

# Library Nerf Wars & How to Survive Attend them

If you want to watch someone tell you these rules, follow this link:

[https://youtu.be/C4I1fQnTAiU?si=VN79iYx1Z\\_rszkLB](https://youtu.be/C4I1fQnTAiU?si=VN79iYx1Z_rszkLB)

First and foremost, we want to thank the libraries that allow us to play in their facilities.

Make sure you register ahead of time so you don't miss out! Check your library's website for how to register!

## General Rules

Our first and most important Rule, Rule #1: Be Kind. To others & the facility. The libraries are nice enough to let us play in their house, please be nice to it so we are welcome back.

Eye protection required while playing. No exceptions. Prescription eye wear is acceptable.

Feet Per Second limit for blasters propelling ammo is 100 F.P.S.

Most of-the-shelf blasters fall within this limit. Ask if you're not sure!

One foot on the floor at all times. This rule is a two-parter; no running & no climbing. This helps keep everyone safe.

Boundaries - Vary from library to library. If you aren't in the boundaries while a game is going on, don't be firing blasters.

Is all your stuff marked? Especially attachments or magazines/clips!

Don't touch others' stuff without asking, but don't be afraid to ask!

The exception to the rule above is our communal Ammo bins & loaner blasters. Leave your ammo at home; we provide Full length darts, Megas & Rival!



## Playing

If you are hit with a dart, you must respawn

While you are respawning, put your hand up or be reloading your blaster and count out loud so other players know you are out. You are allowed to move around and pick up ammo while respawning. After you finish your count, make sure you are inside the boundaries, and don't respawn right next to an enemy player; that goes back to Rule #1. (Be Kind!)

A hit is a dart hitting you & changing direction. Blaster hits count.

Call & take your hits loudly; use your outdoor voice & point.

Headshots do count, but please aim for the torso; it's easier to hit anyways.

Ricochets do not count as hits.

Don't argue over hits; we'll be playing multiple games, living multiple lives.

We'll explain every game before we play it

If we say it is a "3/15 zombies" game, this means you have 3 lives, you have to count to 15 between each life & when you lose your third life, you can choose to sit out to relax/reload/rehydrate or jump in as a zombie.

If you are a zombie, put your blaster away; zombies aren't smart enough to use them. Your new goal is to hand tag everyone still carrying a blaster, even if they were your team mates.

If a Zombie hand tags you, you lose 1 life

Please help us clean up at the end!

The last and only un-fun rule we have is the hosts reserve the right to ban anyone, anything & at anytime. We've only ever had to do that once in our years of hosting, and that player was intentionally breaking Rule #1. (Be Kind!)



## Games

These are some of the games we'll be playing. It's not every single game, but it gives you a good idea of how most games will be played.

### Capture the Flag

A classic game; Red and Blue team are trying to capture the enemy team flag while making sure they hold onto their own. First team to have both flags at their base wins.



Everyone has unlimited lives

When tagged, return to your teams respawn point and either count in or wait for the timer (depends on the event)

If you have a flag in hand and are tagged, drop it where you were tagged and go respawn. You may move your flag back to your base. Do not hide your flag; that goes back to Rule #1 & if puts you at a disadvantage if your team captures the enemy team flag, but your flag is missing.

There are two time limits for sudden death & round over.

When the host announces Sudden Death, if you are tagged you just sit out; no more respawning.

After another few minutes, the round ends & it's a tie.

Team assignment will usually be lining everyone up, the host will then go down the line saying "RED BLUE RED BLUE RED BLUE ect" to assign teams. If you want to be on the same team as your friend, put a not-friend between you.

### Free For All / Wingman

You (and maybe some team mates) are trying to tag out everyone else. You can make alliances, but there's no guarantee they won't shoot you in the back. Plus the hosts might point zombies your way. Good luck!

3 lives, 15 second respawns with zombies

If it's free for all; nobody is on anyone's team

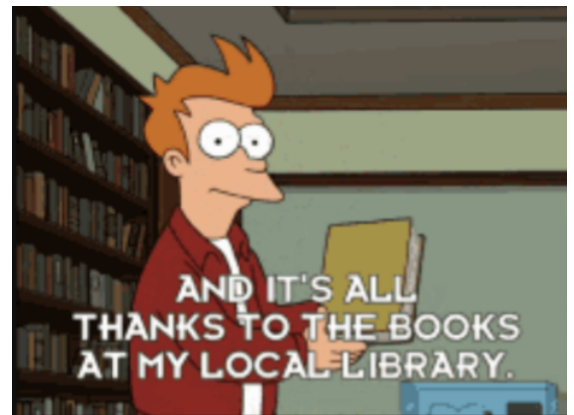
If it's wingman, the host will announce how large the teams are, usually teams of 2 or 3

Last person or team standing wins

### Get Off My Lawn!

The Milwaukee Area Nerf Outings host made a 2 minute YouTube video on this game mode;

[https://youtu.be/yVUTqh0xpp4?si=E1WMnL\\_c1PZj\\_CLT](https://youtu.be/yVUTqh0xpp4?si=E1WMnL_c1PZj_CLT)



If you have any questions please reach out to your game host.

See you on the field!