

PAINTBALL GAME VARIATIONS – AN UGLY LIST OF FUN OPTIONS...

CAPTURE THE FLAG GAMES:

INTRODUCTION

The games contained herein are the largest collection of games I could assemble. Some are from fields I have visited, some are suggestions by players, some I have heard about and some come from my own demented mind. They have also all been play tested. I didn't put any game in this book that I haven't tried myself. (Or at least tried at an established field.)

Speaking of fields, this book contains games that can be played on any area set up for the purposes of playing paintball. Originally I did not include games made for a speedball court, but most fields have some sort of speedball-like field these days.

I also didn't insult your intelligence by saying the games start and stop with a signal. Safety, what counts as an elimination, and other rules are not included either. These are covered in the field rules where you are playing the game.

Players who want to play these games at their fields should be kind enough to arrange it with the field before game day. This way the staff can become familiar with the rules of that game.

Field owners are welcome to use any or all of these games at their establishments. These games can also add variation to your next recreational, or for-fun event. Some games are designed to be played on larger fields, and that is mentioned in the "Set Up" section of the game. As a final note, I would like to mention that time limit placed on a game is arbitrary. You may have to add time or shorten the game in order for it to fit the field size and number of players. Get out there and play!

CAPTURE THE FLAG

SETTING UP

- * Two flag stations required.
- * Two even teams required.
- * Two flags, hung in their respective flag stations, required.

RULES

1. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
2. Players who are hit are out of the game.
3. If a player is eliminated while they are carrying the flag, they must drop the flag where they were hit, or hang it on the nearest available object. (Not another player).
4. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.
5. When a player is carrying the flag, it must remain visible at all times and must be carried in the hand, over the arm or around the neck.

TO WIN

Capture the opposing team's flag and return it to your base.

CENTRE FLAG

SETTING UP

- * Two even teams required
- * A central flag station, with a single flag, is required.

RULES

1. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
2. Players who are hit are out of the game.

3. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.
4. If a player is eliminated while they are carrying the flag, they must drop the flag where they were hit, or hang it on the nearest available object. (Not another player).
5. When a player is carrying the flag, it must remain visible at all times and must be carried in the hand, over the arm or around the neck.

TO WIN

Capture the flag and hang it in your opponent's flag station.

DOWN BUT NOT OUT

SETTING UP

- * Two flag stations.
- * Two even teams.
- * Two flags, hung in their respective flag stations.
- * One white sock per player to be provided.

RULES

1. When a player is hit, they call themselves out and sit on the ground (using common sense). The player then places the white sock over the barrel of their paintmarker to indicate that they have been hit. They cannot move from this location until tagged. This is referred to as Waiting.
2. If a waiting player is physically touched by a teammate they are back in the game. (The player, of course, removes the sock.)
3. Players who are Waiting cannot shoot or disclose the positions or intentions of opposing players.
4. If a Waiting player is physically touched by an opposing player, they are out of the game.
5. If a Waiting player feels that no one will find him, or they are tired of waiting, they can take themselves out of the game. In this case the player cannot be tagged back into the game.
6. There is no limit to how many times a player can be tagged back into the game.
7. Players Waiting to be tagged cannot shoot or be shot at.
8. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
9. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.
10. If a player is eliminated while they are carrying the flag, they must drop the flag where they were hit, or hang it on the nearest available object. (Not another player).
11. When a player is carrying the flag, it must remain visible at all times and must be carried in the hand, over the arm or around the neck.

TO WIN

Capture the opposing team's flag and return it to your base.

GETTYSBURG

SETTING UP

- * No bulk loaders, loading tubes or any solid apparatus used to hold or feed paintballs.
- * Two flag stations.
- * Two evenly numbered teams.
- * Two flags, hung in their respective flag stations.

RULES

1. Players can carry as many paintballs as they wish.
2. Paintballs must be loose or in a plastic bag. They cannot be in tubes or in any bulk loading system.
3. Players can only load paintballs by hand, one at a time into their paintmarkers and cannot load another paintball until they shoot the one in the paintmarker.
4. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
5. Players who are hit are out of the game.

6. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.
7. If a player is eliminated while they are carrying the flag, they must drop the flag where they were hit, or hang it on the nearest available object. (Not another player).
8. When a player is carrying the flag, it must remain visible at all times and must be carried in the hand, over the arm or around the neck.

TO WIN

Capture the opposing team's flag and return it to your base. NOTE: If you are feeling particularly evil, you can also state that the balls must be loaded into the muzzle and pushed into the barrel with a squeegee.

THE GUN RUN

SETTING UP

- * Two flag stations required.
- * Two even teams required.
- * Two flags, hung in their respective flag stations, required.
- * A central location, equidistant from both flag stations where the players will start from.

RULES

1. All the players markers (guns) are left in their respective team's flag station.
2. All players must begin the game at the central starting point and cannot leave that area until the game begins. When the game start signal is started, the players run back to their respective flag stations and pick up their markers.
3. Players who are hit are out of the game.
4. If a player is eliminated while they are carrying the flag, they must drop the flag where they were hit, or hang it on the nearest available object. (Not another player).
5. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.
6. When a player is carrying the flag, it must remain visible at all times and must be carried in the hand, over the arm or around the neck.

TO WIN

Capture the opposing team's flag and return it to your base.

KICK THE BUCKET

SETTING UP

- * Two flag stations.
- * Two even teams.
- * Instead of flags, a bucket is placed on the ground under where the flag usually hangs. This bucket must be made of a light plastic (remember, someone is going to kick this thing).

RULES

1. The bucket cannot be moved by the team which owns it.
2. If a player is hit before they kicks the bucket, the kick (if completed) does not count as a win, the referee then resets the bucket as quickly as possible.
3. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
4. Players who are hit are out of the game.
5. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.

TO WIN

Kick the opposing team's bucket over.

MYSTERY TEAMS

SETTING UP

- * Armbands are individually placed in separate envelopes.
- * Envelopes are distributed to the players
- * Players are sent into the field and told to disperse.
- * Two flag stations, with flags, are required.
- * Two even teams required.
- * Teams do not know which flag station belongs to them.
- * This game requires a larger field where players can be dispersed.

RULES

1. When the starting horn sounds the players remove the armbands from the envelopes and put the armband on. Play begins at this time.
2. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
3. Players who are hit are out of the game.
4. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.
5. If a player is eliminated while they are carrying the flag, they must drop the flag where they were hit, or hang it on the nearest available object. (Not another player).
6. When a player is carrying the flag, it must remain visible at all times and must be carried in the hand, over the arm or around the neck.

TO WIN

Capture the opposing team's flag and return it to your flag station.

REINFORCEMENTS

SETTING UP

- * Two flag stations.
- * Two even teams.
- * Two flags, hung in their respective flag stations.
- * Flag stations double as Reinforcement Rally points.
- * Two armbands, one for each team, of a different colour to be worn with the team's armband.
- * This game requires a large field.

RULES

1. Eliminated players go back to their flag station.
2. Players who are hit are out of the game but the player is only out until they reach their flag station. Players eliminated at the flag station are out of the game.
3. Players returning to the flag station must physically tag the flag to become active defenders. If the flag is not at the flag stations the players are considered out of the game as they enter the flag station.
4. One player wears a special armband. This is the only player that can go back to the flag station to get reinforcements.
5. If the player wearing the armband is eliminated, they proceed back to the flag station. They then collect those players who had been previously eliminated and they rejoin the game, as well. In this case the eliminated players have no choice but to be reinforcements. They cannot stay behind and defend the flag station. If the flag station is under attack by the opposition, but the flag has not been captured by the opposition, all the reinforcements are neutral until they exit the flag station.
6. Players can elect to stay behind and defend the flag station, with the exception of REINFORCEMENTS Rule 5. When they return to the flag station they are automatically active defenders.
7. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
8. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.
9. If a player is eliminated while they are carrying the flag, they must drop the flag where they were hit, or hang it on the nearest available object. (Not another player).
10. When a player is carrying the flag, it must remain visible at all times and must be carried in the hand, over the arm or around the neck.

TO WIN

Capture the opposing team's flag and return it to your base.

THREE FLAG

SETTING UP

- * Two even teams required
- * Two flag stations, with flags, required
- * A central flag station, with a flag of a third colour, is required.

RULES

1. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
2. Players who are hit are out of the game.
3. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.
4. If a player is eliminated while they are carrying the flag, they must drop the flag where they were hit, or hang it on the nearest available object. (Not another player).
5. When a player is carrying the flag, it must remain visible at all times and must be carried in the hand, over the arm or around the neck.

TO WIN

The team that has their flag and the opposition's flag and the central flag in their flag station wins the game.

BLACKJACK

SETTING UP

- * Two flag stations required.
- * Two even teams required.
- * Two flags, hung in their respective flag stations, required.
- * Players are only allowed to have 21 paintballs.

RULES

1. Players are not allowed to "share" paintballs
2. When a player shoots all his paintballs, they are out of the game. (Optional)
3. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
4. Players who are hit are out of the game.
5. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.
6. If a player is eliminated while they are carrying the flag, they must drop the flag where they were hit, or hang it on the nearest available object. (Not another player).
7. When a player is carrying the flag, it must remain visible at all times and must be carried in the hand, over the arm or around the neck.

TO WIN

Capture the opposing team's flag and return it to your base.

CHARGE OF THE LIGHT BRIGADE

SETTING UP

- * Two flag stations required.
- * Two even teams required.
- * Two flags, hung in their respective flag stations, required.

RULES

1. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
2. Players who are hit are out of the game.
3. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.
4. If a player is eliminated while they are carrying the flag, they must drop the flag where they were hit, or hang it on the nearest available object. (Not another player).
5. When a player is carrying the flag, it must remain visible at all times and must be carried in the hand, over the arm or around the neck.

TO WIN

Hang your flag in the opposition's flag station.

CAPTURE THE POOL ANIMAL

SETTING UP

- * Two flag stations required.
- * Two even teams required.
- * One inflatable pool animal, located in a central point, required.

RULES

1. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
2. Players who are hit are out of the game.
3. If a player is eliminated while they are carrying the pool animal, they must drop the pool animal where they were hit, or hang it on the nearest available object. (Not another player).
4. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.
5. When a player is carrying the pool animal, it must remain visible at all times and must be carried in the hand, over the arm or around the neck.
6. If the pool animal deflates, the team in possession of the pool animal loses the game.

TO WIN

Capture the pool animal and place it in your opponent's base.

CAPTURE THE BUCKET

SETTING UP

- * Two flag stations, each with a bucket full of water, required.
- * Two even teams required.

RULES

1. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
2. Players who are hit are out of the game.
3. If a player is eliminated while they are carrying the bucket, they must drop the flag where they were hit. They cannot pass it off to another player.
4. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.
5. Spilling the contents of the bucket results in the loss for the game for the team who spilled it.

TO WIN

Capture the opposing team's bucket and return it to your base at least half full of water.

SOCCER

SETTING UP

- * Two flag stations, with some sort of provision for a small soccer net or a pair of pole or trees clearly marked as a goal, required.
- * Two even teams required.
- * One soccer ball, located in a central area, required.

RULES

1. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
2. Players who are hit are out of the game.
3. If a player is eliminated while they are kicking the ball, they must immediately stop kicking. They cannot pass it to another player.
4. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.
5. The ball cannot be touched by the players hands. It IS soccer after all.

TO WIN

Kick the soccer ball into the opposing team's goal.

TARGET START

SETTING UP

- * Two flag stations required.
- * Two even teams required.
- * Two flags, hung in their respective flag stations, required.
- * Two targets (metal baking trays the best), hung 50 feet from each flag station, required.

RULES

1. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
2. On the sound of the game start signal the players must hit the target at their flag station before any member of the team can leave the flag station.
3. Players who are hit are out of the game.
4. If a player is eliminated while they are carrying the flag, they must drop the flag where they were hit, or hang it on the nearest available object. (Not another player).
5. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.
6. When a player is carrying the flag, it must remain visible at all times and must be carried in the hand, over the arm or around the neck.

TO WIN THE GAME:

Capture the opposing team's flag and return it to your base.

OTHER THINGS TO USE INSTEAD OF A FLAG

1. A large beach ball.
2. An inner tube.
3. An empty 45 gallon drum (preferably the large plastic ones).
4. A large can with marbles in it (makes lots of noise).
5. A set of mechanic's coveralls stuffed with straw or newspaper.
6. A large tire (that has to be rolled to be moved).
7. A bucket of rocks.
8. A 3 foot by 3 foot piece of plywood.
9. A bed sheet (that has to be worn, like a toga, by the flag carrier).
10. A football (that can be passed between teammates -- as long as they haven't been eliminated)
11. A paint grenade (that they have to "detonate" in the opponent's flag station)

HUMAN OBJECTIVE GAMES:

BUNNY HUNT

SETTING UP

- * Bunny (One person.)
- * Hunters (A whole bunch of people.)
- * One player volunteers to be the Bunny. To give the Bunny some kind of advantage (I'm sure he'll appreciate it), you have two options:
 1. The Bunny gets a semiautomatic paintmarker plus a garbage can lid or other device to use as a shield.
 2. The Bunny carries as much paint as he's comfortable with but the Hunters are restricted to only twenty paintballs each for the game.
- * This game requires a large field.

RULES

1. If the Bunny has a semi-auto/shield option, hits on the shield do not count as an elimination.
2. The Bunny has a five minute head start into the playing area.
3. A signal will be given so that the bunny knows when the game has started.
4. All hunters must start at the same time and from the same place.
5. When using the limited paint option, if a hunter runs out of paint he is out of the game.
6. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
7. Players who are hit are out of the game.
8. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.

TO WIN

- * If you're the Bunny: Survive!
- If you're a Hunter: Eliminate the Bunny.

THE COURIER

SETTING UP

- * Two even teams required.
- * Two flag stations required, no flags required.
- * One gear bag or brief case is required and is given to one team. The person chosen to carry it is designated as the Courier and cannot bring a paintball gun into the game.
- * The other team is known as the Interceptors
- * Establish an area where the Courier must deliver the bag or case to win.
- * This game requires a large field.

RULES

1. The bag or case cannot leave the Courier for any reason, he must be holding it, in some fashion at all times.
2. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
3. Players who are hit are out of the game.
4. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.

TO WIN

COURIER TEAM: Either eliminate all the Interceptors, or bring the bag or case to the Interceptor's flag station.

INTERCEPTORS: Either eliminate all of the Couriers team, or prevent the Courier from delivering the bag or case.

DUEL

SETTING UP -- DUEL ONE

- * Two players are the duellists, with a third player as the Warder.
- * A clear area is required so that both players can pace off ten paces each.

RULES--DUEL ONE

1. Two players stand back to back. The Warder is standing about ten feet to the side.
2. Both players are armed with pistols. The pistols each have one paintball in them ready to fire. The paintmarkers can have no other paintballs in them, this is a one shot deal.
3. The warder then says, "This, Gentlemen, is an affair of honour. You will take ten paces on my command, then turn and fire. If either of you turn before the count of ten, it will be my unfortunate duty to shoot you down." (Or something to that effect.)
4. The duellists then pace off in time to the Warder's count. At the count of ten they turn and fire.
5. The paintball has to break for the elimination to count.
6. Players cannot side step or lie down, but they may kneel if they wish.

SETTING UP -- DUEL TWO

- * Two players are the duellists, with a third player as the Warder.
- * At each place a player is to stand there should be an oil drum, table or hay bale for them to set their markers down.
- * The two objects should be 75 feet apart.
- * Each player only has five shots.
- * A clear area is required that is at least 75 feet long.

RULES--DUEL TWO

1. Two players stand back to back with their markers on the oil drum/table/bale.
2. Both players have the marker of their choice. Each player is to have only 5 balls in their marker.
3. The warder then says, "This, Gentlemen, is an affair of honour. You will take ten paces on my command, then turn and fire. If either of you turn before the count of ten, it will be my unfortunate duty to shoot you down." (Or something to that effect.)
4. The warder gives the command to turn and fire.
5. The paintball has to break for the elimination to count.
6. Players cannot side step or lie down, but they may kneel if they wish.

SETTING UP -- DUEL THREE

- * The same set-up as Duel Two.

RULES--DUEL THREE

1. Two players stand back to back in the centre. Their markers on the oil drum/table/bale.
2. Both players have the marker of their choice. Each player is to have only 5 balls in their marker.
3. The warder then says, "This, Gentlemen, is an affair of honour. You will take ten paces on my command, then turn and fire. If either of you turn before the count of ten, it will be my unfortunate duty to shoot you down." (Or something to that effect.)
4. The warder gives the command for the duelsist to get their markers.
5. The players then run to their markers pick them up and fire.
6. The paintball has to break for the elimination to count.
7. Players cannot side step or lie down, but they may kneel if they wish.

SETTING UP -- DUEL FOUR

- * Two players are the duellists, with a third player as the Warder.
- * A clear area is required that is at least 75 feet long.

RULES--DUEL FOUR

1. Two players stand 75 feet apart. The Warder is standing about ten feet to the side.
2. Both players are armed with pistols. The pistols each have five paintballs in them, and are in holsters.

3. The warder then says, "This, Gentlemen, is an affair of honour. You will take ten paces on my command, then turn and fire. If either of you turn before the count of ten, it will be my unfortunate duty to shoot you down." (Or something to that effect.)
4. At the end of this speech both players draw and fire.
5. The paintball has to break for the elimination to count.
6. Players cannot side step or lie down, but they may kneel if they wish.

TO WIN -- ALL GAMES

The person who was not eliminated wins.

HIDE 'N' SEEK

SETTING UP

- * No teams, everyone for themselves.
- * Select one player to be "It".
- * Establish a "home" area, and within it, an object players have to tag to be "home free".
- * Establish two different signals, one as the start/end game signal and one as "home" signal.
- * All players gather at one entrance to the playing field.
- * This game requires a large field.

RULES

1. The player who is "It" begins a slow count to one hundred, during this count the players race into the playing area and hide. At the end of the count the player who is "It" sounds the start game signal and enters the playing field.
2. Players must try to make it back to "home" before getting caught by "It".
3. The player who is "It" does not have to hit the players to eliminate them. He simply calls to them and shoots at them, and the player must go back to "home". ("It" has to shoot at them in order to give some kind of indication that "It" actually saw the player in question.)
4. Players who are hit by other players or the player who is "It" are out of the game and must return to "home".
5. Each player returning home, no matter what the reason, must sound the player "home" signal.
6. The game is ended when the player who is "It" is hit.
7. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
8. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.

TO WIN

- Long Version: The player, when they were "It" had the most amount of players caught. (Players hit by "It" are not included in this number.)

Short Version: (One game) the player who eliminates "It".

HOSTAGE RESCUE

SETTING UP

- * Two teams:
 1. Rescuers
 2. Terrorists
- * Terrorists pick one Rescuer to act as the Hostage.
- * Two Hostage Holding Areas are designated. The location of one of the Hostage Holding Areas is disclosed to the Rescuers. Terrorists do not know which location was disclosed.
- * Establish an area the Rescuers will have to take the Hostage in order to win the game. This is known as Sanctuary. Terrorists know where Sanctuary is.
- * This game requires a large field.

RULES

1. Terrorists are given a five minute head start to take the Hostage to one of the Hostage Holding Areas.
2. A start of Game Signal is given to let Terrorists know when the game has begun.

3. Terrorists cannot move the Hostage out of the Hostage Holding Area.
4. The Hostage cannot attempt escape.
5. If the Hostage is hit, the team that hit him loses.
6. The Hostage must have at least one Rescuer with him when he reaches Sanctuary for the Rescuers to win.
7. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
8. Players who are hit are out of the game.
9. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.

TO WIN

* Terrorists: Stop the Rescuers from bringing Hostage to Sanctuary.
 Rescuers: Bring Hostage to Sanctuary.

HUMAN FLAG

SETTING UP

- * Two even teams required
- * Two flag stations, no flags, required
- * Two referees or players in referee vests wearing armbands of the team's colour (one in each flag station) required. They become the Human Flag (HF).
- * An object in each flag station must be designated at the Tagging Area, this is what the player with the HF must tag to complete the "flag hang", rather than trying to lift up and drape the HF over a rope, hang the poor slob in a tree, or what-have-you.

RULES

1. The HF cannot move unless a player is physically touching the HF. If the contact is broken, the HF must stop moving immediately.
2. If the HF is hit, the team that hit him loses the game.
3. The HF may be used as a shield.
4. If the player, who is in possession of the HF, is hit the player must break contact immediately and the HF must stop moving.
5. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
6. Players who are hit are out of the game.
7. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.

TO WIN The team who brings THEIR HF into the opposition's flag station first wins the game.

POW

(Prisoners of Woe)

SETTING UP

- * Two evenly matched teams.
- * You will need an area for each team to start from and to use as a POW Holding Area. Flag stations will suffice.
- * This game requires a large field.

RULES

1. When a player is eliminated, he is sent to the opposing team's POW Holding Area. (e.g. A Blue player will go to the Red POW Holding Area.)
2. Prisoners must stay in the POW Holding Area until one of their active teammates physically touches them. This is called a tag.
3. Once a player is tagged, as in Rule # 2, he can rejoin the game, the player is active immediately upon being tagged.

4. Each player in a POW Holding Area must be tagged to be set free.
5. Teams may leave players behind to "guard" their POW Holding Area.
6. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
7. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.

TO WIN

There are two ways to win the game.

1. The team that has all of the opposition in their POW Holding Area before time limit expires.
2. The team that has the most of the opposition in their POW Holding Area when the time limit expires.

SHOOT THE CAPTAIN

SETTING UP

- * Two flag stations.
- * Two even teams.
- * One member of the team is selected to be the Captain.
- * The teams are brought to their respective flat stations.
- * The Captain is tied to one end of a 20 foot rope the other end is tied to an immobile object such as a tree or fence post,
--or--
- * The Captain is not tethered, but his paintmarker is.
--or--
- * Limit all players to twenty paintballs while not limiting the amount of paint a tethered Captain can carry.

RULES

1. The Captain cannot undo his tether.
2. If playing the tethered paintmarker variation, the Captain can abandon his paintmarker, but cannot use another paintmarker.
3. If you use the limited paint option, players cannot share paintballs, and players are out of the game when they run out of paintballs.
4. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
5. Players who are hit are out of the game.
6. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.

TO WIN

Eliminate the opposing team's Captain.

Durty Dan Sez:

I always found that the game was a little more entertaining when the captains of the teams were chosen by the opposing team members. When Red Team picks the Blue Captain, and vice versa, they can use this choice as an advantage, to perhaps tether the teams most effective player.

TAG

SETTING UP

- * No teams, this is a free-for-all.
- * Select a person to be "It".
- * Disperse players in the playing area.
- * This game requires a large field.

RULES

1. The player who is "It" starts the game by sounding the start game signal.
2. The player who is "It" must wear an armband and it must be clearly visible.

3. When a player is hit by "It" he must stand where he is. The player then receives the armband from "It" and is now the new "It".
4. The player who is "It" and the player who is receiving the armband cannot shoot or be shot at.
5. The new "It" puts the armband on and cannot shoot or be shot at until the player calls out "ready".
6. The new "It" cannot shoot at the old "It".
7. Players may eliminate other players, but cannot eliminate "It". Despite the fact that "It" may be hit by other players, these hits do not count, "It" cannot be eliminated.
8. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
9. Players who are hit are out of the game.
10. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.

TO WIN

The player who "It" for the shortest amount of time.

TRADITOR

(latin, meaning "traitor")

SETTING UP

- * Two Teams
- * Two flag stations required but only as starting points.
- * A deck of cards is taken, two Kings and two Jacks are removed, then a number of normal (non-face) cards are taken from the deck. The number is the total amount of players MINUS 4. (It's minus four, because two people will be drawing Jacks and two will be drawing Kings.)
- * Then two piles are made, one King and one Jack goes into each pile and then the remainder of the cards that were drawn will be separated evenly between the two piles.
- * The two piles are shuffled separately and one team will draw from one pile and the other team will draw from the other.

For Example:

Let's say you have twenty players. You would have two Kings and two Jacks plus sixteen other cards. You would put one King and one Jack in each pile and divide the rest into piles of eight. You would then shuffle the two piles of ten SEPARATELY. One pile would be for one team of ten to draw from and the other pile would be for the other team of ten.

RULES

1. Only those players who drew the Kings are to reveal their cards. The players who drew the Kings are the Kings for each team.
2. The players who drew the Jacks are the TRAITORS. They do not reveal their identity.
3. The team Kings will wear two armbands on EACH arm to designate themselves as leaders.
4. TRAITORS may turn on their teams at any time they see fit, once the game starts. However, before they turn allegiances, they must shout "Death to Tyrants!" before they shoot.
5. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
6. Players who are hit are out of the game.
7. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.

TO WIN

Eliminate the other team's King.

(If the TRAITOR eliminates the King the opposite team wins. e.g. Red team TRAITOR nukes Red team King, Blue team wins.)

TROPHY HUNTER

SETTING UP

- * Players act individually to gather trophies on the field. No teams.
- * Each player wears three armbands on one arm (these are referred to as trophies).

- * Players are interspersed in the playing field.
- * A signal will sound every five minutes (referred to as the Five Minute Signal) and will be different than the Start and End of Game Signal. (The period between these signals will be referred to as the Waiting Period.)
- * This game requires a large field.

RULES

1. Players who are hit must sit down (using common sense) and remain motionless and quiet until the next Five Minute Signal.
2. Another player (not necessarily the one who hit him) has the Waiting Period to collect one trophy. Once the trophy is taken no more trophies can be taken from the player during that Waiting Period.
3. When the Five Minute Signal sounds the player is immediately in the game.
4. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
5. Players who are hit are out of the game.
6. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.

TO WIN

The player with the most trophies wins.

TEAM GAMES:

ANNIHILATOR

SETTING UP

- * Set up multiple five man teams.
- * The maximum limit is four teams for every acre of playing area.
- * Place teams in the area so that they are not in line of sight of each other.
- * To make score keeping easier, the teams may be accompanied by a referee and each team shoots their own distinct colour of paint.
- * This game requires a large field.

RULES

1. Teams will stay in their starting points until the Start of Game Signal.
2. The team gets a point for each elimination it inflicts on the other team.
3. There are no points for surviving members of the team.
4. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
5. Players who are hit are out of the game.
6. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.

TO WIN

Team with the highest score.

PAINTBURNER

SETTING UP

- * Create, depending on group size, as many three man teams as you can.
- * Odd players out will wait in the Designated Holding Area for enough eliminated players to return and will make up the next ingoing team.
- * Teams start the game in different areas of the field.
- * This game requires a large field.

RULES

1. Once a player is hit, he proceeds to the Designated Holding Area.

2. Once there are three players in the Designated Holding Area, they rejoin the game as a new team.
3. A referee will escort a newly formed team out into the field, away from the action and any other teams, if possible and signal their entry with a short whistle blast.
4. Players cannot shoot or be shot at while being escorted by the referee.
5. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
6. Players who are hit are out of the game.
7. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.

TO WIN

Everybody wins!

RECON

SETTING UP

- * Multiple 5 player teams.
- * Checkpoints (one for every team on the field) are spaced throughout the field. Each is clearly marked with a flag or some other marking device.
- * Each checkpoint also has a felt tipped pen hanging from a string. Each checkpoint has different coloured pen. Players may be informed of the general locations of the checkpoints.
- * Each player has a card attached to his wrist (a playing card will do) by a string, rubber/elastic band.
- * Each team starts near a checkpoint.
- * This game requires a large field.

RULES

1. Players must mark their card with the markers provided at the checkpoint.
2. Every team member must attempt to mark his card, although this is not mandatory.
3. Players who are eliminated are not allowed to count the points they collected with their team's score.
4. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
5. Players who are hit are out of the game.
6. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.

SCORING

(From the cards of team members who were not eliminated)

- * 1 point for each different coloured mark on a card.
- ADD TO THIS:
- * 5 bonus points for each instance where all the team cards are marked with a colour from the same checkpoint.
- * 2 bonus points for each team member with card marks from every checkpoint.

TO WIN

The team with the highest score wins.

ATTACK AND DEFEND

SETTING UP

- * One team is the Attackers and one team is the Defenders
- * Choose a defensible area to serve as a flag station.
- * Defenders should be restricted to the confines of the flag station.
- * Set boundaries that limit the movement of the defenders out of the flag station.

RULES

1. Defenders cannot leave the flag station area, or the areas of the flag station they are restricted to.
2. The attackers can attack from any place on the field.

3. All players must begin the game at their flag station (or assigned starting point) and cannot leave that area until the game begins.
4. Players who are hit are out of the game.
5. If a player is eliminated while they are carrying the flag, they must drop the flag where they were hit, or hang it on the nearest available object. (Not another player).
6. Players who are eliminated may not, by word or gesture, indicate any intentions or locations of the opposing team members.

TO WIN

* Attackers: Pull the flag off of its support. (A string, branch, cone, etc.) It is not necessary to leave the confines of the flag station with the flag.
Defenders: Stop the Attackers from pulling the flag.

TARGET SHOOTING GAMES:

FOLLOW ME

1. Two shooters.
2. The two players flip a coin to see who will be the first shooter.
3. The first shooter calls a target and shoots at it.
4. If the first shooter hits the target:
 - the second shooter must hit the target as well; if the second shooter misses the target, the first shooter gets one point; and
 - the first shooter calls a target and shoots again.
5. If the first shooter misses the target:
 - the roles are reversed.

(eg : Billy is the first shooter, Joey is the second shooter. Billy misses, Joey becomes the first shooter.)

To win:
The first shooter to reach 20 points.

LONG SHOT

1. One target. A small can placed on an object at least 3 feet off the ground. The can must be placed so that it will fall over when hit. The target must be at least 100 feet away.
2. Players shoot at can until they hit it and knock it to the ground.
3. An official counts the number of shots it took them to knock the can over (including the shot that knocked it over.)

To win:
Least number of shots to knock down the target.

TIMED LONG SHOT

1. One target. A small can placed on an object at least 3 feet off the ground. The can must be placed so that it will fall over when hit. The target must be at least 100 feet away.
2. Players shoot at can until they hit it and knock it to the ground.
3. Players are timed, the time begins at their first shot and ends at the shot which knocked the target down.
4. Official counts the number of shots it took them to knock the can over (including the shot that knocked it over.)

To win:
Least number of shots in the shortest amount of time.

RAPID FIRE

1. Select a number of targets (between 5 and 10)
2. Shooters fire at the targets as fast as they can, but are restricted to shooting at a target only ONCE.
3. An official measures the time with a stop watch.
4. Penalties:
 - add one second to the time for every miss.

To win:
Shortest time.

RANDOM RAPID FIRE

1. Ten targets, each has its own number
2. The official calls out the numbers in random order (the order is determined for each player by a random drawing of ten numbered cards -- playing cards, with the applicable numbers are perfect -- prior to the player's arrival on the range.)
3. Shooter can only shoot at the target whose number was called.
4. Official calls the number (after the first target is called) as the player shoots at the previous target.
5. Penalties:
 - add one second for every miss
 - add two seconds for shooting at the wrong target (hit or miss)

To win:
Shortest time

REACH FOR THE TOP

1. 10 targets
 - 3 at short range (15 - 20 feet)
 - 4 at medium range (35 - 50 feet)
 - 3 at long range (80 - 100 feet)
2. Three rounds of shooting. Shooters must pass the round to continue to the next:
 - First round -- minimum 6 out of 10
 - Second round -- minimum 7 out of 10
 - Third round -- 10 out of 10 (at this point the player has completed the game).
3. If the minimum is not met, the player cannot proceed to the next round and is eliminated for competition. Players can score higher than the minimum.
4. Players are limited to 10 paintballs per round.
5. Players can only shoot at each target once per round.
6. Scoring.
 - One point per hit.

To win:
Highest score.

TARGET RUN

1. On a reasonably large field set up a course that will lead a player around the outer circumference of the field. It will be easier for them to follow the tape and to try and mark a path.
2. Several shooting stations are established and marked by boundary tape at waist level. The shooting station is basically a small square that allows the player to go in one side and out the other.
3. Targets are placed so that the shooter has to face into the field to shoot at them. No more than three targets per shooting station. I recommend targets like aluminum pie plates, so the hit on the target can be heard.
4. At a convenient location (like the field entrance) the Start/Stop Point (SSP) is set up. There is a target placed no more than 15 feet away from the SSP.
5. Time starts when the player hits the target at the SSP.
6. Time stops when the player completes the course and hits the target at the SSP.
7. All targets must be hit at each shooting station. The player cannot continue on until all the targets are hit.
8. Targets can only be shot at from their shooting station. The player must have both feet inside the shooting station or the hits do not count and they must re-shoot ALL the targets at the shooting station.
9. If a player misses a target and proceeds to the next shooting station, they are disqualified as soon as they leave the shooting station.
10. An official, at the SSP, times the player.
11. Another official runs with the player. It is suggested that you have two or three officials so that they can take turns running the course and have a chance to rest.
12. Players are taken on a walk-through of the course before the competition begins.

ADVERSARY OPTION:

1. An opposing player (chosen by the player who is to run the course) can be selected to run the course as the Adversary. The Adversary is limited to a marked region in the centre of the field and must try to hit the player. The Adversary is only given 20 paintballs.
2. If the player is hit by the Adversary the player must go back to the previous flag station and re-shoot ALL of the targets before proceeding.
3. In the case of the above rule (Adversary Option Rule 2) the Adversary cannot shoot at the player until the player has proceed past the shooting station where they were hit. (For example, a player is hit while in shooting station number three. The player must go back and re-shoot the targets at shooting station number two and then proceed to number three. The Adversary cannot shoot the player until the player has reached shooting station number four.)
4. Players can only be shot at when they are in the shooting station.
5. The Adversary will have their own ref. If the Adversary goes outside of the designated boundary or shoots at the player when they are not permitted to, the Adversary is taken out of the game.

To Win:

- The shortest time.

Creativity in setting up the course will make it that much more challenging. For instance if the shooting station is a bunker, players can be instructed that they can only shoot from the sides of the bunker and not over the top. Players can be instructed that they can only shoot through a hole in a bunker, between the branches of a tree, or while standing on one foot.

Making players sing a song, or tell a joke at selected shooting stations (while they are shooting) is also fun.