

# 32 Woodsball Games/Scenarios...and Growing!

## 1. Capture the Flag

- Capture the flag (traditional)
- Capture the flag (1 flag center of field)
- Capture the flag (both flags, center field, need to get your flag to the enemy bunker)

## 2. Hidden flag

- One man on team has flag, hidden on themselves. If you're hit, you can be searched by enemy.
- If you're hit, you stay until revived by medic
- If you have the flag and an enemy searches you, you need to give the enemy the flag
- Get the enemy flag back to your bunker

## 3. Paranoia (See Appendix for Player Cue Cards) - **GROUP FAVORITE!**

- Each man has a "secret mission"
- Play until flag is captured

## 4. Guerilla Warfare

- Capture the flag (any take on the above)
- If hit, out of game and walk to enemy bunker and reinserted as "enemy"
- If hit twice – out of game for good
- Play until last man standing (all players on same team)



## 5. Jailbreak

- Play any scenario game (capture the flag, etc.)
- If hit, go to enemy prison
- Await freedom from one of your players
- Guard can be posted, but must can't move from circle (but can rotate 360 degrees)

## 6. Drug Cartel - **GROUP FAVORITE!**

- 5-8 Packages of drugs are placed in field
- Drug dealers must try to capture their drugs before the police get them
- Police – try to eliminate drug cartel members and capture their drug packages
- Be careful, a package may be a surprise (word "bomb" written on bottom of box)
- If you pick up the bomb- you are eliminated and must return to your base with the bomb
- No reinsertion

## 7. Defend the Fort Game #1

- Objective: defend the fort at the mid-line
- Advancing players can move freely
- Defending players cannot cross mid-point



## 8. Defend the Fort “Game #2” (Requires 3 bunkers)

- Team A (starts on one side)
- Team B (starts on the other side)
- Team C (starts in the center)
- At the start of the game, Team A and B advance to capture the fort. Winning team eliminates Team C and captures the flag in the fort.

**TWIST:** (Keep hidden from Team C, BUT tell Team A and C)....At the start of the game, Team A rushes to Team C and joins them to eliminate Team B. Team B won't be expecting it.

## 9. Save the president

- Players try to get the president to the “safe zone” without getting shot
- President not allowed to have a gun

## 10. Sniper patrol

- Any game with 2 snipers located anywhere in the field of play (one from each team)
- They hide before game begins

## 11. Terminator

- Two terminators are selected (duct tape a square to their chest and back)
- Terminators must be shot in the front and back square to die (anything else, doesn't count)
- No regeneration if you are eliminated by the Terminator

## 12. Hostage Siege / SWAT

- Small # of “defenders” (the bad guys) hold 3 hostages
- Small # of SWAT commandos storm fort without hitting unarmed hostages
- If hostages are hit, defenders win
- If SWAT team kill all defenders without hitting hostages, SWAT wins

### Notes:

- Will require specific # of players and hostages (3 SWAT, 3 hostages, 5 defenders)
- May require limited size and space of playing field

## 13. Advancement

- Defending team holds the fort (2 or 3 players)
- Advancing team sends 2 or 3 players to advance on the fort
- If team member is hit, he stays put and calls for another player to join in
- Play ends when the 2 defending players eliminate all advancing players or when the defenders are marked

## 14. Lefty-Righty, Righty-Lefty

- A twist to any paintball game – each player must use his non-dominant hand to play (if you traditionally pull the trigger with your right hand, you must use your left, etc.)

## 15. Civil War

- Two teams line up in straight lines facing each other, can't move. (Approximately 100 feet or so apart)
- You CANNOT fill your hopper. You can carry ammo, but you must load each paintball one at a time, then fire.
- If get shot must lay down (or leave field of play).
- Winning team has last players standing.

**TWIST:** You are given only 20 paintballs. Same rules apply above, except each team can advance at each other by walking toward each other.



## 16. Find the paintball box

- Separate into two teams
- Each team starts out with ZERO paintballs
- Each team must find their own paintball box hidden in the field of play
- First team to find their paintballs, load them, can begin marking the opposing players
- Winner = when all opposing team members are marked

## 17. Vampire/Zombie/Etc...(lots of different names)

- One person starts as "the Vampire." Then all other players hunt the vampire and if the vampire shoots them they become a vampire and they can make other players vampires too.

## 18. One-by-One...two-by-two, eliminate me before I get you

- Each player sends 1 player into the woods
- 2 minutes later, another player enters (from Team 1)
- 3 minutes later, two player enters (from Team 2)
- 4 minutes later, three players enter (from Team 1)
- 5 minutes later, two players enters (from Team 2)
- 6 minutes later, each team sends in remaining players

## 19. Monkey on my back

- In this game, each player is joined to another player (like a potato sack race).
- However, each team can only use 1 gun
- If either player is marked, the gunner must give the gun to his partner
- If the second player is marked, the team is eliminated

**TWIST:** If only one teammate is eliminated then the other must still remain attached for the rest of the game. (Use the eliminated guy for cover, he'll love ya for it). The eliminated player cannot talk nor move under his own power. If the chain should break, both players are eliminated and must leave the field.

## 20. Downed Pilot:

- One man goes into the woods/play area and hides as good as possible.
- One team is designated as hunters, other team in designated as the rescue team.
- The rescue team gets a 5 minute head start into the woods, the hunters follow after.
- The downed pilot cannot move unless the rescue team/player is with him.
- The object is for the rescue team to remove the downed pilot from the warzone.
- If the pilot is killed or the team is eliminated the rescue team loses.
- The hunters win by eliminating the pilot or the entire rescue team.

## 21. Find the Intel:

- Get someone who is not playing to go and hide a box or something in the play field.
- Put one team at each end of the field and say go.
- The first team to find the "intel" and get it out of the field wins.

## 22. Poker Paintball

- Separate into two teams
- Every player gets a card. Teams review their cards.
- Elimination style play, except when you're hit, you have to go to the enemy lines and give them your card for trade for one of theirs. You have to return to your bunker to see how your new card plays into your hand
- Play is called when the first team to blow their whistle thinks they have the best play (or after 5 exchanges of cards)



**23. Point Deduction Capture the Flag (A way to speed up capture the flag and keep the game moving, and play two games in one.)**

- Separate into two teams with a starting value of 50 or 75 points
- Each player is worth a specific # of points (randomly given out at the beginning of play drawn from a hat between 1 to 5 points)
- If an opponent is marked, he goes to his bunker and deducts his total point value from the team's total. Player is reinserted into the game. (Teams keep track on a clipboard/paper in their bunker)
- Play continues until points are eliminated or the flag is captured.

**24. Ace of Spades**

- Each player receives a card (One player is given the Ace of Spades)
- No player knows
- All players try to eliminate one another until the Ace of Spades is the last player standing.
- (Basically, this is a "last man standing" game.)

**25. FIND JOHNSON**

- A very small number of players (blue team, for example) hide a 5 foot foam man named "Johnson" somewhere in the woods.
- The two opposing teams (red vs yellow, for example) try to find Johnson and bring him to the opponents' home base to win. Only one player may carry Johnson at any time.
- That player may use Johnson as a shield.
- If that player carrying Johnson is eliminated by a strike, he drops Johnson right there and leaves the field.
- The blue team's objective is to make sure neither team gets Johnson to a base.
- The blue team may not touch Johnson after the game has begun, but should defend and can protect him, surround him, guard him, or leave him to "hunt" for other players.

**TWIST** – Johnson and the Blue team are within a specified boundary and can't leave that boundary area. They defend against the yellow and the red team. Once either Johnson is out of the circle or the blue team is out, either team tries to get Johnson. Blue team cannot leave the boundary area to pursue

**26. SPECIAL DELIVERY (See Appendix for Player Cards)**

- All players are given a small envelope with a colored strip inside. No player knows what color his strip is until he or she is on the field and the signal is given to open the envelope.
- At the first signal all players leave the starting area and have one minute to go hide in the forest.
- At the second signal players open their envelopes and discover what team they are on.
- When the envelopes are opened; a single pink, yellow, or green strip is found and tied to the paintball gun barrel in such a way as to hang down in a highly visible manner.
- The third signal starts a game of capture the flag where players do not know where their flag station is (bunker), nor where the rest of their teammates are.
- First team to assemble all their teammates in their own bunker wins the challenge.
- Players can engage at any time after they have opened their envelopes.

**TWIST:** And to make the game more interesting; there are guys out there with blue strips that have no flag to worry about. They are just out there to eliminate anyone, regardless of team color.

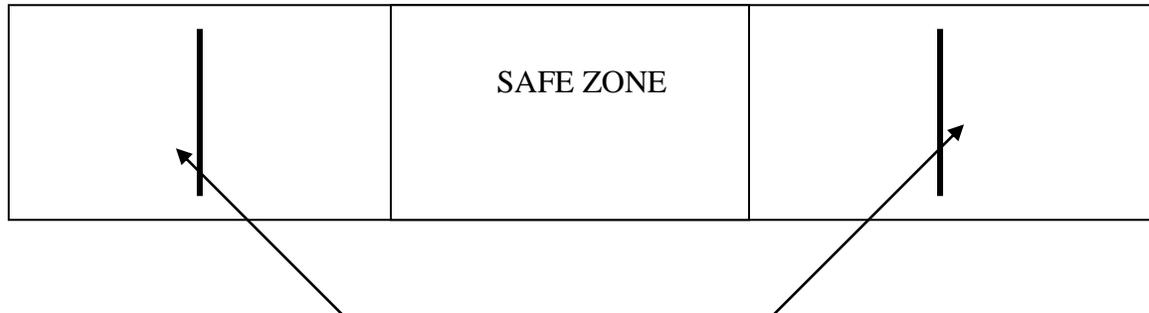
**27. BLUE MEANIES (See Appendix for Player Cards) – GROUP FAVORITE!**

- In a 30 minute, or longer, capture the flag game everyone eliminated in the first 15 minutes assembles at the staging area and receives new blue armbands.
- At the signal they re-enter the game as a third team with no flag nor flag station to worry about. The blue team just starts eliminating anybody.
- Normal rules of elimination apply to all.
- If a "blue meanie" is hit for a second time, they are eliminated for good.

## 28. Bombardment...paintball style (Good for Speedball too!)

- All player markers are centrally located on the field.
- At the whistle, players race to the center to retrieve their markers
- Players cannot fire in the “safe zone”
- When player moves past the “safe zone,” they can begin marking other players (in or out of the safe zone)

**TWIST:** However, unlike normal bombardment with big round red bouncy balls, you can pass the center line after you run behind the firing line first.



Once past firing line, can begin to mark other players

## 29. 10 Strikes and Your Team is Eliminated – **GROUP FAVORITE!**

- Team A and B start on opposite sites
- Each team tries to eliminate the opposing team
- If a member of the team is hit, they go back to their bunker and mark the flip chart with a tally mark and then can reinsert into the game
- It doesn't matter who is hit or how many times they are hit. **This is a team elimination.**
- If you go back to the bunker and there are 10 tally marks, you cannot reinsert. You must leave field of play.
- Elimination continues until the last member of the team is eliminated.

## 30. 5 Strikes You are Eliminated

- Team A and B start on opposite sites
- Each team tries to eliminate opposing team
- Each player has a “punch” card with 5 lives
- Each strike – the player see's the “ref” and punches card.
- Reinsertion back at players ‘home base’
- After 5 punches, lives are used up and player is eliminated. No more reinsertions.

## 31. DOOM

- Separate into 3 teams using the following ratio (6 zombies : 5 scientists: 3 Marines)
- Prior to game start, hide 3 – 5 CDs (one in each bunker)
- Scientists Goal: collect 3 CDs – don't have any weapons
- Marines Goal: Assist scientists with collecting data (finding CDs in bunkers). Eliminate Zombies.
- Zombies Goal: Eliminate anyone they see. If they strike a marine or a scientist, that player is “infected” and is now a zombie. Player rotates out of field of play and gets identifying zombie patch.
- Play continues until all marines and scientists are turned to zombies or until marines extract scientists with all data CD's.
- (Caution – scientist trying to collect CD's may be “infected” after they have collected a CD, therefore, CD's may not be in the bunker. Wear CD around neck if Zombie. If Zombie is shot with CD, they must sit on ground and hold it up in the air so scientist can collect it).

### 32. Black Hawk Down – Scenario #1 (See Appendix for Scenario Print Outs and Player Cue Cards)

- Scenario: 2 helicopter pilots, crash land behind enemy lines. They must fight insurgents off who are trying to kill them. Marine unit sent in to extract downed pilots.
- Send 2 pilots to the crash. They must stay close to the helicopter. They try to fight off insurgents.
- Insurgents – try to swarm helicopter and eliminate pilots
- Marines – locate helicopter, assist pilots, eliminate insurgents, and extract pilots to designated safe zone.
- **Twist:** Pilots have limited # of paintballs – 1 hopper each only...no pods allowed

### 33. Black Hawk Down – Scenario #2

- Similar to Scenario 1, except instead of a military helicopter, the helicopter is carrying humanitarian aid (food, water, medical supplies) and was shot down by rebels who will steal the supplies for their purposes.
- To play, put a bunch of boxes in the helicopter.
- Downed pilots remain with the cargo to try to protect from rebel forces
- Rebel forces advance to kill or take hostage the pilots and steal the supplies
- Military sends forces to save the pilots and medical supplies from the rebel forces
- Game ends when military force saves the pilots and returns the boxes of supplies to their military base (and/or kills all rebel forces OR vice versa...when the rebel forces steal the supplies and bring back to their base (and/or eliminate all military forces)

#### Twists on any game:

##### 1) Advance only, never backwards.

- You can advance, but you can never move backward. Be honest and think strategically before advancing toward enemy lines...once you take a step forward, you cannot back up.

##### 2) Water balloons = Grenades

- If you don't have the money to spend on paintball grenades, fill water balloon with couple drops of food coloring
- Keep water balloons inside of bunkers to throw at enemies
- Note: don't recommend running around with water balloons...they will pop!

##### 3) Death strike twist:

- In order to be eliminated, you must be shot once in the head, or twice in the chest, or three times in any other combination.

##### 4) Shield Me from my Enemies

- Small shields may be carried and used.
- Elimination occurs only if the player is marked. If the shield is marked, player still remains engaged.

##### 5) Limit # of paintballs

- Makes the game more challenging. Each player is only allowed about ¼ - ½ hopper each only (or down to 25 paintballs each...very challenging!

##### 6) Traitor Among Us.

- Any of the above games, but one of the players is a traitor and will try to eliminate other players without getting eliminated.



# Appendix: Woodsball Games/Scenarios

## PARANOIA ~ CAPTURE THE FLAG: TEAM A PLAYER CARDS

Goal: Capture the opposing teams flag

### TEAM A - PERSON 1:

- You are a traitor from the opposite team.
  - Your goal is to eliminate all players on your side without getting hit (either by your team or the opposing players, they don't know you're a spy)
  - YOU MUST REMAIN AT A DISTANCE OF AT LEAST 10 FEET BEFORE SHOOTING SOMEONE!
  - If you are hit, no reinsertion (must leave the field, no medic)
- 

### TEAM A - PERSON 2:

- You have full body armor.
  - You can get hit 3 times before you are eliminated and after each hit, you must say...
    - o "BODY ARMOR – Strike 1"
    - o "BODY ARMOR – Strike 2"
    - o "BODY ARMOR – Strike 3"
  - Keep an honest count. (After that, your eliminated...no reinsertion, no medic)
- 

### TEAM A - PERSON 3

- At the start of the game, run as fast as you can to the opposing teams side (another player from the opposite team will do the same – if you shoot each other, an hit them, they are out...**BUT don't shoot them!**)
  - You and the other player are "free lance" snipers trying to eliminate anyone you see
  - MOVEMENT RESTRICTION: ONCE YOU CHOOSE YOUR LOCATION, YOU CANNOT MOVE! YOU ARE ONLY ALLOWED TO ROTATE 360 DEGREES. Choose your location carefully!
  - (Once hit, you can reinsert on the ENEMY side! After you get hit the next time, you are eliminated, no medic)
- 

### MEDIC TEAM A - PERSON 4

- You are a medic, but you're a quack.
  - If you come across any player who was hit on the field (yours or the opposing team) you MUST revive them into play by telling them you're a medic and tapping them back into play. (Even if this means your life will be in danger from enemy fire.)
  - Instruct them to go to their bunker to reinsert, but they can only have 20 paintballs after you revive them
  - If you are hit, you can reinsert after going to your bunker, up to 3 times
  - You must wear your medic badge at all times
  - You are not allowed the capture the flag, but can support your team and help them by eliminating enemy players (remember, if you hit someone, you must also revive them...hey, what can I say, you're a quack medic!)
- 

### TEAM A - PERSON 5

- You are a grunt and serve to eliminate enemy players.
  - If you are hit, must stay on field where you were hit and await medic.
  - Follow medics instructions
  - After second hit, you're eliminated, no reinsertion
-

**TEAM A - PERSON 6**

- You are a grunt and serve to eliminate enemy players.
  - If you are hit, no reinsertion (must stay on field where you were hit and await medic)
- 

**TEAM A - PERSON 7**

- You are a grunt and serve to eliminate enemy players.
  - If you are hit, no reinsertion (must stay on field where you were hit and await medic)
- 

**TEAM A - PERSON 8**

- You are a grunt and serve to eliminate enemy players.
  - You can only advance forward, you are not allowed to back track at all (even if you are under fire) until you reach the middle of the field.
  - Once you reach the middle of the field without being eliminated, you have an option.
    - Option 1: You can continue to advance forward without back tracking, or you can call "I'm out" and leave the field of play. At that time, you can go out to the safe zone and go get someone who was eliminated from your team. You must go back to your bunker and restart, but then both you and your new "partner" can only advance forward as normal play.
    - Option 2: If you decide not to leave the field of play as indicated above, you can continue to play...but you are still stuck only advancing forward. You cannot back track.
  - If you are hit, no reinsertion (must stay on field where you were hit and await medic)
- 

**TEAM A - PERSON 9**

- You are a grunt and serve to eliminate enemy players.
  - BUT...you broke your dominant "trigger" hand and must play opposite handed.
  - If you are hit, no reinsertion (must stay on field where you were hit and await medic)
- 

**TEAM A - Person 10**

- About 1 minute into the game, you go crazy. It's just too much pressure.
- Run around in a circle singing LOUDLY, Ring Around the Rosie.
  - In case you don't know, it goes: Ring Around the Rosie, Pocket Full of Posies, Ashes, Ashes, We all Fall Down.
- Drop to the ground. Go ahead, you can giggle if you want.
- Now, get up and run as fast as you can to the opposing team's bunker. You cannot fire on anyone! If you see anyone trying to fire on you, put up your hands as if you're out.
- After you reach the other bunker, you are now part of the opposing team. (Don't remove your arm band).
- You are now trying to capture/eliminate your previous team mates.
- If you hit someone, you must sing Ring Around the Rosie...

# PARANOIA ~ CAPTURE THE FLAG: TEAM B PLAYER CARDS

Goal: Capture the opposing teams flag

## TEAM B - PERSON 1

- You are a traitor from the opposite team.
  - Your goal is to eliminate all players on your side without getting hit (either by your team or the opposing players)
  - YOU MUST REMAIN AT A DISTANCE OF AT LEAST 10 FEET BEFORE SHOOTING SOMEONE!
  - If you are hit, no reinsertion (must leave the field, no medic)
- 

## TEAM B - PERSON 2

- You must have a watch to be this player
  - After 5 minutes into the game, you must shout....
    - I'M OVER HERE...I'M OVER HERE....I'M OVER HERE
    - GORILLA WARFARE!!!!
    - If someone is next to you, tell them "*you better get outta here!*")
    - Then count down from 10 out loud (shout: 10...9...8....7....etc.)
  - Then, consider yourself free from anyone's team...you are now in guerilla warfare
  - You can shoot anyone you see.
  - If you're hit, stay where you are and await medic.
- 

## TEAM B - PERSON 3

- At the start of the game, run as fast as you can to the opposing teams side (another player from the opposite team will do the same – if you shoot each other, and hit them, they are out...BUT don't shoot them!)
  - You and the other player are "free-lance" snipers trying to eliminate anyone you see
  - MOVEMENT RESTRICTION: ONCE YOU CHOOSE YOUR LOCATION, YOU CANNOT MOVE! YOU ARE ONLY ALLOWED TO ROTATE 360 DEGREES. Choose your location carefully!
  - (Once hit, you can reinsert on the ENEMY side! After second hit, you are eliminated)
- 

## TEAM B - PERSON 4

- You have full body armor.
  - You can get hit 3 times before you are eliminated and after each hit, you must say...
    - "BODY ARMOR – Strike 1"
    - "BODY ARMOR – Strike 2"
    - "BODY ARMOR – Strike 3"
  - Keep an honest count. (After that, your eliminated...no reinsertion, no medic)
- 

## TEAM B - PERSON 5

- You are a grunt and serve to eliminate enemy players.
  - If you are hit, remain on field where you were hit and await medic
  - Follow medic's instructions
- 

## TEAM B - PERSON 6

- You are a grunt and serve to eliminate enemy players.
  - If you are hit, no reinsertion (must stay on field where you were hit and await medic).
  - Follow medic's instructions
- 

## TEAM B - PERSON 7

- You are a grunt and serve to eliminate enemy players.
  - BUT...you broke your dominate "trigger" hand and must play opposite handed.
  - If you are hit, no reinsertion (must stay on field where you were hit and await medic)
-

### **MEDIC TEAM B - PERSON 8**

- You are a medic, but you're a quack.
  - If you come across any player who was hit on the field (yours or the opposing team) you **MUST** revive them into play by telling them you're a medic and tapping them back into play. (Even if this means your life will be in danger from enemy fire.)
  - Instruct them to go to their bunker to reinsert, but they can only have 20 paintballs after you revive them
  - If you are hit, you can reinsert after going to your bunker, up to 3 times
  - You must wear your medic badge at all times
  - You are not allowed to capture the flag, but can support your team and help them by eliminating enemy players (remember, if you hit someone, you must also revive them...quack)
- 

### **TEAM B - PERSON 9**

- You are a grunt and serve to eliminate enemy players.
  - You can only advance forward, you are not allowed to back track at all (even if you are under fire) until you reach the middle of the field.
  - Once you reach the middle of the field without being eliminated, you have an option.
    - Option 1: You can continue to advance forward without back tracking, or you can call "I'm out" and leave the field of play. At that time, you can go out to the safe zone and go get someone who was eliminated from your team. You must go back to your bunker and restart, but then both you and your new "partner" can only advance forward as normal play.
    - Option 2: If you decide not to leave the field of play as indicated above, you can continue to play...but you are still stuck only advancing forward. You cannot back track.
      - If you are hit, no reinsertion (must stay on field where you were hit and await medic)
- 

### **TEAM B – Person 10**

- About 1 minute into the game, you go crazy. It's just too much pressure.
- Run around in a circle singing LOUDLY, Ring Around the Rosie.
  - In case you don't know, it goes: Ring Around the Rosie, Pocket Full of Posies, Ashes, Ashes, We all Fall Down.
- Drop to the ground. Go ahead, you can giggle if you want.
- Now, get up and run as fast as you can to the opposing team's bunker. You cannot fire on anyone! If you see anyone trying to fire on you, put up your hands as if you're out.
- After you reach the other bunker, you are now part of the opposing team. (Don't remove your arm band).
- You are now trying to capture/eliminate your previous team mates.
- If you hit someone, you must sing Ring Around the Rosie...

## Special Delivery Player Cards

### RED TEAM

**Mission:** Capture the ORANGE Flag

**Objective:** Your plane went down and you're lost across enemy lines. You must regroup with your team at your bunker. Beware, enemy players might be all around you, or they may be your friend. You don't have an armband, so you don't know. Also, you'll have to figure out which bunker is yours.

**Note:** You cannot capture an enemy flag until you collect your arm band back at your own bunker first.

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**Note:** You cannot capture an enemy flag until you collect your arm band back at your own bunker first.

**ORANGE TEAM**

**Mission:** Capture the YELLOW Flag

**Objective:** Your plane went down and you're lost across enemy lines. You must regroup with your team at your bunker. Beware, enemy players might be all around you, or they may be your friend. You don't have an armband, so you don't know. Also, you'll have to figure out which bunker is yours.

**Note:** You cannot capture an enemy flag until you collect your arm band back at your own bunker first.

**ORANGE TEAM**

**Mission:** Capture the YELLOW Flag

**Objective:** Your plane went down and you're lost across enemy lines. You must regroup with your team at your bunker. Beware, enemy players might be all around you, or they may be your friend. You don't have an armband, so you don't know. Also, you'll have to figure out which bunker is yours.

**Note:** You cannot capture an enemy flag until you collect your arm band back at your own bunker first.

**ORANGE TEAM**

**Mission:** Capture the YELLOW Flag

**Objective:** Your plane went down and you're lost across enemy lines. You must regroup with your team at your bunker. Beware, enemy players might be all around you, or they may be your friend. You don't have an armband, so you don't know. Also, you'll have to figure out which bunker is yours.

**Note:** You cannot capture an enemy flag until you collect your arm band back at your own bunker first.

**ORANGE TEAM**

**Mission:** Capture the YELLOW Flag

**Objective:** Your plane went down and you're lost across enemy lines. You must regroup with your team at your bunker. Beware, enemy players might be all around you, or they may be your friend. You don't have an armband, so you don't know. Also, you'll have to figure out which bunker is yours.

**Note:** You cannot capture an enemy flag until you collect your arm band back at your own bunker first.

**ORANGE TEAM**

**Mission:** Capture the YELLOW Flag

**Objective:** Your plane went down and you're lost across enemy lines. You must regroup with your team at your bunker. Beware, enemy players might be all around you, or they may be your friend. You don't have an armband, so you don't know. Also, you'll have to figure out which bunker is yours.

**Note:** You cannot capture an enemy flag until you collect your arm band back at your own bunker first.

**GREEN TEAM**

**Mission:** Capture the RED Flag

**Objective:** Your plane went down and you're lost across enemy lines. You must regroup with your team at your bunker. Beware, enemy players might be all around you, or they may be your friend. You don't have an armband, so you don't know. Also, you'll have to figure out which bunker is yours.

**Note:** You cannot capture an enemy flag until you collect your arm band back at your own bunker first.

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# BLUE MEANIES!

## Player Cards

<p>You are on the PINK TEAM</p> <p>INSTRUCTIONS:</p> <ul style="list-style-type: none"><li>• There are 3 bunkers in the woods. Find your bunker and get your arm band.</li><li>• You can't fire on any other player UNTIL you put your arm band on.</li></ul> <p>OBJECTIVE: Eliminate all enemy players or Capture the <u>green</u> flag</p> <p>(Watch out for the blue meanies! Feel free to shot anyone with a blue armband on)</p>	<p>You are on the PINK TEAM</p> <p>INSTRUCTIONS:</p> <ul style="list-style-type: none"><li>• There are 3 bunkers in the woods. Find your bunker and get your arm band.</li><li>• You can't fire on any other player UNTIL you put your arm band on.</li></ul> <p>OBJECTIVE: Eliminate all enemy players or Capture the <u>green</u> flag</p> <p>(Watch out for the blue meanies! Feel free to shot anyone with a blue armband on)</p>
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OBJECTIVE:

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**BLUE TEAM**  
(aka "Blue Meanies")

**INSTRUCTIONS:**

- There are 3 bunkers in the woods. The other teams are searching the bunkers for their arm bands and trying to capture each other's flag.
- In two corners of the playing field, you'll find a blue arm band. Run quickly and get your arm band.
- Then, you can begin eliminating any other players you see with an armband on. (You do not have a flag to capture. You're just out to eliminate anyone you see).

**OBJECTIVE:**

Eliminate all **enemy players**

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