possible and choose a starting position. When the whistle blows, it's each player for themselves. After 5 mins the whistle will blow again to end the game.

Elimination: Body and head shots only. Shots to limbs eliminate the use of that limb. (E.g. If you are shot in the right arm, you lose the use of that right arm). If you lose the use of all 4 limbs you are still in the game and have to lie on the floor. When you are eliminated go immediately to the elimination zone.

Victory: When the final whistle blows whoever remains in the game has won and earns a prize.

Bonus: No bonus items for this round

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Non contact sport

**Game 2: Capture the flag**

Duration: 10mins + 3mins setup time.

Objective: Team Game:

To capture your opponents flag and return to your base, whilst defending your own flag.

Explanation: Players are divided into teams. Each team is assigned a starting location and a flag. Each player starts with a full complement of darts in their weapon. The whistle blows at the start and end of the match. Each team has to defend their own flag whilst attempting to capture their opponents flag.

***Important: Players may not pick up and use darts that have already been fired or found.***

Elimination: Body and head shots only. Shots to limbs eliminates the use of that limb. (E.g. If you are shot in the right arm, you lose the use of that right arm). If you lose the use of all 4 limbs you are still in the game and have to lie on the floor. When you are eliminated go immediately to the elimination zone. You have 3x Med Packs available as a team. If you require being healed to full health another team member must retrieve a med pack and place it on the team member. If you are shot carrying the med pack, you may choose to use the med pack on yourself. If you receive an elimination shot another team member must pick up the med pack and administer to the living injured player. If you receive an elimination shot (head or upper body) another team member may choose to administer a team life card to bring you back into the game. The player then returns to full health and continues the match. Once all team lives have been used the team will no longer be able to bring players back to life. Once a med pack or team life has been used, it must be ripped in two immediately to indicate its full use.

***Please note: Med Packs and Team Lives are worth points at the end of the game and bonus points are awarded to those teams who have those items remaining in their base. Players may not steal med packs or team lives from their opponents base.***

Victory: Each flag is worth 500 points. If you successfully defend your flag and capture another team flag and defend it at your base when the whistle blows you receive 1000 points. Failure to secure any flag means team receives 0 points.

Bonus items: Med pack x5: Additional team lives x3: Additional darts per team: x100

Bonus points: Each Med pack is worth 50 points: Each additional team life worth 100 points:

These points are accrued at the end of the game

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Non contact sport

**Game 3: The President**

Duration: 10 mins + 3 mins setup time.

Objective: Team game.

*"The President has been captured. Three independent factions battle to return the President to their base where they will hold him for ransom."*

Teams have to capture and defend the President. Each team operates as a independent force. The President has no allegiance to any military faction.

Explanation: Players are divided into teams. Each team is assigned a starting location and base. One team will be assigned The President. The President wears a high visibility vest and carries no weapon or ammunition. Each player starts with a full complement of darts in their weapon. The whistle blows at the start and end of the match. Each team has to either defend or capture The President and return them to their base.

The President has no allegiance and no ability to move unless guided by a player. If the an entire team is eliminated then The President must remain stationary. Only one player may touch The President at any given time. The player guiding The President must be shot before opponents may obtain possession.

Elimination: Body and head shots only. Shots to limbs eliminates the use of that limb. (E.g. If you are shot in the right arm, you lose the use of that right arm). If you lose the use of all 4 limbs you are still in the game and have to lie on the floor. When you are eliminated go immediately to the elimination zone. You have 3x Med Packs available as a team. If you require being healed to full health another team member must retrieve a med pack and place it on the team member. If you are shot carrying the med pack, you may choose to use the med pack on yourself. If you receive an elimination shot another team member must pick up the med pack and administer to the living injured player. If you receive an elimination shot (head or upper body) another team member may choose to administer a team life card to bring you back into the game. The player then returns to full health and continues the match. Once all team lives have been used the team will no longer be able to bring players back to life. Once a med pack or team life has been used, it must be ripped in two immediately to indicate its full use.

***Please note: Med Packs and Team Lives are worth points at the end of the game and bonus points are awarded to those teams who have those items remaining in their base. Players may not steal med packs or team lives from their opponents base.***

How the game ends:

After 10 minutes the whistle will blow. If you successfully retain possession of the President you receive those 500 points. If you retain possession of the President and defend them at your base you receive an additional 500 points.

If The President is shot and eliminated the game ends and 0 points are awarded.

Victory: President = 500 points; President + Base = 1000 points; bonus points for additional med packs and team lives.

Bonus items: Med pack x5: Additional team lives x3: Additional darts per team: x100

Bonus points: Each Med pack is worth 50 points: Each additional team life worth 100 points: These points are accrued at the end of the game

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Non contact sport

### **Game 4: The Intel Room**

Duration: 10 mins + 3 mins setup time.

Objective: Team game.

*"The evidence room is unlocked! Your mission is to retrieve as much evidence as possible to earn points for your team"*

Teams have to capture as much evidence for their team as possible and return it to their base before the time runs out and the door is locked.

Explanation: Players are divided into teams. Each team is assigned a starting location and base. Each team will be assigned an Intel hacker (Egg Timer!). Each player starts with a full complement of darts in their weapon. The whistle blows at the start and end of the match. Each team has to retrieve as much intel and return it to their base before the time runs out and the door is locked!

To obtain intel, The Intel Hacker (egg timer) must be placed on top of the piece of intel (piece of paper or envelope) and emptied from top to bottom (fully) before that Intel is hacked and unlocked. Once unlocked the intel must get back to the base before the time runs out. Once intel is unlocked it can be stolen from a player, if that player is eliminated (shot in head or upper body).

**Note: Bits of Intel are worth different amounts of points so don't think that all intel is the same.**

### ***This is a respawn game!***

Elimination: Body and head shots only. Shots to limbs eliminates the use of that limb. (E.g. If you are shot in the right arm, you lose the use of that right arm). If you lose the use of all 4 limbs you are still in the game and have to lie on the floor. When you are eliminated go immediately to your base holding your weapon above your head to indicate you are eliminated. You may respawn in this game. Respawning can be down by counting to 30 elephants (1 elephant, 2 elephants, 3 elephants... etc) in your base once you have been eliminated.

How the game ends:

After 10 minutes the whistle will blow and the Intel Room will lock (leader stands in front of the exit).

Victory: The team with the highest sum of Intel points wins. 10 points are deducted for every team player in the Intel Room.

Bonus points: No additional points available in this game.

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Non contact sport

**Game 5: Storm the centre (The Penultimate game)**

Duration: 10 mins + 3 mins setup time

Objective: Team game.

*This is the penultimate game.* After 10 mins The team with the greatest number of players in the centre wins

Explanation: Players are divided into teams. Each team is assigned a starting location and base, based on how many points they have accrued over all the activities. Those with the highest amount of points will get the best starting position.

Those in second and third (will be assigned worse positions).

Each team will be assigned their Medpacks and Team Lives for mobile use. No base.

They may use this on the go.

Elimination: Body and head shots only. Shots to limbs eliminates the use of that limb. (E.g. If you are shot in the right arm, you lose the use of that right arm). If you lose the use of all 4 limbs you are still in the game and have to lie on the floor. When you are eliminated go immediately to the elimination zone. You have 3x Med Packs available as a team. If you require being healed to full health another team member must retrieve a med pack and place it on the team member. If you are shot carrying the med pack, you may choose to use the med pack on yourself. If you receive an elimination shot another team member must pick up the med pack and administer to the living injured player. If you receive an elimination shot (head or upper body) another team member may choose to administer a team life card to bring you back into the game. The player then returns to full health and continues the match. Once all team lives have been used the team will no longer be able to bring players back to life. Once a med pack or team life has been used, it must be ripped in two immediately to indicate its full use.

***Please note: Med Packs and Team Lives are worth points at the end of the game and bonus points are awarded to those teams who have those items remaining in their base. Players may not steal med packs or team lives from their opponents base.***

How the game ends:

After 10 mins the whistle will blow to end the game. All players must remain stationary, and the leader/Marshall will determine who has one.

Victory: Those with the greatest amount of players in their team inside the centre wins the game.

Bonus points: Each Med pack is worth 50 points: Each additional team life worth 100 points: These points are accrued at the end of the game

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**Game 6: Evade the snipers**

Duration: 3 min game

Objective: Team game: Huge points earner.

This is a relay race to earn as many points within 3 minutes

Explanation: Players are divided into teams. Each team is assigned a starting location.

***Snipers are located high up in the gantry.*** Each team player runs into the centre to retrieve items that are worth points whilst being shot at by snipers.

Elimination: If you are hit anywhere on your body, then you must return to the starting point.

If you are holding an item you must drop it where you are.

How the game ends:

After 3 minutes the whistle will blow. Players in the Arena holding items after the whistle has blown must drop them and leave them where they are.

Victory: Each team receives the amount of points worth on the items they have collected.

Bonus items: No bonus items

Bonus points: No Bonus points.

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**Game 7: Alien Invasion**

Duration: 5-10 min game

Objective: Team game:

*Aliens have landed and are invading! They are converting humans into their own kind! The humans have developed a powerful nerve gas to be released that is only at full charge in 10 minutes time!*

*You will need*

*1x Big Red Button (or switch) (this could be a poster or box of literal big red button!)*

Explanation: Earth is under attack by aliens, but not very many of them. The Humans soon find out why (in this scenario less than 15% of the players start out as Aliens and the rest start as Humans). The Humans discover that their weapon technology is not strong enough to actually kill the Aliens - their bullets only stun them (Aliens hit by darts have to sit down and count 10 mississippi's then get back up and keep going). But the Alien technology is far more advanced - their projectiles actually convert Humans into Aliens (Humans shot by an alien must sit down and count 10 mississippi's then get up and start fighting for the Aliens). The Aliens only have until the nerve gas is released to convert all the humans into Aliens! Those humans alive at the end of the 10 minutes must hit the Big Red Button to eliminate the Aliens and save humanity!

Elimination: Head and upper body only. Human darts stun Aliens for 10 Mississippi's. Alien darts stun and convert Humans into Aliens for 10 Mississippi's (1 Mississippi, 2 Mississippi, 3 Mississippi ... etc)

How the game ends:

After 5/10 minutes the whistle will blow to signal that the nerve gas is available to use. The remaining humans must hit the button to eliminate all the Aliens in one final stand before the game ends!

Victory: At least 1 human is required for the humans to win. If Aliens turn all the humans into Aliens, the Aliens win.

Bonus items: No bonus items

Bonus points: No Bonus points.



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**Game 8: Assassin**

Duration: 5-10 min game

Objective: Individual game. Who is the best Assassin

Explanation: Each player writes down their name and places it into a basket so the names can be drawn at random. Every player draws a name out of the hat and the persons name they draw is their target. The only person that a player may shoot is their assigned target. Once that player "hits" his target he takes his targets designated target and attacks him. Gameplay proceeds in this fashion until only one person is standing.

Elimination: Head and upper body only. Shots to limbs means that person cannot use the shot limb in question..

How the game ends:

Last person standing or time runs out

Victory: The person who has eliminated all players in the game and is the last player has won.

Bonus items: No bonus items

Bonus points: No Bonus points.