

# Optional Games of Play at Apocalypse Paintball

## 4 Team Tower

**Group Size:** 16 or more

**# or teams:** 4

**Duration:** 15 Minutes

**Field/s used:** Tower, Castle

**Objective:** Toss the flag off the top of the tower (Tower Field), Ring the Gong (Castle field)

**Rules / General Description:** Split up into 4 equal teams. Hang the flag under the tower (Tower Field). Place each team in each of the 4 corner bunker (Tower Field), or corner towers (Castle Field). The goal is to get to the flag and toss it out of the top floor of the tower (Tower Field), ring the gong in the middle of the Castle Field (Castle Field).

## Downed Pilot

**Group Size:** 15 or more

**# or teams:** 2

**Duration:** 20 Minutes or more

**Field/s used:** any large field

**Objective:** Save or kill the pilot

**Rules / General Description:** Split group into two equal teams. One team is a rescue team out to save a downed pilot. This team needs to pick one player to be the pilot. The pilot receives limited ammo (20 or so rounds) and goes out and hides on the far side of the playing field. The rescue team's goal is to get the pilot and bring him/her back to their starting area. The "bad guys" are trying to capture or kill the pilot. Try and start the game with the pilot, the rescue team, and the "bad guys" all in a big triangle. If possible the "bad guys" should be a little closer to the pilot than the rescue team.

## All on All

**Group Size:** any

**# or teams:** as many as there are players

**Duration:** 5 Minutes

**Field/s used:** any medium or large field

**Objective:** Be the last one standing

**Rules / General Description:** The entire group stands in the middle of the field. When the ref says go each player may not fire, but move quickly anywhere on the field. After

a preset time, usually 20 seconds, the ref will yell again. Players will commence shooting. The last player alive wins.

## Bachelor Run

**Group Size:** any

**# or teams:** 2

**Duration:** Very quick

**Field/s used:** any

**Objective:** Shoot the Bachelor

**Rules / General Description:** The group splits into two teams. The bachelor (and maybe the best man) vs. the remaining members of the group. This can be played with the bachelor armed or unarmed. The goal of the bachelor is to get from one side of the field to the other (and get shot as little as possible). The goal of the other team is to shoot the bachelor. Please this is meant to be a “good” experience, please don’t get carried away.

## Blob

**Group Size:** 10 or more

**# or teams:** 2

**Duration:** 10 to 30 Minutes

**Field/s used:** any

**Objective:** Don’t get shot

**Rules / General Description:** Split the group evenly into two teams. Each team starts on opposite ends of the field. If you get shot, put your gun up, yell “I am hit” and run to the opposite teams starting area. You are now on their team. The game ends when all players are on the same team.

## The Alamo

**Group Size:** 15 or more

**# or teams:** 2

**Duration:** 15 minutes

**Field/s used:** Castle

**Objective:** Ring the Gong

**Rules / General Description:** The group splits into two teams. The defending team is made up of 1/3 of the group. The attacking teams 2/3’s of the group. The defending team sets up a defense in the castle and tries to prevent the attacking team from ringing the Gong. The attacking team is trying to get inside the castle to ring the gong. Game ends when the going is rung, or one of the teams have been eliminated.

**Alternate rule:** Allow the attacking team to “re-spawn” every couple of minutes.

## The Gauntlet

**Group Size:** 10 or more

**# or teams:** 2

**Duration:** 15 minutes

**Field/s used:** Castle

**Objective:** Bring the flag to the keep (either top floor or one floor down)

**Rules / General Description:** The group splits into two even teams. Start teams in tower 2 and 8 (ask your ref). Place flag in tower 5. The first team to get the flag into the top floor of the keep wins. (Not as easy as it sounds)

## Capture the Flag

**Group Size:** 2 and up

**# or teams:** 2

**Duration:** approximately 15 minutes

**Field/s used:** any

**Objective:** Take the flag at the middle of the field to the opposite side.

**Rules / General Description:** The group splits into two equal teams. Each of the teams starts at either ends of a field, each with a stationary flag. Each team is trying to get their opponents flag back to their own starting area. The first team to accomplish this wins.

## Center Flag

**Group Size:** 2 and up

**# or teams:** 2

**Duration:** Approximately 15 minutes

**Field/s used:** any

**Objective:** Take the flag at the middle of the field to the opposite side.

**Rules / General Description:** Two teams starting at opposite ends of the field with a flag hung evenly between them. Each team tries to get the flag to the opposite starting area. First team to do so wins.

## Civil War

**Group Size:** large

**# or teams:** 2

**Duration:** 5 minutes

**Field/s used:** Airball Field

**Objective:** Eliminate your opponent

**Rules / General Description:** Split group into two even teams. Teams start on opposite ends of the field in a long parallel line, facing each other. The players may only fire one shot at a time. The ref announces for players to take aim, and fire. Player only fire one shot at the opposing team. After the volley the ref announces for players to take one large step forward. The ref then announces for the players to take aim and fire. This repeats until one team is eliminated.

## Convoy

**Group Size:** 10 or more

**# or teams:** 2

**Duration:** 15 minutes or more

**Field/s used:** a large field

**Objective:** To get a flag from one side of the field to the other.

**Rules / General Description:** Split group into 2 teams. One team is the convoy needing to take a flag (must remain in full view) from one side of the playing field to the other. The convoy must stay on or very near a pre-selected path. The opposing team must prevent the convoy from reaching the opposite side. The game ends when the convoy has been eliminated or the flag reaches the opposite end of the field.

## Elimination

**Group Size:** any

**# or teams:** 2

**Duration:** 15 minutes

**Field/s used:** any

**Objective:** Eliminate the other team

**Rules / General Description:** Split group into two equal teams. Each team needs to eliminate the other.

## Flinch

**Group Size:** any

**# or teams:** 2

**Duration:** very quick

**Field/s used:** any, or any open area on field, smaller groups can just use a short section of a road.

**Objective:** Eliminate the other team

**Rules / General Description:** Split group into two equal teams. Teams start facing each other about 120 feet apart. Players of each team stand in a long line shoulder to shoulder. With guns down at their sides each team slowly walks toward the other. The game starts when one of the players decides that it is time to start shooting. At which

time all players can and should commence firing and take cover if there is any. Game ends when one team is eliminated.

## **Medic**

**Group Size:** 15 or more

**# or teams:** 2

**Duration:** 15 to 30 minutes

**Field/s used:** any

**Objective:** Eliminate the other team

**Rules / General Description:** Split group into two equal teams. Assign one player in each team to be the medic. The game progresses as any other game but if you get shot your medic can heal you. After you get shot start yelling for your medic. If he/she can or wants to save you all they have to do is hand you one paintball out of their marker. Teams will set a number of times the medic can heal. Usually only 5 to 10 times. If the medic dies no one can heal the medic. Game ends when one team is eliminated or the objective of the specific game is reached.

## **Rabbit vs. Hunter**

**Group Size:** 4 and up

**# or teams:** 2

**Duration:** 5 to 30 minutes

**Field/s used:** any medium size field or larger

**Objective:** Either kill the rabbits or convert the hunters

**Rules / General Description:** Split the group approximately 20% / 80%, i.e. if 20 players are in the group, 4 are rabbits and the rest are hunters. The rabbits go out into the field and hide. The hunters start all together at the edge of the field. The goal of the hunters is to kill all of the rabbits. Once a hunter hit's a rabbit the rabbit is dead and must go to the dead box. If a rabbit shoots a hunter the hunter yells "I am Hit!" puts his gun up and runs (very quickly) to behind the rabbit's line and turns into a rabbit. The game ends when there are only hunters or rabbits remaining.

## **Mob Wars**

**Group Size:** 15 and up

**# or teams:** 3

**Duration:** as long as the defending team bids.

**Field/s used:** any

**Objective:** For one smaller team to hold out against a larger attacking force

**Rules / General Description:** Split group into three equal teams. Place a flag in a defensible area. Then each team "bids" in order of how long they think they can hold out against the other two teams combined. I.e. Team one "we can hold out for 5 minutes". Team two "We think we can hold out for 8 minutes". Team three and one

“good luck”. The team that “wins” the bid gets to set u a defensive area to protect the flag. As soon as they are ready the two remaining teams working together try and touch the flag. The defending team wins if it prevents the attackers from getting to the flag in the time bid. The attackers win if they can do it in less time.

**Alternate rule:** If the area is easy to defend. Every 2 minutes allow all the eliminated players from the attacking team to “re-spawn” and get back into the game. The defending players are not allowed to “re-spawn”

## **Terminator (good for bachelor parties)**

**Group Size:** any

**# or teams:** 2

**Duration:** 10 minutes

**Field/s used:** any medium or larger

**Objective:** Stay alive

**Rules / General Description:** Split group into two teams. All of the players vs. one. The one player is the terminator and cannot die. He only loses when he says the game is over. If the terminator gets shot he keeps going. If one of the other players gets shot he is dead and must go to the dead box. The game ends when the terminator doesn't want to get shot anymore or all the other players have been eliminated.

## **Cale's Capture the Flag**

**Group Size:** any large group

**# or teams:** 2

**Duration:** 15 minutes or longer

**Field/s used:** Castle

**Objective:** To bring back both flags to your starting position

**Rules / General Description:** Split group into two even teams. Hang two flags; one at the Keep (West end of Castle), and one on the opposite tower (East end of Castle). Teams start opposite each other on the North and South Towers. The objective is to bring both of the flags back to your own tower. This is a re-spawn game. I.e. if you get eliminated put your gun above your head and run back to your starting area. The catch... if you can ring the gong then the opposing team no longer gets to re-spawn. First team to get both flags back to their starting area wins.

## **Zombie**

**Group Size:** Any Size

**# or teams:** 2

**Duration:** 5 Minutes.. Sometimes less

**Field/s used:** The Farm

**Objective:** Survive

**Rules / General Description:** Split up into 3 equal teams. Two teams play the Zombies, the other team play the “survivors”. Survivors “hole up” in the Farm. Zombies attack, when a Zombie gets “killed” he/she goes back to the start and re-spawns and continues to attack. When a Survivor gets hit he/she is eliminated from the game. Game ends when all Survivors have been eliminated. Keep rotating teams until all teams have played as the survivors. The team that lasts the longest is the winner.

## **Hi Mom**

**Group Size:** Any Size

**# or teams:** 2

**Duration:** 15 Minutes

**Field/s used:** Any

**Objective:** Eliminate the opposite team or any other “normal” objective, flag etc.

**Rules / General Description:** This game is for groups that have a wide discrepancy between levels of play. I.e. some of the group it is their first or second time playing and there are others in the group that plays regularly. The game starts as normal, however, before you can shoot at any opponent you must wave at them and they must wave back. At which time you can both start shooting at each other. All other rules are the same.

## **Yahtzee**

**Group Size:** 10 or more

**# or teams:** 2

**Duration:** 15 Minutes or longer

**Field/s used:** Firebase

**Objective:** Have one member of your team occupy the inside of the “command” bunker for three (3) minutes.

**Rules / General Description:** Split up into 2 equal teams. Each team starts on opposite sides of the field. Game starts. If a team gets one, and only one, of their team members inside of the command bunker the timer starts. He/she must “survive” for 3 minutes. If the player leaves the bunker, gets shot, or another member of his/her team enters the command bunker the timer resets. Any player eliminated goes back to their starting

area and re-spawns. Game continues until one member of one team occupies the command bunker for a continuous 3 minutes.