

Paintball Game Types

Team Elimination – The classic paintball game: Split into two or more teams. Each team tries to eliminate all other teams. Last team standing wins.

Free-For-All – All players have named index cards and must surrender theirs upon elimination. The player with the most cards wins. Works best when a time limit is imposed.

Assassins – Players hunt only for the person whose card they have. Eliminated players surrender their card which becomes the eliminator's next target. Any player who tags the wrong person is eliminated from the game and surrenders their target card to the person whom they wrongfully tagged, who then gains a second target.

Capture the Flag – Each team has a flag and must defend it while trying to capture the opposing team's flag and return it to their base. Each team has a jail where captured players are kept until freed. Flag carriers drop the flag when they are tagged.

Center Flag – Each team tries to capture and return a single, centralized flag to their base. Players are not eliminated, but must go to a certain check-in point to return to the game. Flag carriers drop the flag when they are tagged.

Paris Island – One team defends a flag while another team attempts to move it outside an area. The game ends after a certain amount of time or when the flag leaves the zone.

VIP – Each team protects a VIP who is wearing a funny hat or otherwise marked and known to all players. A team is eliminated when their VIP is tagged. President variation: The VIPs do not have guns.

Downed Pilot – One team tries to rescue a hidden player, the other team tries to eliminate him. The "downed pilot" can have a gun or play without one.

Zombie – One or two players start as the zombies. Humans who are tagged announce they have been turned into a zombie and are out-of-play for 10 seconds. Zombies who are tagged by humans are eliminated. The game ends when all zombies or humans are eliminated.

Terminator – A player wears a target and can only be eliminated when hit on that target. The terminator has a few body guards and wins if he eliminates all opposing players.

Hostage – One team attempts to rescue and return a seated, unarmed player from another team. If the unarmed player is tagged at any time then the captors win. The captors may shoot at the unarmed player if he stands on his own or if the rescuers enter a specified area.

Duels – Two players stand far apart and step towards each other at the count of a referee. They can shoot at any time, but each player only has 6 paintballs.

Sniper Variation – Play any game without hoppers. Players must manually load from pocket or a bag.