

## Paintball Games

### OUR STANDARD GAMES ARE:

#### Flag Capture:

In this game teams start at opposing bases at either end of the field. The objective is to:

- Get to the other teams base without being shot
- Capture their flag and
- Return it to your own base.

The first team to succeed WINS!

#### Center Flag:

This is similar to flag capture, but we start with a flag in the center of the field, with the objective being to get the flag and take it to your own base to win.

#### Ambush:

In this game, one team goes into the field to a destination of their own choosing, and sets up a base. When the game starts the other team has to find them and capture the flag, taking it back to their own base, to win.

#### Zombie:

This is usually played at the end of day, and quite simply is a 'shoot 'em up' type of game where there is no game objective. No one is out until they run out of paintballs. The winner is the last man standing! This game is hugely popular, which could prove there are some really strange people out there.

### HOW DO YOU KNOW YOU ARE OUT?

A paintball has to hit you and breaks, you are OUT!

- A ball that bounces off you does not count, unless you call yourself out before you check
- You cannot call yourself out and then back in. This creates confusion and can lead to people throwing large inanimate objects at you.
- A hit above the level of the chin (head shot) does not count. Unless you call yourself out etc
- A Paintball that hits a tree and 'splatters' on you does not count.
- A shot on the gun does not count.
- So simply put any pellet that hits your body and breaks is a hit and you are out.