



NERF RIVAL

PRECISION BATTLING



Elimination

Team Red and Team Blue battle each other until all the players on one team are eliminated.

Escort

Team RED has to escort someone to a certain location or objective point to win. Team BLUE is trying to blast the escort or the whole team. Usually Team Blue hides while the escort team travels along a normal path. Suggest playing in a wooded area with a path or paths.

King of the Hill

King of the Hill can be played with a large group of players. Being a defender or an attacker of the hill has its advantages. As a defender, the player must protect the flag and base at all costs. As an attacker, the player must maneuver, conquer the hill, and capture the flag.

A group of half or less of the players barricade themselves at selected area with a flag, normally a hill, but can be any open location, while the other players attack trying to take over the selected area. The attack group is located below and out of range of the area. This will allow the defending group to prepare for the battle.

Rules:

- Every player must start at his or her selected area.
- Any player that is hit is out until the next round.
- Eliminated players must remain quiet at all times.

Winning the Game:

The team closest to the flag wins.

Defend the Fort

There are two teams: RED vs. BLUE. Each team has their own fort with a flag in it. The goal is for each team to replace the opponent's flag with their own flag. Up to three players can guard the flag. If hit, the players go to the opposing team's jail, including the flag guards. The only way to get out of jail is to be tagged by a teammate. The first team to set their flag in the opponent's fort wins.

Capture the Flag

Two teams, two flags, but only one team can be victorious!

Each team is trying to retrieve the opposing team's flag and return it to their base without getting eliminated. The teams should assign positions, such as flag guards, attackers, and scouts.

Rules:

- Every player must start at his or her base at the beginning of the game.
- If a player is hit while carrying the flag, they must drop it immediately.
- The flag must remain visible while the player is carrying it.
- Eliminated players must remain quiet at all times.

Winning the Game:

Return the opposing team's flag to your base.

Last Player Standing

Split up into teams of RED and BLUE and distance from each other. Place "Foam Rounds" depot at "A" spot, place "magazine" at "B" spot. Make more "Depots" as necessary, depending on the number of players. When the game starts, players go head to head, when re-load is needed, player must relocate to either "A" or "B" sight to reload. The game continues on until one person or a team remains standing. You can also introduce "Medic" role player. Each player has two lives, represented by flags they wear.

When a player gets hit, player must remain at the site, call for medic, medic player must pull away a flag from the down player, then player continues on. Medic also has two lives, and medic can heal themselves. You can add more medic roles depending on the number of players.

