

Game Ideas for Paintball

Malangas

1. Defuse

Teams: 2

Time: 15+ minutes

Objective: Similar to the Dynamite Game, but bombs are located on several different locations. For example, one bomb on the Bridge, one in the Center Tower, and two in the baby towers.

2. A-Better-Kind-Of-Elimination

Teams: 2

Time: 15 minutes

Objective: When a player is hit in a vital area (torso, head), he/she is eliminated. Shots to the legs or arms require two hits to be eliminated.

3. Extraction

Teams: Seals, Mercenaries

Time: 15+ minutes

Objective: Seals must find hostage being kept (at gun-point) by Mercenaries, and then extract him/her to an extraction point. Mercenaries must either hold the Seals for the 15 minutes, or eliminate them. After the Seals secure hostage, they have 5 more minutes to move to extraction. To make it more realistic, if Seals don't secure hostage within 15 minutes, hostage is shot by a Mercenary.

4. Demolish

Teams: 2

Time: 15 minutes

Objective: Team 1 must plant a bomb on the bridge (or other structure), to prevent reinforcements arriving for Team 2. When bomb is planted, there is a 30-second countdown. Team 2 either has to eliminate Team 1, or defuse bomb after it is planted.

5. Regeneration (Capture the Flag)

Teams: 2

Time: 30+ minutes

Objective: Two flag CTF. When a player is eliminated, he/she goes back to starting point. At the staging area, a horn is blown every 5 or more minutes. At the sound of each blow, every player is back in the game.

6. Melon Hunter

Teams: 2

Time: 15 minutes

Objective: Elimination (could be any other game). A player is only killed when hit in the melon (head). Hence the name.

7. Secure (Toys, like grenades and mines are encouraged)

Teams: 2; Special-Operation Team, Terrorists

Time: 20+ minutes

Objective: The Spec-op fire team may come into any entrance on the field. The Terrorists occupy the Bridge, Tower and its children (baby towers). Spec-ops fire team must secure all locations to allow reinforcements to move through.

8. Medic

Objective: Same basic rules as Elimination, but each team has one or two medics, who have the ability to revive teammates. A medic must touch the teammate to revive him/her. Medics can wear a red armband to distinguish them from the rest of the team. Medics cannot carry pods. When a person is hit, they sit down and wait to be revived. The “dead men don’t talk” rule applies here. The game is over when the whole team is eliminated.

Christopher Simpson, Zackary Simpson, Carolyn Parker, & Roger Chenier

9. Human Flag

Objective: Each team designates one player to be their flag & must defend him/her. Which ever team eliminates their opponents flag first wins.

10. Benedict Arnold

Objective: Everyone draws a letter out a hat, Y's or B's. The players are divided into their respective teams, but there is 1 YX & 1 BX in the group. These X players are to remain unanimous. Once a player who started on the opposite end of the field has been eliminated the player drawing the X may then change teams at their discretion without announcing that they are doing so. As soon as a member of the Y's gets eliminated the BX player can then change teams, and/or if a B player is hit then the YX player may switch.

11. Blackjack

Objective: Standard capture the flag with one flag on each side of the field. The catch is each player has only 21 paintballs.

12. Code Book

Objective: There are 3 small containers on the field. (placed secretly by a neutral party.... Nicole or Bethany) Within each is a digit to a combination lock. The lock seals a 4th box also hidden on the field which contains the code book. The game begins with each team outside the 2 outermost entrances. If a player is eliminated while holding a piece of the combo they must call out & stand where they were hit holding the combination piece over their head until someone from either team collects it from them. The first team to open the lock with the combination & retrieves the book wins.

13. Conquest

Setup: One team, "the Defenders", is split up into 3 squads. Each squad is assigned to one "Command Post". The other team, "the Attackers", try to capture all Command Posts.

Rules: The defenders have about 20 or 3 players in each squad (or more, depending on the number of players)

The Attackers are able to "respawn"

To capture a Command Post, all players assigned to said Command post must be eliminated.

Each game is timed (about 10 minutes). If the Defenders hold the Attackers that long, the Defenders win. If all the Defenders are eliminated, the Attackers win. This gives the game a "hold the enemy until reinforcements arrive" attitude.

Example: Say the Blue team were the Defenders. The Command Posts could be the Central tower, the Far Side Baby Tower, and the Bridge. This forms a triangular defensive position.

The Yellow team would start at the spool on the nearer side (the usual elimination start point). If one of the yellow team's members gets hit, they have to return to the spool in order to respawn.

14. Unnamed (Possibly Capture The Tower)

Setup: Each team starts at the usual starting points (the spools). Also, each team has two Strongholds each, (the four Strongholds are the two Baby Towers, the Bridge, and the Fridge) depending on what side of the field they are on. A certain number of players could be left to defend the Strongholds, or to raid the other teams Strongholds.

Rules: A flag is placed at each Stronghold.

Each team needs to move across the field, retrieve the other teams flags from both Strongholds, and place them onto the center tower in order to win.

Example: Say there are 10 people on each team. The Blue team send 6 players to retrieve the flags, leaving 4 to defend. They get both flags and place them on top of the Central Tower. The Yellow team retrieved both flags also, but arrived to the tower after the Blue team did. Blue team wins.

Cannon

Scenario Paintball

Team Selection:

Use a Deck of Cards to determine teams. Players select a card from the deck to determine what CARD they are all day. Players keep the same card all day so adjustments to teams can be made quickly. This will save down time and change the make up of the teams from game to game. Making transitions smoother for making different scenarios.

Games 1 – 4 Elimination:

Game 1 and 2 Red vs. Black

Game 3 and 4 Diamonds and Clubs vs. Hearts and Spades.

More if we want.

Examples: Scenario games can be divided clubs vs. spades, hearts and diamonds. Etc.

MEDIC!!! 1:1

15 minutes

Each team has a designated Medic. If a player is hit the player can not move back on their own. They must yell out for a medic. The medic has to get to the player and place a bandage on the players arm to revive them. Each player can be revived only 1 time. The medic has to be hit 2 times to die. Your medic can not be healed. If he is hit 2x he is dead. If the wounded man is overrun by the enemy then he can not be healed! Remember if you are the wounded player you have to stay put and can not help other than to call out for a medic!

The MAZE! 1:1

15 minutes

The field will change for two games. 1 path from each side will be randomly closed off and be out of play. This will change the feel and rhythm of the game.

The path that is blocked is off limits for hiding in or shooting through. IT IS CLOSED! Play on.

Sideways 1:1

15 minutes

Field is played side to side to start in middle. Teams face each other at middle from side to side, instead of end to end. At the start the regular elimination game is on. Easier? Or not?

Scenario Paintball Page 2

Defend the General: 1:1

15 minutes

Simple one player from each team is the General, he must be defended at all cost. It makes no difference how many players die, if the General is killed you lose!

Bridge on the River Kwai 1:1 plus!

10 minutes, 1 min intermission, plus 5 minutes

Team one will defend the bridge at all cost team 2 will attack the bridge and try to hold it. Who ever has the bridge after 10 minutes takes all the men they have left to the bridge and plants the dynamite to destroy it. ALL other players from both teams join up to take it before time runs out.

Traitor 1:1

15 minutes

Same as regular elimination except each team has a hidden traitor on their team! That traitor will be the only one that knows that he will go bad half way through the game. At the half way mark a horn will sound and if the traitor is still alive they will switch arm bands and go on their killing spree trying to help the other team.

Dynamite!!!!!! 3:1 ratio

15 minutes

Small team takes Dynamite with 15 min timer to a location on the field and attempts to defend it. Attackers trying to defuse the bomb before it explodes! You do not have to kill all the defenders. If you can get to the bomb and defuse it you win. If you kill all the defenders you must still defuse the bomb before it goes off.

The Rock: 3:1

15 minutes

Based on the Movie! Mercenary Team vs. SEAL Team

A small Mercenary Team takes the VX Poison Gas rocket to a location on the field and defends it till it launches and wipes out San Francisco in 15 minutes! (Wait what's the down side to that again? Never mind) Anyway the first defender that is killed reloads and reenters the field at the farthest starting point! The SEAL Team attempts to find and capture the VX Poison gas rocket before the time is up! But wait its not over yet. The SEAL team must remove the VX Gas pellets and get them to the farthest starting point to win (without dropping the gas), but be aware there is a another Mercenary and time is running out!!

Scenario Paintball Page 3

The Transporter: 3:1

15 minute limit or till all are dead from the transporter team.

– Team 1 takes to the towers. They have all 3 towers to use but have to stay in contact with the towers at all time. The larger team will select 1 person to be in charge of the package! The team has to defend that person with their lives.

Modification:

- 1) The team in the towers has one regeneration. After all from the tower are killed the entire tower is reinserted together, they can not start firing till all are back in the tower.
- 2) The transporter team has to go back after picking up a package at the far end start point.
- 3) . If the transporter dies his team has to carry him with package attached to the end.

RPG! 3:1 Ratio

15 minutes

Ok tired of shooting it out bunker to bunker and people digging in behind a bunker or tower all day long, well no more! The smaller team will have a man with the RPG launcher, and a man that will be reloading him each time he fires. The person shooting can not reload himself! The RPG can only fire 1 shot at a

time. The larger team will try to kill off the entire RPG team first. The RPG is not your average paintball gun, 1 shot from the RPG will destroy a bunker and anyone hiding behind it! If you are in the tower and the tower is hit all inside die from 1 hit from the RPG. Top and bottom of towers are separate entities. The larger team has to keep moving or risk being destroyed. This game will be fluid. Mobility is key.

Modifications:

- 1) Limited ammo for the RPG. 20 shots?

Behind Enemy Lines: 3:1

15 minutes

A two man team is trapped behind the mid way field point. In the back corner near the bridge (which will be bunkered up). The larger team is trying to break through and rescue their two man team. The smaller team starts at half way point and must try to destroy the two man team before the other team breaks through and retrieves them. If one of the downed pilots is hit he is out but still needs to be retrieved by the larger team on the stretcher. If both are killed they lose.

Scenario Paintball Page 4

The Terminator 3:1

15 minutes

The smaller team has shields made from lids of totes. The lid is used as a mobile bunker making them harder to kill! The larger team has to try to get around the shield and eliminate the terminators. Shields need to be made, with hand holds.

Modifications:

- 1) RPG can be in play to take out the shields with a single strike.

Castle Attack! 3:1

15 minutes

Center tower in play, with 4 mobile angle bunkers to make a small perimeter. The small team defends the "castle" from attack by a larger force. The larger

force starts from the north end of the field and has to try to take them out. All dead it's over!

Jail Break!! 3:1 Night Game!

15 minutes

Primarily a night game. The smaller team is the prison guards at all 3 towers with spot lights!! The Larger team starts at the rear corner near the bridge and has to make it to freedom! The larger team has limited ammo, 21 shots each!! The guards have unlimited! The guards have to stay in the towers and try to pick off the escaping prisoners. Prisoners will try to make it off the field and ring the bell. If the guards are hit they are out!

Snipers 10:1 Night Game!

15 minutes

2-3 snipers go out and hide on the field, they work independently of each other. Snipers can not assist each other in any way. The rest of the players hit the field and hunt them down. Using any means necessary to find them. Snipers are trying to kill as many hunters as you can before you are eliminated! Remember Snipers that are captured are tortured!

Reload! 1:1 Night Game!!

15 minutes

Played like regular elimination. All players go onto field with 50 rounds, pods are hidden on the field and you have to claim ground and locate them to stay in the fight. A neutral person enters field and hides the pods, enough pods for everyone to have one, but not all will find one and not all will survive!

Propose

First Night Game July 17th Friday!

Second Night Game August 14th Friday!

Maybe:

Third Night Game September 18th Friday!

Bring a friend to field day.

Members can bring a friend to play to try out the field one time during year. The member supplies the friend will all equipment. Field entry fee is waved or reduced to try to increase enrollment at the field.