



YOU DON'T KNOW THE POWER OF THE DART SIDE!

DART SIDE GAME RULES

TEAM DEATHMATCH

A simple team based total annihilation game where each team has to take out every member of the opposing team in order to win.

CAPTURE THE FLAG

Each of the two teams have a flag in their base which are located on opposite sides of the battlefield. The aim of the game is to capture the enemy's flag from their base and deliver it back to your base before they capture your flag.

CENTER FLAG

In the center flag variation of the game two teams compete over a single flag located in the center of the battlefield. Teams are tasked with the goal of capturing the flag and hanging it in their opponent's flag station.

ZOMBIES VS HUMANS

Two teams, zombies vs. humans, each team tries to eliminate the other but the spin is this... zombies can only be killed with head shots, they can be hit in the body repeatedly without being eliminated. If a zombie shoots a human, the human is incapacitated for a period of time (5 minutes) and then can continue to play as a zombie trying to eliminate humans. Considering this, split your teams up in the beginning with slightly less players as zombies and more players on the human team.

LAST MAN STANDING

In this game there are no teams, it is every man for themselves. All players start together in the middle of the field. The official will begin a 10 second count down. During the 10 seconds, all players find places on the field to hide. When the 10 seconds are up the game begins. As players are eliminated with darts, they must fall on the ground where they were eliminated to signify they are out of the game and no longer are an active participant. The game ends when the second to the last player is eliminated.

ATTACK AND DEFEND

Players are divided into two teams. The distribution of the players may not be equal. Player distribution is typically determined by the difficulty of overtaking the defending team's position. The attackers may outnumber the defenders by a 3:1 or 4:1 ratio. The defending team will start in an area that's easy to defend, usually a bunker located in one corner of the field. The attacking team will start at the opposite end and will attempt to overtake the defenders' position. Usually a time limit is set. The game is won when either team is eliminated or the attacking team overtakes the objective. The defenders can also win the game by playing until time runs out.

KING OF THE HILL

King of the hill is not unlike the game you played as a kid. Two players compete one-on-one, vying to eliminate their opponent. The winner stays on the field and is challenged by the next player. A winner is declared once everyone has had a turn to be king of the hill.

BOMB THE BASE

A neutral bomb or similar object is placed in the center of the battlefield, usually hidden. The objective is to take the bomb or object from the center of the battlefield and into the enemy's base.

HOSTILE TAKEOVER

Upwards of four neutral targets populate the battlefield. The objective for both teams is to seize control of the targets as points are scored for each target secured and held at the end of the game.

CIVIL WAR

Teams line up across from each other, shoulder to shoulder. Each player then takes a single shot across the field at the opposing team when given the green light to do so (usually someone yells out "FIRE!"). Players who have been hit fall down to the ground while the remaining players take a step closer towards each other. This is then repeated until an entire team is out.

PROTECT THE PRESIDENT

The objective is relatively simple; keep your President alive at all costs. Each team will choose one or two players to be their "President". The remaining teammates will be part of the President's guard. Upon commencement of the game, the opposing team will attempt to seek out the enemy's President(s) and eliminate them. First team to eliminate the opposing team's President(s), wins!

MANHUNT

One player is hunted, and the rest of the players become the hunters. To win, the hunted player (or 'prey') must reach a certain area of the battlefield within a certain timeframe. The other players - all on the same team - must shoot him to stop him.