

**REAL-LIFE
FORTNITE
NERF NIGHT**



GAME RULES

Purpose: To be the last player remaining (either when time runs out or everyone else is eliminated). It will be played over several rounds.

If you have any questions please contact Kyle at info@usmbyouth.com.

Rules:

1. People will enter the arena all at the same time. They will have 5 seconds before the game begins. Everyone enters the play area with no guns or shields and they have to find everything.
2. Once you enter the arena you can be hit by a nerf dart at any time. Once hit (anywhere including your head) you are eliminated and must leave the arena. Players must drop everything and put their hands up to show they are out.
3. You cannot leave the area unless you are eliminated.
4. No hitting people with nerf guns, throwing darts or anything else other than darts is allowed.
5. Unofficial teams/squads are allowed but there can still only be one winner at the end.
6. Moving of the barriers is not allowed and you cannot leave the area unless eliminated.
7. Store/Vending Machines - Anyone can purchase guns (using ammo as currency) at the store locations.
8. Shield Potion – if a person finds a potion and drinks the whole bottle they are giving a glow stick neckless. Once they get hit they remove the glow stick neckless give it to a ref and continue on.
9. The Storm – Are leaders/refs will be the storm. They will shrink every two minutes until there is only one person remaining. You have 10 seconds to get inside the storm or you are eliminated.
10. Once there is one person left that person is the winner.

HOW THE STORM WORKS:

Just like the video game the play area gets smaller and smaller. After 2-3 minutes shrink the play area in half, then in half again, and again until there is only one winner. If you want you can mark out the floor beforehand or just use the refs to make the area smaller and tell people to move to the new area.

HOW SHIELDS WORK:

Similar to the video game shields helps protect you from being eliminated. How shields work in this nerf game is with the glow stick necklaces. If a person is wearing the necklace they get 1 free hit. If they are hit they have to take the necklace off and give it to a ref. And yes a person can wear more than one glow stick shield.

There are three ways to get a shield in this game:

A person finds a shield potion and drinks all of it. Then takes it to the store for the glow stick shield necklace.

A person purchases a glow stick necklace shield from the store.

HOW THE STORE WORK:

Sometimes called the “vending machine” if you want to go more with the theme. A player will enter the store and be “safe” as long as they are shopping (they can’t hide in there without currency or to run from someone). The currency is bullets. They need to collect bullets to purchase more guns or shields. Each type of gun is priced differently the better the gun the more bullets are needed. Once a person leaves the safe area they are “hittable” again.

SUPPLIES NEEDED

Supply List:

- Large enough space that many people can play and run around depending on your group size
- 1 nerf gun per person playing
 - It's best to use "darts" style guns so all guns have the same type of ammo
 - Nerf N Strike Elite Strong-arm 6 Dart Toy Blaster on Amazon works best [HERE](#)
 - But there is a ton of different type of guns. It's best to have 1 big one (that everyone wants) mostly medium size, 6 darts guns, and a few 1-shot guns to keep things interesting. Avoid everyone gets the same size
- Tons of ammo (blue dart ammo size)
 - Found on amazon there is a 1,200 pack for \$33 [HERE](#)
 - Get double the amount that is needed to fill every gun
- 1 Whistle (for the refs)
- Safety goggles (1 per person)
- Kool-aid bursts fruit juice Berry Blue (You will use 3-4 per game)
 - You can get the on amazon or at dollar stores. They have to be blue in color.
 - These are used as shield potions
- 12-24 Glow sticks with hole/hook at the end of them so you can make them into a neckless
 - 32 for \$16.99 on amazon [HERE](#)
- 1 roll of painters tape
 - To mark off boundaries
- 1-2 Foam coolers (for prize chests)
 - Make your own by spray painting them gold or just use colors with taped labels on them
- 1 box of zip lock bag (gallon size)
- 1 box of zip lock bag (quart size)
- (optional) storage tubs
 - We use them to store all supplies afterwards
- (optional) Bunkr Nerf Battle Royal Inflatable Battlezone pack obstacles [HERE](#)



Positions Needed:

This night consists of several volunteers you will need. Feel free to have them dress up in creative costumes if you want to go with the theme.

Refs – They will walk around in the play area and blow their whistle if they see anyone out. They will also collect glow stick shield necklaces.

Store/Vending Machine Worker – Someone who collects "payment" and sells guns, shields, shield potions, etc.

Reset Crew – A group of people who will reset the supplies between each game/round.

Host / Time Keeper – Someone who keeps track of time is the welcome person or even announcer to start the game.

SET UP NEEDED

1. Purchase all supplies beforehand.
 - * It's best to have all supplies purchased and ready to go before you start setting up.
 - * Tip: we purchase 3 big tubs for storage afterwards. One for glasses, one for bullets, and one for guns. This helps to be kept organized
2. Set up the room.
 - * Once you find a location (usually a big gym or space to run around it). Create two home bases. These bases are where each team starts in (if you are playing teams).
 - * Set up a table for a "store" in the middle of the room against a wall. This is where people buy items to upgrade. You may need to have more than one store (across the room) if you have more than 20 players. Mark tape on the ground 2 feet around the table as the "safe zone" where you cannot get out while in there.
 - * Set up barriers all around the room. Try to have them all spread out so people can't see or shoot across the room directly. Depending on your available resources. There are inflatable barrels and such available for purchase or you can use:
 - ◇ Bed sheets or curtains hung up, Whiteboards, Cardboard boxes, Stacks of chairs, fake plants, etc.
 - ◇ Best—Tables on their sides (different sizes work the best)
 - * Don't use anything that can easily be rolled away or use any doors that can't be permanently closed or open. You don't want people's figures to be jammed in a slammed door.
3. Set up bullets
 - * Using the zip locks bags fill each of the quart size ones with 6 darts and with the gallon size ones fill with 15 darts. Place several of the bags all over the play area hidden.
 - * Put at least 1-2 bags in each of the prize chests.
 - * The rest of the bullets should be given to the store either in bags or giant tubs.
4. Set up the shield potions
 - * The shield potions are the Kool-Aid bursts.
 - * Print off blue labels that say "shield potion" on them. Then take the Kool-Aid labels off of the bursts and tape or glue the shield potion labels onto them.
 - * Place 1 shield potion in the prize chest and then 1-2 other potions around the room somewhere.
5. Set up the glow stick shields
 - * Break out the glow sticks and turn them into a neckless (most of the string is included).
 - * Give the shields to the store for purchase.
6. Set up prize chests
 - * Paint a foam cooler gold or just use a regular cooler with a label you printed off on it as a prize chest.
 - * Fill the chest with 2 "shield potions"
 - * Place 1 "shield" (which is a glow stick neckless) in the chest
 - * Hide 1-2 chests in the playing area (the more in the middle the harder it will be)
7. Set up store (or call it a vending machine)
 - * Make a big label either "store" or "vending machine" if you want to go further with the theme. Then place that above the table where the store will be.
 - * Print off the price list and post it in the store
 - * Fill the store with bags of bullets, potions, empty guns, etc.
8. Set up guns and safety glasses
 - * If you let students bring their own guns make sure you put tape and their name on each gun before the night begins. But explain to them that they have to use YOUR ammo and not bring their own.
 - * Pass out safety glasses to each person before they enter the play area including refs.
 - * Fill each gun with darts and then place various guns around room, try to keep them hidden unless you are close. Make sure there are less guns than people playing.
9. Reset between rounds
 - * Between each round you will need to pick up the ammo and place them back in bags or piles
 - * Move the gun and shield locations around so students don't just run to the same spot every time
 - * Refill the treasure chests with various prizes

VENDING MACHINE

GUNS:

Small —10 darts

Medium —15 darts

Large —25 darts

Mega—30 darts

OTHER ITEM:

Shield Potion—10 darts



VENDING MACHINE

GUNS:

Small — ___ darts

Medium — ___ darts

Large — ___ darts

Mega— ___ darts

OTHER ITEM:

Shield Potion — ___ darts



**SHIELD
POTION**

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