



Specs for Game Type: Team Battle

Game Overview

Typically one team versus one other team. Teams have no other objective beside eliminating members of the opposing team. This game is very basic and is often used as a first round, introductory game.

Game Objective

- Eliminate the other team by knocking-out each of their players 3 times.

Gun Presets

- Time: 8 minutes
- Lives: 3
- Player Hit Points: 100 HP

Required Equipment

- Megaphone or Two-Way Radio System

Beginning the Game

- Select a company representative who will act as the game Admin.
- Assign referees and ensure their proficiency using Admin Guns (See document: "Battle Rifle Instructions" for Admin gun procedures).
- With the Admin Gun:
 - Clone all players with "Team Battle"
 - if necessary, clone desired gun type.
 - if necessary, clone teams.
- Provide a briefing of the battlefield rules. (see document: Admin Reference Card)
- Provide a Pre-Game Briefing. (see document: Admin Reference Card)
- Excuse the teams to their respective ready areas to receive equipment.
- Direct players to their respective start locations on the battlefield.
- Game Admin counts down the clock over the audio system.
- All players should be directed to hold their triggers until their guns activate.

Ending the Game

- The game ends when all players of one team are eliminated.
- Time will expire on the guns if players from both teams are not eliminated within 8 minutes.
- At the end of 8 minutes, the winning team is the one with the most remaining players.
- Provide a [post-game briefing] and instruct the players where to return their equipment or to prepare for a new mission.



Specs for Game Type: Capture the Flag

Game Overview

Capture the flag is a game time meant to introduce players to objectives based play. The rules are straightforward and people are generally familiar with the type of gameplay. Each team must defend their own flag plus return the opposing team's flag to their own base.

Game Objectives

- Defend your own flag from being captured.
- Return the opposing team's flag to your base.

Gun Presets

- Time: 12 minutes
- Lives: Unlimited
- Player Hit Points: 200 HP

Required Equipment

- Megaphone or two-way radio system (walkie-talkies are suitable)
- 1 red flag
- 1 blue flag
- 2 flag stands in each team's base

Beginning the Game

- Select a company representative who will act as the game Admin.
- Assign referees and ensure their proficiency using Admin Guns (See document: "Battle Rifle Instructions" for Admin gun procedures). With the Admin Gun:
 - Clone all players with "Capture the Flag"
 - if necessary, clone desired gun type.
 - if necessary, clone teams.
- Provide a briefing of the battlefield rules. (see document: Admin Reference Card)
- Provide a Pre-Game Briefing. (see document: Admin Reference Card)
- Excuse the teams to their respective ready areas to receive equipment.
- Direct players to their respective start locations on the battlefield.
- Game Admin counts down the clock over the audio system.
- All players should be directed to hold their triggers until their guns activate.

Ending the Game

- The game ends when all players of one team are eliminated.
- Time will expire on the guns if players from both teams are not eliminated within 8 minutes.
- At the end of 8 minutes, the winning team is the one with the most remaining players.
- Provide a [post-game briefing] and instruct the players where to return their equipment or to prepare for a new mission.



Specs for Game Type: VIP

Game Overview

VIP is an objectives based game mode where 1 player from each team is secretly (or openly) selected as the VIP. Each team selects only 1 VIP per mission. Players of each team are forced to decide if they will defend their own VIP, or attack in order to knock-out the oppositions VIP. The game mode requires teamwork and strategy in order to achieve success as non-VIP opposition players can continuously respawn.

Game Objectives

- Protect your VIP from being knocked-out by the enemy.
- Knock-out the opposing team's VIP.

Gun Presets

- Time: 15 minutes
- Lives: Unlimited
- Player Hit Points: 100 HP

Required Equipment

- Megaphone or Two-Way Radio System

Beginning the Game

- Select a company representative who will act as the game Admin.
- Assign referees and ensure their proficiency using Admin Guns (See document: "Battle Rifle Instructions" for Admin gun procedures). With the Admin Gun:
 - Clone all players with "VIP"
 - if necessary, clone desired gun type.
 - if necessary, clone teams.
- Provide a briefing of the battlefield rules. (see document: Admin Reference Card)
- Provide a Pre-Game Briefing. (see document: Admin Reference Card)
- Excuse the teams to their respective ready areas to receive equipment.
- Direct players to their respective start locations on the battlefield.
- Game Admin counts down the clock over the audio system.
- All players should be directed to hold their triggers until their guns activate.

Ending the Game

- The game ends when one team's VIP is knocked-out.
- Time will expire on the guns if neither VIP is eliminated within 15 minutes.
- A time expiration results in a draw.
- Provide a [post-game briefing] and instruct the players where to return their equipment or to prepare for a new mission.



Specs for Game Type: Domination

Game Overview

Domination is a high-paced game type which is a spinoff of Capture the Flag with an element of tug-of-war. Instead of players moving the flags around the field, the flags remain stationary and continuously change possession throughout the game. The flags should be attached to opposing sides of the same cord and then to a flagpole approximately 8-12 feet in height. Flags are started at equal height and players compete to move their colored flags to the top of the pole(s).

Game Objectives

- Raise as many team colored flags as possible.
- Prevent opponents from raising their colored flags.

Gun Presets

- Time: 8 minutes
- Lives: Unlimited
- Player Hit Points: 100 HP

Required Equipment

- Megaphone or Two-Way Radio System
- 1, 3, 5, or more fixed flagpole positions.

Beginning the Game

- Select a company representative who will act as the game Admin.
- Assign referees and ensure their proficiency using Admin Guns (See document: "Battle Rifle Instructions" for Admin gun procedures). With the Admin Gun:
 - Clone all players with "Domination"
 - if necessary, clone desired gun type.
 - if necessary, clone teams.
- Provide a briefing of the battlefield rules. (see document: Admin Reference Card)
- Provide a Pre-Game Briefing. (see document: Admin Reference Card)
- Excuse the teams to their respective ready areas to receive equipment.
- Direct players to their respective start locations on the battlefield.
- Game Admin counts down the clock over the audio system.
- All players should be directed to hold their triggers until their guns activate.

Ending the Game

- The mission ends when the game time expires.
- At the end of 8 minutes, the team with the most flags raised is the winner.
 - Field owners may designate different point value to different flag positions.
- Provide a [post-game briefing] and instruct the players where to return their equipment or to prepare for a new mission.