

## Hitboxes

These are the rules we use to determine legal hits. The hitbox used will depend on which game we are playing. Hits to the head, neck, hands, feet, or groin are never legal, and do not count towards a player's HP.

### Standard/Dan's Hitbox

Legal hits are to the chest and back, as well as to arms from the elbows up, and legs from the knees up. Number of hits a player can take is usually three, but may vary depending on the game.

### Full hitbox

Legal hits are arms, legs, chest and back. Number of hits a player can take is usually three, but may vary depending on the game.

### Torso only hitbox

Legal hits are to the shoulders, chest, and back only. Number of hits a player can take is usually three, but may vary depending on the game.

### Limbs rules

Getting hit in a limb means you may no longer use that limb for the rest of the game. For example, if you are hit in a leg, you must hop on the opposite foot for the rest of the game. A second hit to a "lost" limb means the player is out. A hit to the chest or the back renders a player out automatically. Once a player has lost three limbs, they are out.