

Game Rules

Here are some basic rules for different boff games:

Zombies: Prior to the game, one player is chosen to play as a zombie or “patient zero”. All other players start off as humans. All players have 3 hit points, but when the zombie is killed, they can respawn after 10 seconds. To respawn, a player must hold their weapon above their head for 10 seconds. When a human dies, they respawn and become a zombie. Zombies and humans are opposing teams. The object of the game is to become the Last Survivor, the final remaining human. The game ends when the Last Survivor has been defeated by zombies.

Kings:

Two teams are created, with an equal number of players on each team. Each team has one player chosen as a King. The King has one HP. All other players have 3 HP. Players do not respawn. The game ends when a King is killed. The team with the surviving King wins. Kings is usually played as best-of-three.

Boffgod:

One player is chosen as Boffgod. Boffgod has infinite HP and kills any player in one hit. All other players are engaged in a free-for-all. They each start with 10 HP. The last surviving non-god wins the game. Players do not respawn.

Boffgod Wills It:

This game starts off with the exact same rules as Boffgod. The only difference is that Boffgod may change the rules at any time. Boffgod may allow certain players to hit for extra(or reduced) HP, declare weapons to hit for extra(or reduced) HP, change the HP levels of individual players at will, and allow for respawns. Boffgod may also change hitboxes, create or destroy teams, or add movement rules. Players may ask a favor of Boffgod, but he does not have to provide it.

Scorpion:

Players are set into pairs. Each pair has 5 HP shared between both players. When the shared pool of HP is depleted, both players die. They both hold weapons over their heads for ten seconds to respawn. After respawning, each player has 1HP. Players only have one respawn. The last remaining pair (or individual) is the winner.

Boffnarok:

Two teams are created, with an equal number of players on each team. The teams are called “Boff team” and “Larp team”. Each team has a player chosen as God. The two Gods have 40 HP. All other players have 10 HP. Players do not respawn.

Ninjas vs. Samurai:

Two teams are created, with an equal number of players on each team. The teams are called “Ninjas” and “Samurai”. The Samurai each receive the same number of HP as they have members on the team. If the two teams do not have an equal number of players, then the Ninjas have the same number of respawns as they have players, and Samurai have the same number of HP as the number of

Ninjas. Samurai do not respawn or recover HP. Ninjas have one HP each, and have the same number of respawns as they have members on the team. The Samurai are trying to reach the opposite end of the course, and if even one Samurai makes it to the end, they win. If no Samurai survive to the end, the Ninjas win. The Ninjas have to ambush the Samurai. Only Ninjas can initiate combat. With each respawn, they hide along the course. Once the Samurai have reached the Ninjas, the Ninjas attack.

Standard Team Battle:

Two teams are created, with an equal number of players on each team. All players start with 3 HP. Players do not respawn. When a team has defeated every member of the opposing team, they win.

Standard Free-For-All:

Each player starts with 3 HP. Players do not respawn. The last surviving player is the winner.

Capture the Flag:

Two teams are created, with an equal number of players on each team. If a flag is not available, specific boff weapons will be designated as flags. Each team will have a home base. Flags will be placed at each base. Players have 3HP. After being killed, players must walk back to their home base with a weapon over their head to show they have been defeated. Players respawn by standing at home base for 10 seconds. A team wins by having both flags at their base. Capture the Flag is usually played as best-of-three.