



GAMES & GUIDELINES



THE BASICS

1. Be kind: If you're getting into arguments, harassing other players, or poking fun at someone else's expense, you are doing something wrong.

2. Be Honest: What happens when you get hit varies depending on the game type, but when you get hit, **BE HONEST!** Unless specifically mentioned, anything touching your body that might alter or stop the dart's path counts as a hit. This includes your clothing, shoes, blaster, holster, backpack... etc.

3. Be Safe: Eye protection is **REQUIRED** for all players and staff during **ALL** matches.

4. Be Respectful: Don't touch anyone else's stuff without asking. Respect **FBW** property, and the property of the host location. Don't open fire at anyone who isn't playing, including bystanders.

5. Be Ready: When a round is starting, pay attention to the admins, and try to keep things moving. If you need more time to prep your gear, run something else, or sit out.



3/15s

ELIMINATION SYSTEM

HOW IT WORKS

3/15s is the most common elimination system used at FBW. The 3 stands for 3 lives, and the 15 stands for 15 seconds. In a 3/15 match, each player has 3 lives. When they've been hit three times, they are completely eliminated and must leave play. If a player is hit but still has lives left, they must walk back to their side and respawn after 15 seconds. Counting starts the moment they are hit. This means in a 3/15 match each player is allowed to respawn twice before they are out.

Once hit, a player must yell "HIT" and raise their blaster in order to signify they are out. They then must count out loud with their blaster in the air until they can respawn. When they enter the game, the player must yell "CLEAR" and then resume play.

Though the standard combination is 3/15, this system can be used with other numbers as well. 2/20 would mean each player has 2 lives (1 respawn), and they must count to 20 seconds before they can respawn. 4/10 would mean 4 lives (3 respawns), and 10 second respawns. These numbers may be adjusted between rounds of play to help balance teams or change up gameplay.



GAME CATEGORIES

ELIMINATION

Any game where the players can be eliminated, and are 'out' for the rest of the game

OBJECTIVE

Any game where two or more teams must compete with some goal other than elimination of the other team(s)

SPECIAL

Any game that does not fit into the previous two categories



GAME MODIFIERS

SUDDEN DEATH

Players are eliminated after one hit

PISTOLS ONLY

Players are only allowed to use pistols

AWFULS ONLY

Players are only allowed to use the most awful blasters

STOCK ONLY

Players are only allowed to use stock blasters

MEDKITS

Players start with one medkit
that can be used to revive a fellow player

FULL AUTO

Players are allowed to use full auto blasters

JOLTS ONLY

Players are only allowed to use jolts



GAME MODES

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TEAM DEATH-MATCH

CATEGORY: ELIMINATION

GOAL

Eliminate opposing players by scoring hits on them until they run out of lives and are eliminated. Your team wins when all opposing teams are completely eliminated

GAMEPLAY

Teams start on opposing sides of the arena. TDM is typically played in the style of 3/15s

COMMON MODIFIERS

- Pistols Only
- Jolts Only
- Medkits
- Full Auto



CAPTURE THE FLAG

CATEGORY: OBJECTIVE

GOAL

Infiltrate the opposing team's base and bring their flag to your side. The first team to capture 3 flags wins

GAMEPLAY

Teams start on opposite sides, each with a colored "flag". The Game consists of three rounds and all players and flags reset at the end of each round. A round ends when a flag is captured. Upon elimination, players go to an area in the arena designated as the "jail" for their side. Players can be rescued from jail if a member of their team makes contact with them and brings them back to their flag. Players can only rescue one team member at a time and have immunity while returning to their side. Both players cannot eliminate other players during the return period. Though jails are the most common elimination system in CTF, 3/15s and other elimination modifiers can be used

COMMON MODIFIERS

- Jolts Only
- Full Auto



BATTLE ROYALE

CATEGORY: ELIMINATION

GOAL

The goal is to be the last player standing. Go in solo, find gear, eliminate the other players, and survive for the win!

GAMEPLAY

Players start without any gear or ammunition. Upon game start, players enter the arena and search for hidden and pre-placed blasters and ammo. Each player has one life, and upon elimination they must place all items gathered during the round at their feet and exit the arena. Last player standing wins

COMMON MODIFIERS

- This game mode is typically played without modifiers



FREE FOR ALL

CATEGORY: ELIMINATION

GOAL

Eliminate all other players and be the last standing

RULES

Players start in random parts of the arena. They must work to eliminate all other players and be the last one standing. There can only be one winner. Though commonly played with sudden death, 3/15s can be used as well, in which case players must be cautious about finding a safe place to respawn

COMMON MODIFIERS

- Awfuls Only
- Pistols Only
- Jolts Only
- Sudden Death
- Full Auto



V.I.P.

CATEGORY: OBJECTIVE

GOAL

The bodyguard team must protect the V.I.P. player and eliminate the assassin team, and the assassin team must eliminate the V.I.P.

GAMEPLAY

Before the round a "V.I.P." Player is chosen. This player then picks a specified number of bodyguards to join their team. The V.I.P. has only one life and a single pistol, but the bodyguards have infinite lives and can bring gear of their choice. If the V.I.P. dies, their team loses. The assassin team starts on the opposite side, with each player typically having 3 lives. The assassin team must eliminate the V.I.P., but loses if all their players are out of the game

COMMON MODIFIERS

- This game mode is typically played without modifiers



ORDER 66

CATEGORY: OBJECTIVE

GOAL

The Jedi team must eliminate all clone troopers, and the clone trooper team must eliminate all Jedi

GAMEPLAY

The Jedi team is typically given pool noodles and has more players than the clones. The clone team is typically given Mega XL blasters with little ammunition. The Jedi work to deflect the Mega XL darts and advance towards the clones while the clones try to conserve ammo and score hits on the Jedi. All players typically have one life in this gamemode

COMMON MODIFIERS

- This game mode is typically played without modifiers



SQUADS

CATEGORY: ELIMINATION

GOAL

To be the last squad standing

GAMEPLAY

Squads is played similarly to Team Deathmatch, but there could be any number of teams. Squads are typically duos or trios, and are picked before the match begins. They start in random parts of the arena and must work together to eliminate all other teams.

Typically played with 3/15s

COMMON MODIFIERS

- Sudden Death
- Medkits
- Full Auto