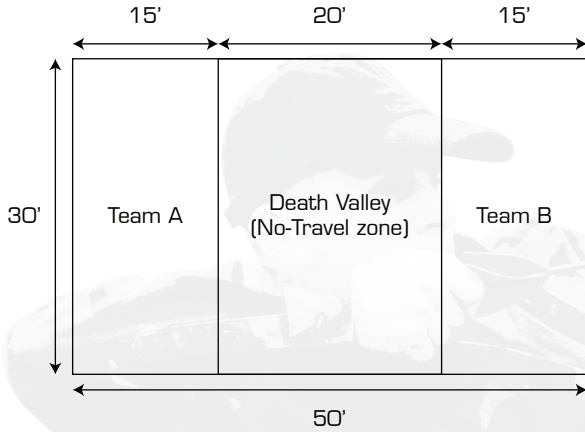


GAME AREA

Two types of playing area sizes based on the number of players.

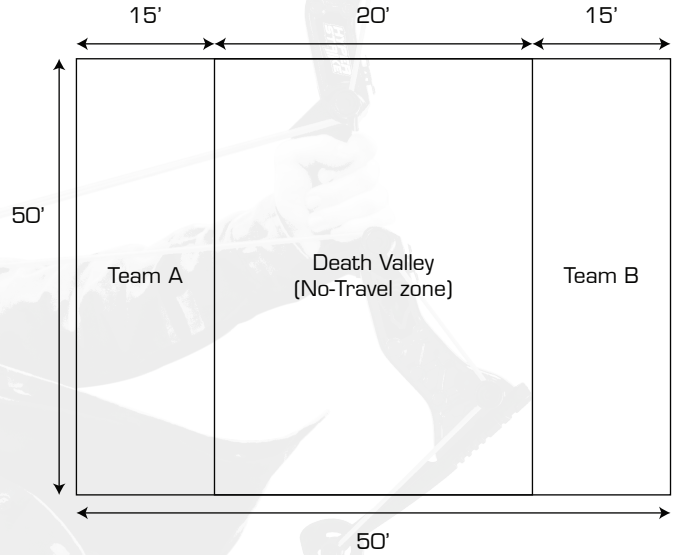
SMALL

Suitable for battles between 1v1, 2v2, 3v3



LARGE

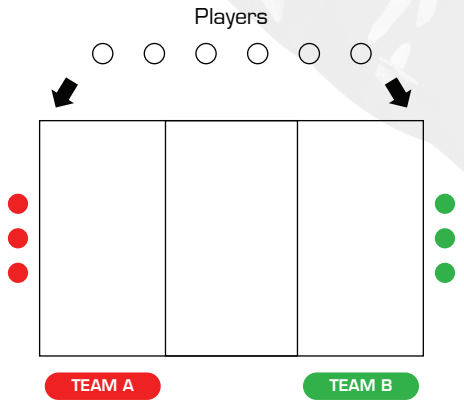
Suitable for battles between 4v4, 5v5



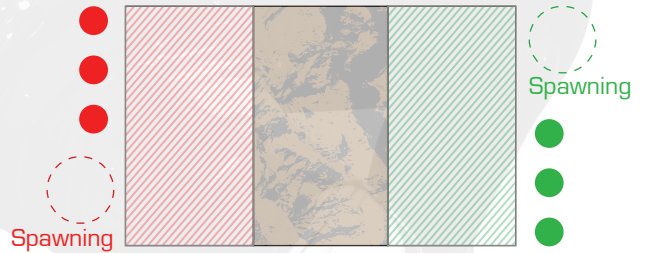
BASIC RULES

Two teams battle and whichever team gets the highest score wins.

1

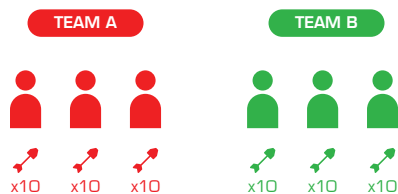


Players are divided into two teams with their respective colors.

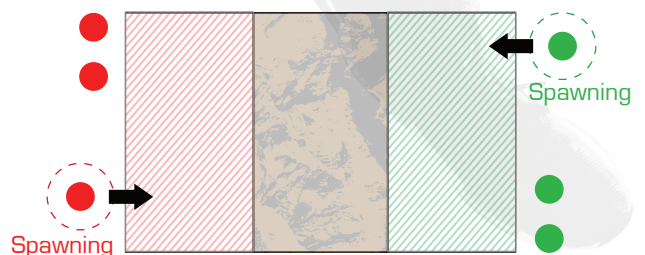


Set up a **spawning spot** touching the Zone area line outside of the Zone for each team. Players always need to enter their zone from the spawning spot.

2

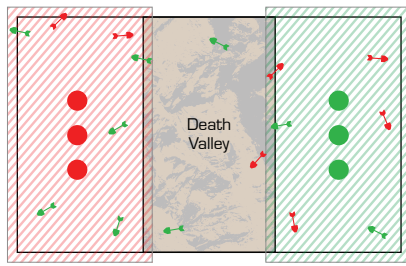


Each player begins with **10 arrows** each at the beginning of the game.



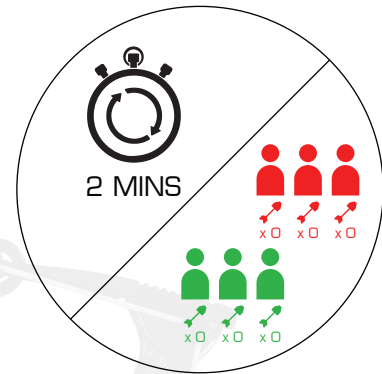
Begin the game by starting the timer; players enter from the spawning spot and start shooting!

3



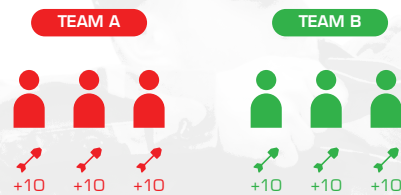
Players are only allowed to pick up arrows in their zone. They can also reach out to grab nearby arrows as long as both feet are still in the zone.

4



When the time for each round runs out, or all players could no longer grab any more arrows, the round ends.

5



In between rounds, players **retrieve their arrows** and reset for the next round.

TOURNAMENT

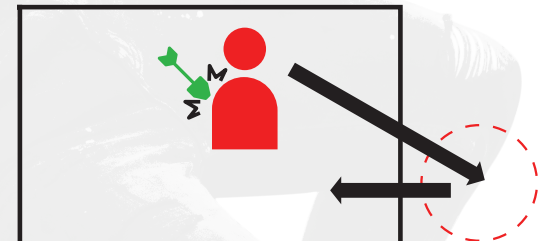
Suggested time and rounds:

1v1 - 2mins X 3 rounds
 2v2 - 2mins X 3 rounds
 3v3 - 2mins X 3 rounds
 4v4 - 3mins X 3 rounds
 5v5 - 3mins X 3 rounds

6



Scores: Hit a player to get 1 point.



Players who are hit raise their hands to indicate they are hit and must proceed to the spawning area where they can then re-enter the battlefield.

7

	TEAM A			TEAM B		
ROUND 1	1pt	0pt	1pt	0pt	1pt	1pt
ROUND 2	1pt	3pt	0pt	1pt	2pt	1pt
ROUND 3	1pt	2pt	1pt	0pt	3pt	0pt
	3pt	5pt	2pt	1pt	6pt	2pt
	10 pt			9 pt		

The team with the **highest accumulated points** within all rounds (see above) wins the game.

8

SUDDEN DEATH



Sudden Death: If there is a tie, a sudden-death round is held and the first team to hit a member of the opposing team wins.