

# SKELETON SNIPE HUNT

PLAYERS: 2-4 | GENRE: COMBAT | SETUP TIME: MEDIUM  
STARTING PRESET: CREATIVE

## GAME RULES

Test your sharpshooting skills against a shore of skellies!

From the comfort of a galleon, put your skills to the test as you race to take out roaming skeletons from a distance, earning silver for each enemy you dispatch. Be sure to stay aboard the ship!

Whichever crewmate has the most silver when time runs out, wins!



## CREWS

Ship 1 (galleon): 2-4 Players  
+1 Player in Host Role



## SWITCHES

[Player] Infinite Ammo = ON  
[Player] Loadout 1 = Eye of Reach  
[Player] Loadout 2 = Pistol  
[Player] Crew Proximity Chat = ON  
[Scoring] Scoring = ENABLED  
[Scoring] Time Limit = ENABLED  
[Scoring] Time Limit Set = 300  
[Scoring] Scoring Method = Player  
[Scoring] Defeat Creatures/Skeleton = 10

## SETUP

- ◆ Fast travel all players and their ships to your island of choice.
- ◆ Use Quick Sail to line up the galleon so one side faces the shoreline.
- ◆ Use Fly and the Spawn Radial to populate the island with skeletons.

## HOSTS' TASKS

**Before Match** - Teleport players and their ship.  
**Before Match** - Position the ship alongside the island.  
**Before Match** - Spawn in skeletons to use as targets.  
**Start of Match** - Start Scoring  
**During Match** - continually spawn in skeletons to ensure there are plenty of roaming targets.

## NOTES:

A flat island with a wide shoreline is best for this game – Mermaid's Hideaway is a great choice!  
When spawning in the skellies, be sure to fly up nice and high, so you're out of the other players' view.