



LASER TAG *Cheat Sheet*

ROSTERS

- A full co-ed team consists of 2 players, with a minimum of 1 female. In the Open divisions, there are no gender restrictions.
- In any game, a team can play with 1 player (male or female).
- If a member of a team is absent, a sub may be recruited to play.

GAME PLAY

- There will be a warm up for players to familiarize themselves with the equipment. Then teams will play three 10 minute, games per night.
- All ESSC laser tag players will need to ensure they receive vest and phasers provided by the facility.
- After each game players must take off their vests during the break.
- When signing in to play, players must enter their team name with a dash (-) 1 or 2 for each player.
- Scores are electronically kept for each game, the facility will keep score sheets until all three games have been played. At the end of the third game players must collect and record their scores on a scoresheet provided by the Event Coordinator (EC).
- Once all games are complete scores will be combined for each team and totalled for all teams in the division. The top half of teams will receive a win for the game.
- All ESSC laser tag will be played in a team 2 on 2 format.
- Players will receive 100 points each time they tag someone on an opposing team.
- When tagged, players will be deactivated temporarily before being able to tag another player.
- There are two beacons in the playing arena, if you tag one of these three times you will receive one of the available power-ups which are displayed on the screen.
- To use your phaser, use your non-dominant hand to steady your gun along the sight and black barrel. Using your dominant hand, keep your pointer finger along the trigger. Face your phaser to where you want to shoot, ensure it is steady, and pull your dominant hand pointer finger to squeeze the trigger.
- Between each game, players will be briefed and must collect their scorecard.

PENALTIES AND VIOLATIONS

- Players are required to call their own infractions, if caught playing recklessly players will be asked to sit out.
- Players cannot fire the phaser using one hand. Both hands must be on the phaser in order for it to shoot.
- Players must listen to all rules as outlined by the marshal with them in the laser arena.
- Never throw or use the phaser to block someone.