

GLOW BATTLE

General Rules



GLOW BATTLE

General Rules

Even warriors of old had codes of conduct in battle. Follow these to keep the game fun for everyone:

Use adult supervision. These humans are relatively useful 88% of the time.

No Head Hits! Again: **NO HEAD HITS!!**

Hits to the head, forearms, or hands don't count.

Never play in complete darkness and keep the Lights ON. Turning them off to "go rogue" is cheating.

Only hit players in the game during the game. (Duh!)

Regen Station Rules: games start with all players inside their Regen Stations. Get hit and you must return to your Regen Station and change your Bracelet from "Solid" to "Flash" Mode. While changing Light Modes, you are safe for five seconds – but then you must return to battle!

—GLOW BATTLE—

Epic Glow Battle



—GLOW BATTLE—

Epic Glow Battle

There's only one way to win: eliminate your enemies! It's Green Team vs. Blue in this fierce competition where the last 'color' standing wins.

Set up your team's Regeneration Station by placing your team's Lights in a 10 foot square on the ground. The other team sets up their Station on the far side of the playing field. Turn your Glow Bracelets on to solid mode, fire up your Weapons of Light, and gather your team inside your Regen Station.

"3-2-1 go!" begins the battle.

Strike the enemy player once and they must retreat to their Regen Station and switch their Bracelets to flash mode. This shows they are weakened; hit them a second time, and they are out.

Win by making sure that you or your teammates are the last ones left in the game. May the light of your team live longest!

4-10
Players



30-60
Minutes

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—GLOW BATTLE—

Capture the Flag



GLOW BATTLE

Capture the Flag

The enemy has taken your symbolic flag: a single Regen Station Light. It sits waiting on their side of the field. You must reclaim what's yours and safely get it back to your 3-Light Regen Station.

Start the game by placing your opponent's team's fourth Regen Light someplace challenging for them to reach, then set up your own triangle-shaped Regen Station. Gather all your players inside, countdown and begin!

All normal rules about hits, Bracelets and Regen Stations apply. The one addition: you must drop your "Flag" if hit while holding it. There's no throwing or passing it – but the enemy team does not reset it after it's dropped, either.

Get the Flag back to your Regeneration Station to claim victory as your own!

4-10
Players



20-60
Minutes

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GLOW BATTLE

Death Race



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Death Race

This fast and furious game begins with your team lining up your Regen Station Lights in a straight line at the end of your side of the field. The enemy team does the same on their end.

To win, your team must race past the enemy's lighted goal line without getting hit. Each player who succeeds scores one point. But be careful! Get hit only once and you're out of the game. You're also out of the game once you score a point.

This means that WHEN you get a point is almost as important as IF you get a point!

The game ends once every player is either hit or earned their one point. Tally your team's points to see who gets to brag about winning the Death Race!

4-10
Players



10-30
Minutes

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GLOW BATTLE

Gladiators



GLOW BATTLE

Gladiators

It's just you and your opponent dueling for victory in this one-on-one battle variation.

Set the Station Lights up in a line (separate them 10-15 feet apart) so they mirror each other from both sides of the field. Each blue gladiator stands at a single blue light. Each green gladiator stands across at a single green light.

The individual battles start with a countdown and pause when one of the gladiators is hit. Restart at the single light with the hit player switching his or her Bracelet to flash mode. The match ends when one player has been hit twice.

At the end of each match, feel free to duel again, rotate players, or keep track of which team color wins the most points. Whatever you choose, fight like your life depends on it!

2-8
Players

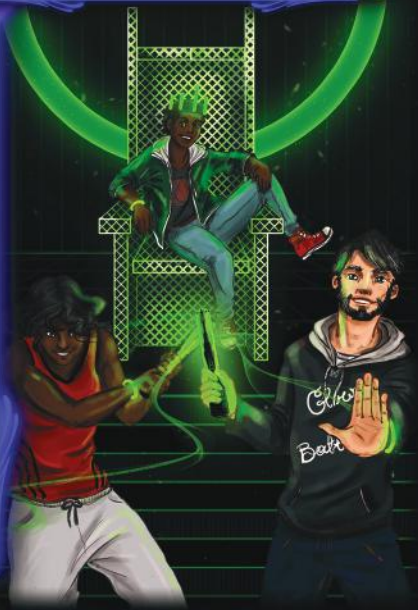


10-30
Minutes

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GLOW BATTLE

Knights of Old



GLOW BATTLE

Knights of Old

Protect your King or Queen – or “die” trying in this timeless game of protection and conquest.

Set up the playing field in the normal fashion. Each team chooses a Ruler (King or Queen), who will have no Weapon of Light. Rulers may move freely but they must rely on the other players, The Knights, to protect them.

Knights have two objectives: protect their Ruler and defeat the enemy Ruler. All standard Regen Station rules apply.

The game ends with the “death” of a King or Queen. Fight with honor, Knights – the glory of your team depends on you!

4-12
Players



20-60
Minutes

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—GLOW BATTLE—

Thieves and Guards



GLOW BATTLE

Thieves and Guards

Are you more talented as a slippery thief or a watchful guard? You'll find out in this timed game that's perfect for large playing areas.

Create an "inner field" using one set of Regen Lights. The area outside the inner field is for Thieves only; they cannot be hit in this zone. The inner part is where Guards protect the other set of Lights.

Thieves have Bracelets but no Weapons of Light. Guards have Weapons of Light but no Bracelets. Thieves must avoid being hit while taking stolen Lights back to their safe zone. Get hit, drop the Light! But Guards can't keep standing next to Lights. They must stay at least 15 feet away until a Thief is touching a Light.

At the end of the time limit (usually 5-10 minutes), players swap roles. You win by getting the most Lights as Thieves.

4-20
Players



10-30
Minutes

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GLOW BATTLE

Vampires



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Vampires

Vampires have a way of multiplying, so watch out or you'll end up with fangs in this game!

Begin by choosing one player as the Master Dracula, who uses a lit Weapon of Light to hunt down and hit other players (Villagers). The other players may use unlit Weapons for defense – but Vampires are invincible! A hit to them means nothing. A hit to you means you grow fangs: light up your Weapon and join the Vampire in hunting down the other Villagers.

The more players who become Vampires, the harder it is to survive as a Villager!

The last Villager to feel the “bite” of a Weapon of Light begins the next round as the first Vampire.

3-10
Players



10-30
Minutes

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GLOW BATTLE

Double Weapons



—GLOW BATTLE—

Double Weapons

Double your power in this rule variation that's almost as simple as it is fun. The only requirement is that you have more Weapons of Light than you do players.

Set up the game you'd like to play as normal except that rather than setting aside unused Weapons of Light, certain players on each team will get to wield two weapons. For instance, if you have a game with six players, that leaves four extra weapons, two per team. Thus, two players on each team get to use double weapons. And if you're feeling especially adventurous, you can allow passing the extra weapons from teammate to teammate.

For those lucky enough to own a Double Weapon Expansion pack, EVERY player wields double weapons!

This is a great tool for trying to give a smaller team an advantage or just a fun way to add variation and chaos. If you're playing Glow Battle, we're betting you like both those things, right?

Rule Variation

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GLOW BATTLE

Steal the Bacon



GLOW BATTLE

Steal the Bacon

Use this game variation to add sizzle to almost any of our Glow Battle games.

Set up the field and Regen Stations normally and follow all other game rules. The difference is the starting point: begin with all Weapons of Light turned OFF and jumbled across the middle of the playing field.

Countdown... Then begin! It's a frenzied dash to grab Weapons of Light. If you're on blue team, hope that you grab a blue Weapon of Light. Power it on and swing away – if you guessed correctly. If you grabbed a green Weapon, drop it and try another. And YES, you can be hit while you're searching for your Weapon.

There's no throwing, blocking, stepping on or otherwise obstructing your opponents' weapons – just lots of slicing away. Turn your opponents into bacon before they get you first!

Rule Variation

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GLOW BATTLE

Wound Variation



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Wound Variation

Get real with this game mode that requires a "mortal blow" to eliminate an opponent.

You can combine this optional rule with any of the other games. As per normal, a hit to the torso counts as a full hit and you must return to your Regen Station (or leave the game, depending on what you're playing).

The big change is this: hits to the legs and arms result in disabilities. A hit in the arm means you lose that arm; you can only fight using your other arm. Get hit in the leg and you must hop on your remaining good leg. Lose two legs or two arms and, well, good luck...

This variation is tons of fun – and it's a great way to see people of all shapes and sizes jumping up and down on one leg!

Rule Variation

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