

# NERF



# GAME CATALOG



## **Team Nerf Games Catalog**

For Family Nerf Outreach Events

Below is a great list of idea starters for Nerf Games. Use them and adapt them to your needs for your Family Nerf Outreach Event.

Establish a few general universal rules before the event that will apply to each game unless otherwise stated.

- Set zones for each team that will act as a base, “Out Zone” or “Respawn Location” (places they must go to revive after being hit).
- Utilize referees to officiate games and call hits. Make sure everyone understands there’s no arguing with the referee.
- Keep rounds short by running a timer (4-5 minutes per round depending on how many teams and how much time you have). If the timer runs out, determine a winner by who was the most successful team.
- Have a whistle to end rounds or stop the action.
- Players have safety glasses, spectators don’t. Set a rule that no blasters get shot outside of play zones. Spectators should still watch for stray shots.
- HAVE A GREAT EVENT!

### **1. Capture the Flag (Nerf Edition)**

**Setup:** Place two flags (or any object) on opposite sides of the gym.

**Objective:** Teams must retrieve the opposing team’s flag and bring it back to their side.

**Rules:** Players hit by a Nerf dart must return to their starting zone before rejoining.

**Twist:** Add a “jail” where tagged players must wait for a teammate to free them.

### **2. VIP Escort**

**Setup:** Each team designates a VIP who must be protected at all costs.

**Objective:** Escort the VIP from one side of the gym to the other without getting tagged.

**Rules:** If the VIP is hit, the round ends, and the other team wins.

**Twist:** The VIP can have a limited-use Nerf shield (like a foam board).

### **3. Medic Mayhem**

**Setup:** Each team has a designated medic.

**Objective:** Teams try to eliminate opponents, but the medic can revive teammates by tagging them.

**Rules:** The medic cannot use a blaster and can only revive players a limited number of times.

### **4. King of the Hill**

**Setup:** Mark a center zone in the gym.

**Objective:** Teams must hold the zone for the longest time during the round.

**Rules:** Players who are hit must return to their starting area before rejoining.

### **5. Zombie Infection**

**Setup:** One player starts as the “Zombie” (no blaster, only tags).

**Objective:** Zombies must tag players to convert them. Humans must survive.

**Rules:** Last human standing wins; zombies respawn after 5 seconds when hit.

### **6. Dodge-Blaster**

**Setup:** Use cones to create a dodgeball-style court.

**Objective:** Players try to eliminate the other team by hitting them with Nerf darts.

**Rules:** If hit, players must sit until a teammate catches an opponent’s dart.

### **7. Tower Defense**

**Setup:** One team defends a small area with barriers, while the other attacks.

**Objective:** Attackers try to reach a designated target (a bucket or object).

**Rules:** If defenders eliminate all attackers before they reach the target, they win.

### **8. Supply Drop Showdown**

**Setup:** Scatter foam “supply drops” (ammo refills or shields) around the gym.

**Objective:** Teams must collect and use supply drops strategically.

**Rules:** Teams with the most collected supplies at the end win.

### **9. Last Team Standing**

**Setup:** No respawns—once hit, a player is out.

**Objective:** The team with the last player standing wins.

**Rules:** If a round is taking too long, shrink the playing area to speed things up.

## **10. Rescue Mission**

**Setup:** One team has a “hostage” (a teammate sitting in a designated area).

**Objective:** The other team must rescue the hostage and escort them back to their base.

**Rules:** If the hostage is hit, they must freeze until touched by a teammate.

## **11. Battle Royale (Squad Mode)**

**Setup:** Teams start in different corners of the gym.

**Objective:** Be the last team standing.

**Rules:** If hit, players must sit until their team is eliminated.

## **12. Blaster Freeze Tag**

**Setup:** One team is “it.”

**Objective:** The “it” team tries to tag (by hitting with darts) all players on the other team.

**Rules:** Tagged players must freeze until a teammate unfreezes them by tagging them.

## **13. Chaos Reload**

**Setup:** Limited ammo is placed in the center of the gym.

**Objective:** Teams must retrieve and conserve their ammo while trying to eliminate the other team.

**Rules:** No respawns; once out of darts, players must strategize how to retrieve more.

## **14. Civil War**

**Setup:** Teams line up on opposite sides of the gym.

**Objective:** On the referee’s command, everyone fires once, then steps forward. Repeat until one team is eliminated.

**Rules:** Players must stay in formation.

## **15. Hit the Target**

**Setup:** Place targets (buckets, cones, or boxes) around the gym.

**Objective:** Each team tries to knock over the other team’s targets while defending their own.

**Rules:** Players can only shoot when inside their team’s zone.

## **16. Medic VIP**

**Setup:** One player is the “VIP” and another is the “medic.”

**Objective:** The VIP must reach a goal without being eliminated.

**Rules:** The medic can revive downed teammates by tagging them.

### **17. Sniper Showdown (If some kids show up with the BIG ones)**

**Setup:** Each team gets two “snipers” with long-range blasters.

**Objective:** Teams try to eliminate the opposing snipers while staying alive.

**Rules:** Snipers can only shoot while standing behind designated cover spots.

### **18. Ammo Drop Frenzy**

**Setup:** Place a limited number of darts in the play area.

**Objective:** Teams must scavenge for ammo while trying to eliminate the opposing team.

**Rules:** Players can only use darts they pick up; no hoarding.

### **19. Gauntlet Run**

**Setup:** One player at a time must run through an obstacle course while the other team fires at them.

**Objective:** Complete the run without getting hit.

**Rules:** Each runner gets three lives before they’re out.

### **20. The Great Escape**

**Setup:** One team is locked in a “prison” area.

**Objective:** The other team must free them by hitting a target (like a bucket or cone).

**Rules:** Freed players must run back to their team’s side before rejoining.