



Basic Games

More advanced Games are Available on Request

Much depends on venue and number of players.

The following are **ICE** games that we typically play in the sites that we have set up here. There are more advanced games that can be played depending on the location and circumstances, especially in a [Team Building](#) program.

Mission Special can arrange Team Building programs using our weapons in conjunction with [Mission Possible](#) our specialist Team Building Division.

🔴 GAMES:

🔴 LAST TEAM STANDING

Roughly equal team sizes:

This is a simple game where all players get the same numbers of hit points/lives, usually between and 10 and 20 depending on the number of players and the location. The game finishes when all the members of one team have been eliminated. The teams with players still alive wins. There are no re-spawns in this game.

🔴 LAST MAN STANDING

This is a game where everyone plays for himself. All players get the same numbers of hit points/lives, usually between and 10 and 20 depending on the number of players and the location. The game finishes when there is one man left still with lives. There are no re-spawns in this game.

🔴 SURVIVAL

This is also a game where everyone plays for himself, but allows continuous play. All players get the same numbers of hit points/lives, usually between and 10 and 20 depending on the number of players and the location. Players play until they have no more lives left then they leave the arena to be replaced by a new player. The longer they can survive the longer they play!!

🔴 ELIMINATE THE ENEMY also known as "Death Match"

Roughly equal team sizes:

This mission is a timed mission. Each team gets replacements/re-spawns from their base and everyone gets 5 hit points or "lives" (hits they can take before they must go back and get re-spawned). The gun is de-activated when you lose all your lives and you have to get re-spawned before you can go back into the game. The team with the least number of re-spawns at the end of the time, wins.

This mission is good fun because every player, plays the whole mission and it's very forgiving of mistakes.

Suitable for beginners.

🔴 SNIPER

For every 3 or 4 hunters there is 1 Sniper.

The Snipers goes out into the battlefield first to take up position. The Sniper is allocated 2 hit points per hunter, 4 hunters = 8 hits points. The Hunters get 2 hit points each. This means the total number of hit points is the same for each side. However the Hunters are allowed unlimited re-spawns. Snipers get none.

When the snipers are dead that is the end of the game, the Snipers get 10 points for each hunter they kill, the Hunters get 50 points for each Sniper, so the side with the most points wins. This game is also used in our team building programs.