

- Frenzy Gold: Drive on pure adrenaline as you score one point for each opponent killed and one point for each gem collected.
- Frenzy: A gemless version of Frenzy Gold in which you score one point for each opponent killed, and eliminate all pretense of feinting and dodging for gems.
- Frenzy +/-: Frenzy, except that you also lose a point for getting killed.
- Gold Rush: Win a round by collecting four gems. Kill an opponent to steal a gem!
- Fox & Hounds: Win a round by collecting four gems, which only the "Fox" can collect. Snare the fox to become the new fox.
- Team Frenzy: Your team scores one point for each member of the opposing team you kill.