

NERF PARTY GAMES

Nerf Gun Wars: Just like it sounds, this game is all out war! Participants each receive a gun of choice, we divide them into teams, turn on the music and let them play. This is a good warm-up game for kids to just get the excitement and wiggles under control before we start some more structured games. No teams or alliances, just you trying to stay alive!

Shooting Range- With a number of different targets throughout the Arena, party attendees can practice their aim and accumulate points to determine who is the best shooter in the group! This is a good warm up game and a good way to determine teams before playing some of the other games.

Team Deathmatch- This is a game of elimination. Each player is given three hits before they find themselves out of the game. After each hit you must slowly count out loud to 15 before you are allowed to re-enter. Upon your return you must yell, "Clear!" to announce that you are back in play and once again a target. While you are counting yourself back in, you may walk around and collect ammo. However, you must make sure that you are out of the way of active players and that when you clear in you must do so out of firing range and behind your team's lines. You may not respawn behind enemy lines or close enough to shoot them right after you clear back in. There are many variations on this basic game. It simply depends on how you divide up the groups of players.

Freeze Tag- Divide into teams or play a free for all where you can shoot anyone at any time. If you get shot, you must stand frozen with your legs apart. To become unfrozen, someone must crawl through your legs in order for you to start shooting again. No shooting when you are frozen!

COPA VIP- This game is a variant on a classic elimination game. Each team will select a VIP who will be marked accordingly using hats, flagging tape, etc. When the game starts, the VIP has 15 seconds to spawn and may run away from the action while they are counting in. However, they must indicate that they are still counting down by holding up either their arm or a blaster as they are running away. Once their arm goes down, they are "in" and fair game to eliminate. Once they have been eliminated the game has ended. Non-VIP players are allotted infinite lives and have 15 second respawns which can occur anywhere away from the battle. This type of battle works best with set boundaries and in an area that is semi-open so that the VIP cannot simply hide.

Control Points- During this battle, teams will fight over "control points". To initiate this game, a game master will need to choose a defendable number of control points based on the size of the teams playing plus allocate a home base to each team. Points are captured with control points. Player can take over a manned control point when they are able to stand next to the capture point's flag and count out loud to 15. Only once they have successfully counted to 15,

without being tagged, can the current flag be switched to their team flag. When a control point is under your team's possession, you can choose to respawn at that point rather than your home base. Home bases cannot be captured until a team controls every point. When the opposing team captures all the control points and the opposing team's home base, they win.

Attack and Defend- This battle type is a game where teams are split into Attackers and Defenders. There is a set time limit during which the attackers must achieve a goal (capturing an object, rescue a teammate, etc). Once the time has expired and the attackers have completed their goal, the teams switch places and the new attackers must beat the previous team's time to win. This is an ideal alternative to Elimination or Infinite Respawn when you are playing on an uneven field with a strong advantage on one side.

Humans vs Zombies- This may be one of the most popular NERF variations out there. The basic premise of the game is simple, but the game is no less fun for it. Humans are armed with NERF blasters while zombies are unarmed. One or more people may start as zombies, however, that number may quickly grow as humans who are touched by zombies become zombies themselves. Thankfully, humans may eliminate zombies momentarily from the match by tagging them. This allows the humans to complete their missions in order to win the game. If all the zombies are tagged out, the humans win. If all the humans become zombies, naturally, the zombies win.

Anarchy- A historic game from the early days of NERF wars, this game is no longer often played. In this battle, several teams of two players are formed and a larger area is mapped out. The object is to remain the final team standing. But be careful, this game can be quick. Players can be eliminated in a single hit. However, you can be returned to the game if the person who tagged you becomes eliminated by your defense shot. So make sure you shoot fast and watch your back. This game will keep you on your toes.

Search and Destroy- In this game you are searching for and destroying bombs that were planted on your home turf. To start, one team is given a bomb while the other team must defend the two locations where the bomb can be placed. If the bomb is planted, the defending team then has 1 minute to "defuse" the bomb by moving it away from the objective before the time runs out. Of course, you will have to remove it while fielding shots from the opposing team. Not to mention, if you fail to defuse the bomb, you lose.

Traitor Among Us- Like any other game, everyone starts out on a team. However, as the game goes on you realize suddenly that there are traitors in your midst. No one knows who they are or when they'll strike. Before the game begins, each player is taken aside and told whether they are a "soldier" or a "traitor". Should you be a soldier, then you play as you normally would. If you are a traitor, however, you must only pretend to be a soldier. At the same time, it is a traitors' objective to determine the best approach to strike down soldiers without giving

themselves away or accidentally taking out other traitors. Only once traitors have made their initial strikes can they begin to recognize one another and band together to attack the soldiers and attempt to defeat them.

Defend the Core- This NERF variation is played with two teams defending two containers. You want to ensure that your containers are large enough to hold a large quantity of darts/balls/missiles, but you also want to make sure they are small enough to be easily defended. To win this match, set the timer for half an hour and see which team can put the most darts into the other team's receptacle. Of course, you will be trying to simultaneously drop ammo into the other team's bucket while still defending your own core. Also, pay attention to the distance between cores. To keep the game fair, you don't want it to be possible for players to shoot from one core into another without having to leave their defensive positions. In addition, ammo must be shot from your NERF weapon into the cores. Dumping collected ammo from your pockets or other sources is not allowed. Spawning should occur at a discreet distance away from the core.

Hunger Games- If you've seen the movie or read the book, then you know how to play the game. To start off, everyone will pile their weapons, ammo, and NERF-related defense into a pile. Then, everyone waits. On a given signal, all players from both teams will charge the pile and retrieve whatever they can grab without getting tagged. If, in the process, they are tagged they must lay on the ground and wait. The last person standing is the winner.

Hunter- During this game, only one player is armed and they are the "hunter". All the other players must avoid being tagged out by the hunter. There's a twist though. Anyone who is tagged out becomes a hunter themselves and leaves the ranks of the prey. They will then have to hunt their own kind. The last one to escape being hunted down wins. Making the birthday kid the Hunter first is a great way to make them feel extra special!

Protect the Fort: As you may have guessed from the title, the objective of this game is to protect your fort! Each team builds a fort and fights to defend it from the opposing team's invasion. Penetrate the walls of the opposing team's fort without being shot and your team wins!

Protect the President: Your goal is to make sure The President gets to safety without being hit! Assassins try to take the president out while bodyguards defend and get the President safely home. The president's medic works hard to get injured bodyguards back in the line of duty!

Hide and Shoot: A variation of everyone's favorite Hide and Seek, this game has a hider and defender and everyone else is a seeker. With barricades and a number of different hiding spaces, this game is a Nerf twist on a classic.

Mission Impossible: Each attendee chooses a mission that they must complete in the designated time. These missions are top secret and may self-destruct after delivery. Since attendees don't know everyone else's mission, you may inadvertently help someone achieve their mission or unknowingly stop them from completing! Examples of missions to assign to kids:

Alien Invasion: An alien has invaded our planet and their number one goal is to recruit! Avoid getting shot and you avoid being transformed into an alien yourself and joining their ranks!

Capture the Flag: Each team has a flag that they must work to protect while also trying to capture the other team's flag. If you are shot, you are out until someone from your team can rescue you. Capture the other team's flag before being shot and your team are the champions.

North vs South: The team from the north gets better weapons but less people, while the team from the south gets more people but weaker weapons. Teams work together to achieve certain goals and defeat the other team.