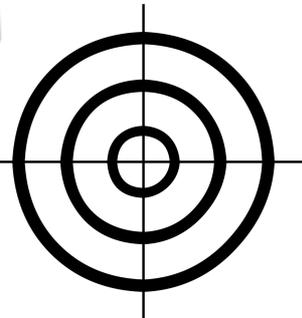




# Nerf War GAMES



## OMEGA MAN

**Story:** The omega man is the last man on earth due to a deadly virus that has wiped out the human population. He only survived due to a rare blood type. He must stay alive to find a cure. If he does humanity has a chance to rebuild. If he doesn't the zombies will rule for all time.

**Rules:** One man against a world of zombies. Each player moves one step at a time. OMEGA MAN can only step on a different coloured square or dot each move and can shoot only once, unless their on a red dot, then he can shoot 3 times. If he reaches the safe zone he wins. If a zombie touches him or he runs out of bullets, the zombies win. Who can save us?!

## THE GAUNTLET

**Story:** The story begins a thousand years ago. To be a Grand Master Ninja you must follow the ancient code of spirit, hope and honour, and you must survive the gauntlet. Which tests a mans (or womans) speed, strength, and cunning. Your job, deliver a message to your Master.

**Rules:** The game starts with one black ninja on the outside and trainee ninjas at the start of the Gauntlet. One at a time the trainee ninja must try to make it to the end without being killed by the black ninja clan. However this isn't a walk in the park, the black ninjas are a new breed of ninjas with guns and ninja stars (frisbees). Situated on the outside on the black squares after years of training they have graduated and proved to the clan they have the speed, strength and cunning to be a black ninja. They can fire independently with advanced weaponry on the trainee ninja as they try to make it through to the end of the Gauntlet to first find the message, and deliver it to their Master. Thus proving to their Master, their clan, and themselves, they have the spirit, strength and ability to be a Grand Master Ninja. If you are killed by the black ninja, you automatically become one and are recruited to their cause.

## THE RULES

- ▶ Eye protection must be worn at all times. Failure to do so will result in a time out.
- ▶ Eye protection goggles will be provided. These can also fit over glasses.
- ▶ You MUST follow the host instructions at all time. Failure to do so will result in a time out.



## DUEL

**Story:** In England and France, civilians have settled disputes for hundreds of years in the form of a duel. One shot, one kill.

**Rules:** Two people stand face to face, they turn and walk ten paces apart. Then they turn and aim. The caller will say Ready, Aim, Fire. If you fire before the call of fire, you'll be shot down by your friends.

Who ever hits the person in the most vulnerable body part wins.

**Note:** Groin shots beat all other shots.

It's an elimination contest to see who is the last person standing.

# ASSASSINS CREED

**Story:** To be an elite assassin you must prove yourself on a deadly training ground and make it through killer city. Remember, iron can only be made in the furnace of fire. So the most talented assassins for centuries from all over the world come to MTC to prove their worth and show the agency they are an elite assassin and deserve the million dollar contracts that are on offer. Along the way you can stop and pick up weapons which include swords, guns and grenades (soft red balls). You can pick up a shield or a potion (bottle of water) that can give you strength and life if you are hit. But you must make it past the sniper who can be situated anywhere and move at any time and can also pick up more weapons, grenades, shields, or the potion of life as he also moved through killer city.

**Rules:** The sniper(s) wins if no one makes it through killer city. So the million dollar contracts go to them. The assassin wins by either making it through killer city alive or by killing the sniper(s).

# BULLSEYE

**Story:** The bullseye is recognised as the perfect shot. The shot that is worth the most points. The one shot that makes you smile.

# WARRIORS RULE

**Story:** Since the dawn of time warriors have ruled the Galaxy. THANOS AND RONIN are two of them but now we have more warriors who want the power and authority to rule the Galaxy. All they have to do is destroy all the other warriors. It's a life and death struggle to rule. Who shall be the victor?

**Rules:** No shields. No grenades. Mano-O-mano. Which means Man against man. Each stands the same amount of space apart and must stay in that square. The person who gets hit the least wins control of the Galaxy.

# ALL OUT WAR

**Story:** There hasn't been a world war for over a hundred years and now due to the political unrest between America and Australia war has broken out. Choose your side now. We need two generals, and plenty of fighters.

**Rules:** You have three minutes to collect all the resources you will need to survive the approaching war. Which include your defences such as barricades (roll mates), weapons (grenades, guns, rifles), and protective equipment (shields).

If you are hit you go to your counties MASH (Mobile Army Surgical Hospital) and stay there for 30 seconds to have surgery so that you are healed and ready for action.

The country that wins is the country that gains the flag of the other country and returns to sovereign soil (home base). If you get hit while holding the flag, you must drop the flag where you are and go to hospital to be healed.



# THOSE AND MANY MORE GAMES ...