



## General Rules

- WAIVER is a MUST (under 18 must have parent/guardian signoff)
- Participants must use EPIKFUN provided blasters only.
- Follow Safety Rules, Play Fairly and Responsibly.
- Aggression or Horseplay is NOT ALLOWED.
- Referee has overarching Authority while playing:
  - Always follow Arena Referee directions.
  - When a Referee calls a timeout, stop firing immediately.
  - No Arguing or Talking back to a Referee.
  - No Cheating is Tolerated.
- You cannot participate if you have underlying Health Limitations, or under the influence of Drugs or Alcohol, or if you are pregnant.
- Respect Property (Location, Bunkers, Blasters, Ammo, etc.)
- All Cleanups after the Game

## Safety Rules

- “Safety Briefing” Instructions must be always followed.
- “Protective Gear” masks/goggles/glassware is MUST to play.
- No Head shots or Face shots are allowed.
- No physical contact with other players.
- No pushing or hitting.
- No wresting weapons away from people.
- No moving or climbing barriers or bunkers.



# CAPTURE THE FLAG

**“Capture the Flag of the opponent team.”**

Divide into 2 teams of Equal # of players (Try to divide out age groups/abilities equally)

Give out an equal number of bullets to each player, scatter extra bullets throughout the course.

Start the battle when the main whistle blows.

Each player has five hit points. Once they are hit, they count down from 20 slowly with their blaster held up in the air.

They count down the last five numbers loudly and say, “I’m in,” and go back in the game.

After being hit 5 times, you are out of the game and wait on the sideline.

There is no friendly fire. Shooting allies on purpose or accidentally does not count as a hit.

Listen for the end-of-battle whistle (2 blows of the whistle).  
Game ends with last man standing as the winning team.

## Game Rules:

- Play Fairly and Responsibly
- Referee has overarching authority.
- No Headshots or Faceshots (Head don’t count)
- Clothing Counts: Not feeling the hit does not count.
- Play within the defined Arena Limits.
- Everyone helps Cleaning Up, after the Game.



# HUMANS vs. ZOMBIES (HVZ)

## “Interactive Dart Tag Game”

Divide into 2 teams of Equal # of players (Try to divide out age groups/abilities equally)

Start the battle when the main whistle blows.

A few people are selected to start as zombies.

Everyone else starts as human.

Zombies can only hand tag, no blasters.

If a zombie is tagged, they stand in place and count to 10 before respawning.

Humans do not respawn.

A human tagged by an active zombie becomes a zombie permanently.

The game ends when there are no humans left.

### Game Rules:

- Play Fairly and Responsibly
- Referee has overarching authority.
- No Headshots or Faceshots (Head don't count)
- Clothing Counts: Not feeling the hit does not count.
- Play within the defined Arena Limits.
- Everyone helps Cleaning Up, after the Game.



# FREEZE TAG

## “Interactive Dart Tag Game”

Divide into 2 teams of Equal # of players (Try to divide out age groups/abilities equally)

Give out an equal number of bullets to each player, scatter extra bullets throughout the course.

Start the battle when the main whistle blows.

To freeze people, you must hit them with a dart.

The opposing player must then stop all movement until unfrozen by one of their team members.

A simple tag of a hand or a dart by a teammate will release you from your frozen state.

As a rule, you cannot run around in constant contact with another player to stay “invincible.” If you do so and your partner is hit, then you too will be frozen.

Once everyone on one team is frozen, the game ends.

### Game Rules:

- Play Fairly and Responsibly
- Referee has overarching authority.
- No Headshots or Faceshots (Head don't count)
- Clothing Counts: Not feeling the hit does not count.
- Play within the defined Arena Limits.
- Everyone helps Cleaning Up, after the Game.



## VIP

### “Interactive Dart Elimination Game”

Divide into 2 teams of Equal # of players (Try to divide out age groups/abilities equally)

Give out an equal number of bullets to each player, scatter extra bullets throughout the course.

Start the battle when the main whistle blows.

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.

#### Game Rules:

- Play Fairly and Responsibly
- Referee has overarching authority.
- No Headshots or Faceshots (Head don't count)
- Clothing Counts: Not feeling the hit does not count.
- Play within the defined Arena Limits.
- Everyone helps Cleaning Up, after the Game.



# PROTECT “THE PRESIDENT”

## “Interactive Dart Elimination Game”

Give out an equal number of bullets to each player, scatter extra bullets throughout the course.

Start the battle when the main whistle blows.

In this game, ONE person is the “President”.

The President gets a single-shooter Nerf Blaster.

The President picks two bodyguards.

The goal of the bodyguards is to escort the President to a designated location without having that player hit.

They protect the President.

The other players want to stop the president from arriving.

But, if they get shot, they are done.

The bodyguards are wearing armor, so they can get shot FIVE times before they are out.

### Game Rules:

- Play Fairly and Responsibly
- Referee has overarching authority.
- No Headshots or Faceshots (Head don't count)
- Clothing Counts: Not feeling the hit does not count.
- Play within the defined Arena Limits.
- Everyone helps Cleaning Up, after the Game.