

Battle Royale

The goal of Battle Royale is to be the last one standing, despite being given completely random weapons, information, and team members.

I. Orientation

Players congregate at a location and participate in a Battle Royale-themed orientation. At the orientation, players will be put into randomized teams of two to four.

II. Equipment

At the orientation teams will be given a standard set of equipment and randomized equipment.

Standard Equipment includes:

- Map of campus delineated into zones (see Dead Zones).
- Explosive Collars (bandannas identifying players)

Randomized Equipment includes:

- Random weapons
- Information about Dead Zones
- Information about other teams roster and equipment
- Survival supplies as available (i.e. walkie-talkie, flashlight, etc.)

III. The Battle Begins

Teams leave the orientation one at a time. The game begins as soon as a team steps out of the orientation safe zone. If successfully hit by a weapon or tagged, a player is “dead” and out of the game. They must remain where they die until nearby fighting is over, during this time nearby players may take their equipment. Headshots, guntags, and ricochets do not count.

IV. Dead Zones

As play continues, Dead Zones will be declared at certain times at locations corresponding to the map given at orientation. These could be announced in advanced or instantaneously. Any players in a Zone while it is declared are “dead” and out of the game.

V. The Dead Report

Dead players must remove their Explosive Collars and check in with an administrator. All dead players will be announced along with Dead Zone declarations during reports broadcasted to all remaining teams.