GAME DETAILS

STANDARD POINT VALUES:

- **CHEST & BACK HIT: 200 points**

- **PHASER (GUN) & SHOULDER HIT: 100 points**

- **BASE STATION: 1500 points**

  The base station must be tagged 3 times within 10 seconds to be destroyed. You will know the base has been destroyed when it says "Base Destroyed," and flashes green/white before shutting off for a brief time.

- **TARGETS: 100 points**

  Targets frequently light up various colors. When they are tagged, targets award 100 points.

- **MINES: 500 points**

  Periodically the Mines will glow orange. When tagged, the mine awards 500 points, and deactivates all nearby players.

- **CYBERGATES**

  Cyber Gates are mounted over archways in the arena. Your cyber gate may be themed in many different ways, but will always have a glowing light to indicate its target area. Every 30 seconds the gates will activate and a warning will sound, 'Laser Gate Activated'. While the gate is active(red), players will lose 200 points and be deactivated for 15 seconds if they pass through. After activating for 30 seconds, an arena announcement will sound 'Laser Gate Deactivated.' Players will earn a bonus of 200 points for passing through the gate in this phase, indicated by a green glow.

GAME TYPES

TEAM GAME | Available with all packages

This is the standard team game, with points awarded for tagging other players, tagging the base, and tagging elements throughout the arena. Players and elements will be deactivated with a single shot. You must continue to tag the opposing base for 6 seconds to score the bonus. When you have been hit, find some cover; you will automatically reactivate in 5 seconds.

BIRTHDAY TEAM GAME | Available with all packages

This is a simplified team game, with only the basic blaster on rapid fire (no shields photons, or laser bursts). Tag other players, bases, targets, or elements throughout the arena to earn points. Players and elements will be deactivated with a single shot. You must continue to tag the opposing base for 6 seconds to score the bonus. When you have been hit, find some cover; you will automatically reactivate in 5 seconds. In the 'Next Game' menu, you can select a vest and assign them the 'Birthday' role. This will give them extra points per tag, more weapons, and occasionally tell them 'Happy Birthday!' after a good shot.

TEAM SNIPERS | Available with all packages

This is a more difficult version of a standard team game that rewards accuracy and careful play. Your shot rate is reduced to 1 shot per second, so take careful aim. Downtime is also increased, so take care not to move through exposed areas. Points are awarded for tagging other players, tagging the base, and tagging elements throughout the arena.

BIRTHDAY FREE FOR ALL | Available with all packages

This is a simplified free for all format, with only the basic blaster on rapid fire (no shields, photons, or laser bursts). Tag any target, player, and base in the arena to earn points. The player with the most points when time expires wins the game . In the 'Next Game' menu, you can select a vest and assign them the 'Birthday' role. This will give them extra points per tag, more weapons, and occasionally tell them 'Happy Birthday!' after a good shot.

FFA SNIPERS | Available with all packages

This is a more difficult version of a standard FF A game that rewards accuracy and

careful play. Your shot rate is reduced to 1 shot per second, so take careful aim. Downtime is also increased, so take care not to move through exposed areas. Points are awarded for tagging other players, tagging the base, and tagging elements throughout the arena.

FREE FOR ALL | Available with all packages

This is the standard free for all format. Tag any target, player, and base in the arena to earn points. Players and elements will be deactivated with a single shot. You must continue to tag the opposing base for 6 seconds to score the bonus. When you have been hit, find some cover; you will automatically reactivate in 5 seconds. The player with the most points when time expires wins the game.

SEARCH AND DESTROY | Available with packages: B, C

A free for all game in which the mission is to find the red targets and tag them for 1000 points. Every one minute 4 targets at random will be activated. You can still earn points by tagging other players & the base stations.

CAPTURE THE FLAG | Available with packages: A, B, C

The object of Capture The Flag is to take the opponents flag and return it. By default, there is no capture limit, although one can be set in the Game Definition Editor. If the capture limit is set, the game will end when one team has captured the maximum number of flags. Capturing a flag is worth far more points than the other minor objectives such as tagging Elements or opposing players. To take the opposing flag, tag their base station. The stations LEDs will go dark while the flag is away, and your secondary lights will change colors to indicate that you have the flag. Now you must reach your base station without being hit, and tag your base to score the flag. If you are tagged along the way, the flag will be dropped and reset to the opposing station. You can also pass the flag to a teammate by tagging them while you carry the flag. This is particularly effective when you work as a team and station players strategically to minimize the distance traveled in the open.

RABBIT | Available with all packages

A standard free for all game with one change. 30 seconds into the game, one player will be randomly chosen to be the rabbit. The rabbit earns 25 points per second and gets a special burst firing weapon as long as they are not hit. Once they are hit, the player who tagged them becomes the next rabbit. An inactivity timer will choose a new rabbit if the rabbit sits inactive for too long. The rabbit's vest will turn white, while the other players' vests will be green.

HOT POTATO | Available with all packages

Similar to the playground game- you don't want to get stuck with the hot potato. All players start the game blue with 20,000 points. After a 30 second timer, one player will turn red and begin losing 50 points per second. If you've got the hot potato (a red vest) your goal is to quickly tag another player to pass it to them and stop losing points.

DRACULA | Available with all packages

A Halloween themed game format in which one player is converted to Dracula as the

game begins, turning their vest red. The remaining humans will be blue. As soon as a human is hit by Dracula, their vest turns red and they become Dracula as well. Every 5 seconds, a survival bonus is awarded to each remaining Human. The final Human is awarded a 10,000 point bonus, all but ensuring their victory. Once all players have been converted, the game is over.

DOMINATION | Available with packages: B, C

A team format with a focus on the targets in the arena. Every target & element in the arena is capturable. At the beginning of the game each target will be white. As soon as a target is tagged, it will turn to the color of the player who tagged it. There is a 5 second 'reset timer' where a target that was just captured cannot be stolen. After this timer, any other player can take the target. Every 5 seconds, earn 50 bonus points for each target you currently control.

BASE RESPAWN TEAM | Available with packages: A, B, C

An old-school team format popular with die-hard laser tag players. Every time you are hit, you will remain deactivated until you return to your base station. Simply walk in front of your base station and your vest will reactivate. This format places a premium on destroying the opponents base, as you cannot just stand in front of the base and tag it repeatedly without any consequence for being hit.

BASE RESPAWN FREE FOR ALL | Available with packages: A, B, C

A free for all format that will be familiar to video game players. Each time a player is hit, they must return to any of the base stations to respawn. Until returning to one of the stations, you will not be tagged, or be able to tag any other players.

FREE FOR ALL FIRE | Available with all packages

A free for all game with a special bonus weapon. After tagging three players in a row, you will be powered up with rapid fire until the next time you are tagged. The rapid fire bonus is extremely powerful, so be careful not to allow your opponents to earn it.

TEAM FIRE | Available with all packages

A team game with special bonus weapon. After tagging three players in a row, you will be powered up with rapid fire until the next time you are tagged. The rapid fire bonus is extremely powerful, so be careful not to allow your opponents to earn it.

VIP | Available with all packages

A game with a special emphasis on teamwork. Before the game begins, you must use the Player Tab under Game Menu to designate one player on each team to be the VIP. The VIP only has 9 lives, and 100 shots of a slow-firing weapon. They also receive 2 shields, which provide temporary invulnerability. Each other player is a guard, with 20 lives and fast-firing weapons. If your team's VIP is eliminated your team loses. The team whose VIP survives the longest wins the game.

ODDBALL | Available with packages: B, C

A free for all game based on popular FPS games. Every 60 seconds, an element is randomly chosen to hold the next oddball (indicated by a white glow). The first player to tag this element gains the oddball, and their vest turns white. While holding the oddball, you earn 50 points per second and your weapon changes to the wide angle shot hitting everyone in front of you. Tag the player who holds the oddball to take it.
Every 60 seconds, the oddball is dropped and another element is randomly chosen to hold the next oddball.

SURVIVOR | Available with all packages

A team-based game modeled after the reality tv show. After a 3 minute safe period, one player is eliminated from the losing team every minute. As with all elimination-based games; this game is best reserved for all-you-can play sessions, member nights, or corporate events, so that the first few players eliminated do not feel cheated.

PROGRESSIVE ELIMINATION | Available with all packages

A free-for-all game in which the lowest score is eliminated every minute. This is a fun active game type that discourages passive players from trying to hide, which can sometimes happen in a standard elimination game type.

ZOMBIES | Available with all packages

A free-for-all game designed by popular request. Each player begins the game as a blue survivor. 30 seconds into the game, the zombie outbreak begins. An announcement will play over the arena speakers to warn that the outbreak has begun as one player is infected and turns green. Any survivor who has been hit by a zombie will become infected. Zombies fire more slowly, but they also earn a bonus for each player infected. Survivors will earn bonus points for as long as they remain human. The final human

player infected in each round is awarded a 10,000 point bonus. Once all humans have been infected, the round automatically restarts just like the beginning of the game. The game will continue until time has expired. Although the main object of the game is to survive, points are also awarded for tagging other survivors, making this truly every man for himself.

KING OF THE HILL | Available with packages: A, B, C

Modeled after a game format popular in most online video games. The object of the game is to capture and hold the hill, which will be one of the Cyber Bases in the arena. Tag the white base 3 times to take control of it. Points are awarded for every second the base is controlled. Every 1 minute, a Base will be randomly chosen to be the new hill, accompanied by an announcement over the arena speakers.

ELIMINATION | Available with all packages

Traditional elimination game popular with skilled players. The shot rate is slowed to 2 shots per second to reward marksmanship. Each player is limited to 10 lives. After the 10th hit, the player is eliminated from the game. Outlast the opposition to win.

TEAM ELIMINATION | Available with all packages

Traditional elimination game popular with skilled players. The shot rate is slowed to 2 shots per second to reward marksmanship. Each player is limited to 10 lives. After the 10th hit, the player is eliminated from the game. The last team to have a player standing wins the game.

STEALTH ELIMINATION | Available with all packages

Traditional elimination game popular with no vest lights. Minimizing sound and laser lights is critical, as your vest lights will no longer give away your position. The shot rate is slowed to 2 shots per second to reward marksmanship. Each player is limited to 10 lives. After the 10th hit, the player is eliminated from the game. The last team to have a player standing wins the game.

ARENA PACKAGES

No two arenas have exactly the same configuration or number of interactive devices. As a general rule the available game formats depend on which minimum set of arena devices you have:

- **A** (2+ bases)
- **B** (2+ bases, 2+ elements, 4+ targets)
- **C** (2+ bases, 4+ more elements, 4+ targets, 2+gates)