



E&T Limited
Event and Training Company

Archery War Rules

VERSION 2.1

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Introduction

Archery War is a very fast-paced game activity in recent years. It same like a dodgeball game with a safely designed bow and arrow, participants are like being on the ancient battlefield.

Simple Rule

A team will win in one of the following objective:

- 1) Shoot down all five enemy flags.
- 2) After the 7-minutes game time, which team have more remaining flag base.
- 3) Deport all enemy players from the battle.
- 4) If the above objectives cannot be completed within the time limit, the results will be ranked according to the following conditions:
 - 4.1) There are a large number of remaining flag.
 - 4.2) Number of people in the battle.

Safe Zone:

A Safe Zone will be established at the central of the battle with the following guidelines::

1. Players can't shoot arrow in the safe zone.
2. Players in the safe zone can't shoot the arrows.
3. Players cannot cross the safe zone to the enemy area
4. Staying safe for more than three seconds will be considered as being hit by an arrow.
5. After leaving the safe zone, it takes three seconds before returning to the safe zone again.

