



The Lost Woods' (NW) Archery Game



Created and play-tested by the Lost Woods; rules write up by Darian Staruk

Setup:

- There are no limits to how many people can participate in this game.
- Each player has only one arrow. This is the only arrow the player may touch or shoot at anytime.
- Each player has only one life.
- There is only one bow on the field.
- The bow is placed on the ground and the players all start at the bow and take twenty paces away from the bow. "Lay on" is then called.

Optional setups:

- 1) Allow each player to also carry a dagger for melee purposes.
- 2) Add more bows to the game (anything between and 1:5 and a 1:10 ratio works rather well).

Combat Rules:

- Normal Amtgard combats rules for strike zones, wounds/deaths, and archery apply to this game.
- A player may use his/her arrow to block with, but in the event an arrow is blocked in this manner, the player loses an arm. Likewise, if playing under *optional setup 1*, a player may use his/her dagger to block an arrow, but in the event an arrow is blocked in this manner, the dagger is destroyed.
- If playing in a wooded field (which is strongly advised), and a player is physically touching a tree (touching with an arrow or weapon does not count), then the person with the bow may only fire at him/her from a radius that is the distance from the tree the target is standing at and the next closest tree (i.e. if the closest tree is 15 ft away, then the target can only be fired at from a distance of 15 ft, but the archer does not necessarily have to be standing at that particular tree).
- Multiple people can be touching the same tree.
- A person may pick up the bow if, and only if, they have their arrow in hand.
- After firing the bow, the person must immediately drop the bow.
- Any instance of the arrow leaving the bow (intentional or no) constitutes the arrow as having been fired.
- If a person can shoot, drop the bow, retrieve his/her arrow, and return to the bow before anyone else gets it, the person may pick up the bow and fire again. There is no limit to how many times this may be done.
- If a wounded player has his/her arrow in hand, and picks up the bow, the person is immediately healed (and if playing under *optional setup 1*, a destroyed dagger is mended). There is no limit to how many times this may be done.