ZONE LASERTAG WORLD CHAMPIONSHIP GAME INFORMATION

Introduction:

This document is intended to provide information to players and spectators on the games that may be played at the Zone Lasertag World Championships.

Contents

Game formats

Not all the formats mentioned may be played at any individual Championship, given time restraints and the numbers of teams that have entered the event.

However the following will give the reader an overall idea of what has been played or has been tried at the Championships.

1.0 Worlds 5 Man Team Format

DESCRIPTION: Team Competition format is the Worlds Competition format.
It is a 3 Team game won by the Team that scores the most points overall within the given time limit.
Players MUST start within their own Base and remain inside until their pack is fully active at the start of the game.

1.1 Number of Players: 5

All Teams must have a minimum of 5 Players to participate in any given game. If a Player is removed from the game for any reason, that Player's pack will remain dormant in the vesting room until the end of the game. In emergency circumstances, Teams may be permitted to play with less than 5 Players, the opposing Teams have the option, if they so choose, to play with an equal number of Players instead of the required 5 (If this option is selected no further Players may enter).

1.2 Alternatives: 2

Each Team will be allowed up to 1 alternate. Alternates must be designated prior to the beginning of the Tournament and may not be substituted for a different alternate at any time during the Tournament.

The administration of alternate playing order and frequency of play is under the sole discretion of the Team Captain, and should in no way concern any member of the Tournament Staff. The label of "alternate" simply represents a Team's ability to hold one registered player in reserve during any given game.

1.3 Bases:

Opponents' Bases can be destroyed once and only once, by each player. Destroying an opponent's Bases is worth +4001 points.
However, every shot that a player fires, and is successfully registered by the Base (signaled by a specific loud sound from the Base), will remove -500 points from that player's score.

if a Player successfully deactivates a Base in 3 shots, the points earned from that Base would be +3001 points. The 3rd (final) shot does NOT remove points.

Example:
Red 03 fires two shots into the target card of Yellow Base. They lose -1000 points (-500 for each shot).

Yellow 10 enters the Base and deactivates Red 03. Red 03 evacuates the Base (per Base Evacuation Rules). The Base resets due to not being tagged again. (Base plays an audio clip saying, 'ha ha ha Denied' indicating it has reset.)

Red 03 successfully takes control of the yellow Base again.

Red 03 fires three shots into the target card of yellow Base (losing -1000 points) and successfully deactivates the Base (gaining +4001 points).

Overall, the Base was then worth a net total of +2001 to Red 03's score. The +4001 points for destroying the Base minus 5 shots total to destroy (or -2000) = +2001 points. Additionally, in the above scenario, Yellow 10 also gained +500 denial points (See "Denials" section below) and the usual point trade-off for deactivating a Player/being tagged occurred.

1.4 Denials.

Enabled, +250 Points per shot player fired into at the base.
Denial points are awarded to a player when they deactivate an opposing player who is attempting to destroy a Team's Base (and successfully prevent them from destroying the Base).

The Player will be rewarded +250 points for every shot their opponent fired into the target card before being denied. An audio announcement will play over the speakers indicating which Team was denied.

Example:

Blue 01 fires two shots into Yellow Base, losing 1000 points (-500 per shot fired into the card).

Yellow 02 deactivates Blue 01 with a chest tag and receives the normal points for deactivating them (+150). Blue 01 loses the normal amount of points for being tagged on the chest (-50).

Yellow 02 receives +500 Denial points (+250 for each shot that Blue 02 fired).

1.5 Base Evacuation.

Players deactivated within a Base MUST leave the Base IMMEDIATELY, using the SHORTEST possible route, most times this will be the door you entered.

A general rule of thumb, Players will be given 5 seconds to get their entire body out of, and clear of, the Base station interior.

Boundary lines at Base doors will be clearly marked on the floor.

Players are not permitted cross the plane of the door and enter any Base deactivated or if they are shielded from a reload. To enter a Base, a player's pack must be an active target (either "up" or "stunned").

Players who are stunned while already within a Base may remain within until their stun effect elapses or they are deactivated.

A Player's pack must be active before attempting to enter a Base and no "mid-leap activation entry" maneuvers will be permitted.

No portion of any player's body or equipment may cross the plane of the doorway to any Base unless that Player's pack is active. Failing to follow any of these rules to the letter will result in a Termination.
Additionally, players MUST be inside the confines of a given Base when attempting to destroy it.

Any Players taking advantage of a Base flaw which allows them to tag the target card from outside the Base will be considered 'unsportsmanlike' and will receive a Termination.

3. Grand Final

1. The Grand Final of the Teams Event will be played as a series of three games.
2. The colour assignment for the Teams in the Grand Final is as follows:
A. Each Team must play on each colour once over the three game Grand Final series.
B. The first Team to enter the Grand Final selects their colour choice for the first two games of the Grand Final series.
C. After the first team to enter the Grand Final has chosen their colours, the second team to enter the Grand Final selects their colour choice for the first game of the Grand Final series.
D. All other colour allocations for the Grand Final series can be inferred from the selected colours.

1.6 Settings – Worlds 5 Man Team

Scoring		Game Settings	
You Hit Foe Chest/Back	+150	Player Start Location	In own Base
Hit You Chest/Back	-40	Start Delay	10 seconds
You Hit Foe shoulder/laser	50	Game Time (Inc. Start)	12 minutes
Hit You shoulder/laser	-15	Bases Mode	Normal
You Hit Friendly Chest/Back	-150	Shoot own-color Base	No
You hit Friendly Shoulder/Laser	-50	Base Hits to Destroy	3
Base Hit	-500	Base Reset Time	6 seconds
Base Destroy	+4001	Base Recovery Time	25 seconds
Denial	+250/Base hit	Reloads Enabled	Yes
L2 "Red" Warning	-2000	Shots per second	1
		Player Deactivate Time	8 seconds
		Termination Deac Time	15 seconds
		Sentinels/Mines/Aliens	Disabled
		Role-playing features	Disabled
		Stuns	Enabled - 4 Seconds
		Max Energy	10
		Power Loss for tag	1 tag
		Max Ammo	45
		Ammo Loss for firing	1
		Friendly Fire	Yes
		Laser Hand Sensor	Off
		Arena Music	No

2.0 Solos

Solos is a simple game in which players compete against each other in a Solo or "Free for All"
The Highest score at the end of the game wins Everyone Vs Everyone.

Players may start the game anywhere within the arena.
This format is played over several rounds, with the top "X" players going through to the second round and the bottom "Y" players going into a repechage.

Solos finals are as shown on the grids, after several rounds have been played to determine the finalists.

Settings - Solos

Scoring		Game Settings	
You Hit Foe Chest/Back	+150	Player Start Location	Anywhere
Hit You Chest/Back	-40	Start Delay	20 seconds
You Hit Foe shoulder/laser	50	Game Time (Inc. Start)	8 minutes
Hit You shoulder/laser	-15	Bases Mode	Disabled
You Hit Friendly Chest/Back	N/A	Shoot own-color Base	N/A
You hit Friendly Shoulder/Laser	N/A	Base Hits to Destroy	N/A
Base Hit	Disabled	Base Reset Time	N/A
Base Destroy	Disabled	Base Recovery Time	N/A
Denial	Disabled	Reloads Enabled	Yes
L2 "Red" Warning	-500	Shots per second	1
		Player Deactivate Time	8 seconds
		Termination Deac Time	15 seconds
		Sentinels/Mines/Aliens	Disabled
		Role-playing features	Disabled
		Stuns	Enabled – 4 Seconds
		Max Energy	10
		Power Loss for tag	1 tag
		Max Ammo	45
		Ammo Loss for firing	1
		Friendly Fire	N/A
		Laser Hand Sensor	Off
		Arena Music	No

3.0 Doubles

As the name implies this game is played in pairs, where the two players are required to operate as a team to win.

Settings - Doubles

Scoring		Game Settings	
You Hit Foe Chest/Back	+150	Player Start Location	Anywhere Outside of bases
Hit You Chest/Back	-40	Start Delay	10 seconds
You Hit Foe shoulder/laser	50	Game Time (Inc. Start)	12 minutes
Hit You shoulder/laser	-15	Bases Mode	Normal
You Hit Friendly Chest/Back	-150	Shoot own-color Base	No
You hit Friendly Shoulder/Laser	-50	Base Hits to Destroy	3
Base Hit	-500	Base Reset Time	6 seconds
Base Destroy	+4001	Base Recovery Time	25 seconds
Denial	+250/Base hit	Reloads Enabled	Yes
L2 "Red" Warning	-2000	Shots per second	1
		Player Deactivate Time	8 seconds
		Termination Deac Time	15 seconds
		Sentinels/Mines/Aliens	Disabled
		Role-playing features	Disabled
		Stuns	Enabled – 4 Seconds
		Max Energy	10
		Power Loss for tag	1 tag
		Max Ammo	45
		Ammo Loss for firing	1
		Friendly Fire	Yes
		Laser Hand Sensor	Off
		Arena Music	No

4.0 Triples

This format will require an explanation, TBA.

Settings Triples

Scoring		Game Settings	
You Hit Foe Chest/Back	+150	Player Start Location	Anywhere but in a base
Hit You Chest/Back	-40	Start Delay	20 seconds
You Hit Foe shoulder/laser	50	Game Time (Inc. Start)	9 minutes
Hit You shoulder/laser	-15	Bases Mode	Normal
You Hit Friendly Chest/Back	-150	Shoot own-color Base	No
You hit Friendly Shoulder/Laser	-50	Base Hits to Destroy	3
Base Hit	-500	Base Reset Time	6 seconds
Base Destroy	+4001	Base Recovery Time	25 seconds
Denial	Disabled	Reloads Enabled	Yes
L2 "Red" Warning	-500	Shots per second	1
		Player Deactivate Time	8 seconds
		Termination Deac Time	15 seconds
		Sentinels/Mines/Aliens	Disabled
		Role-playing features	Disabled
		Stuns	Enabled - 4 Seconds
		Max Energy	10
		Power Loss for tag	1 tag
		Max Ammo	45
		Ammo Loss for firing	1
		Friendly Fire	Yes
		Laser Hand Sensor	Off
		Arena Music	No

5.0 LOTR – "The Ring Games"

The current official ring games are:
- LOR (Lords of the Ring)
- DLOR (Doubles Lords of the Ring)
- Warlords

	LOR	DLOR	Warlords
Deactivation time	7 sec	7 sec	7 sec
Stun time	4 sec	4 sec	4 sec
Fire rate	1 shot / sec	1 shot / sec	1 shot / sec
Lives	Infinite	Infinite	12
Standoff	1v1v1	2v2v2	2v2v2 (until eliminated)
Team size	1	2	5
Friendly fire	-	off	off
Start delay	10 sec	10 sec	10 sec
Ring size (diameter)	13 feet / 4 meters	20 feet / 6 meters	20 feet / 6 meters
Ring size (radius)	6,5 feet / 2 meters	10 feet / 3 meters	10 feet / 3 meters
Ring shape	Circle	Circle	Circle
Game mode	Solo	Team	Team elimination with special configurations*
Scoring (deac zones)	0 / -100	0 / -100	0 / -100
Scoring (stun zones) **	0 / -1	0 / -1	0 / -1

* thus far not supported by out-of-the-box Game Control software

** in all Ring Games, a third stun in a row is counted as a deactivation (stun-stun-deac). This ability is neither supported by Nexus or Helios Game Control software, but needs to be configured manually.

Ring sizes are guiding. If the rings are not exactly meeting the sizes, but close to these, small variance is allowed. It is still equal for every player. Tournament coordinator for Ring Games must take it up in the tournament briefing if some of the rings are differing from the standard size or shape.

Scoring is meant to help following deactivations and stuns. With the settings above, the scoreboard will show players in a correct ranking order (player with the least minuses wins). Form of the scores is -DDSS, where DD stands for amount of deactivations, and SS stands for amount of stuns (e.g. -2107).

LOR and DLOR

LOR is run with three players in the ring at once, thus a 1v1v1. DLOR is a pair-based game, 2v2v2, where three pairs meet each other in a larger ring. Once a game has started no one is allowed to leave the ring or step out of the ring in anyway before the game ends.

The object of the game is to achieve the LEAST number of deactivations in a single round. The person or pair with the lowest number of deactivations wins. The number of stuns is used to break ties in deactivations.

In a game series (e.g. preliminary round grid, semi-finals, or finals) the 1) total amount of ranking points is the deciding factor. If ranking points are equal, then 2) mutual matches between the players or pairs will decide. 3) if both of these are equal, then the accumulated deactivations and stuns are compared. 4) Theoretically these can be equal, and then a rematch between the tied teams/players needs to be played.

Warlords

Warlords is an elimination-based pair game. Teams choose a queue order for their players: initial duo (1&2), third player (3), fourth player (4), and an "anchor" (5) to be the last one in.

The game starts equally to DLOR, as a 2v2v2 standoff. When lives of a player run out, a new teammate in the queue will replace the eliminated player. Vest of the teammate activates automatically, and that vest starts the countdown timer towards initial activation. The eliminated player needs to exit the ring instantly after the elimination. The replacement player must move in to the ring during the countdown.

Main idea of the game is to survive. When the last player of the team is activated, no new players are spawning for that team, and the team is counted as eliminated. First team to drop out completely places third, second team out places second, and the surviving team places first.

Scores are counted as ranking points; winning team gets 3 points, second team gets 2, and losing team gets 1 point. Also, the number of surviving players for the winning is marked down separately. Explanation is found below.

Tie breakers: Scores are counted primarily as 1) ranking points. If ranking points are equal, then 2) mutual matches between the teams decide. If the teams have won each other same amount of times, or if three teams have ended up in a "three-way tie", then 3) accumulated amounts of survivals from all games of that game series (e.g. preliminary round grid, semi-finals, finals) are summed up together. 4) Theoretically, the tie can remain, and in this rare case a single rematch is played between the tied teams.

With survivals, we mean active players in the ring, and players who have not yet been activated, but are still waiting in the queue.

Audience

Ring Games are formats where audience is following the game in proximity of the gameplay area. Cheering and supporting players are allowed (and even recommended), if the noise level is kept reasonable and code of conduct is being followed. Audience is not allowed to give any hints to players or affect the gameplay in any other terms than cheering.

Players, referees, and the Ring Game coordinator have rights to ask for silence, if they face troubles of hearing the wake-up sounds of the vests. If the audience intentionally blocks vest sounds or disturbs the players, Council can give sanctions to the teams (e.g. reduce ranking points from the main event) whose players were misbehaving in the audience.

Referees

Players receive a "tick" each time a referee sees them breaking a rule. "Ticks" are given by three referees seated around the outskirts of the ring - ideally covering all angles of play.

Referees will be looking for out of control movement, leaving the ring, physical contact, covering, and aspects mentioned in the code of conduct. Smack talking is an allowed part of the gameplay, but taking personal matters into the play or threatening any player are strictly forbidden.

A penalty is assigned by marking down a "tick" on a summary sheet the Ref is given before a match starts.

For a penalty to be assessed at least two refs must each have a tick/ penalty mark down for a Player or it does not count. In other words, the MEDIAN number of ticks, not the average, is used.

Example: Concerning Player #1:
Ref A: 1 tick
Ref B: 5 ticks
Ref C: 2 ticks

Final: 2 ticks.

Exception: Sometimes in the preliminary rounds, only two referees are required by the Ring Game coordinator. In this case, the resolution of the referee with fewer ticks is final. (e.g. Ref A: 2 ticks, Ref B: 0 ticks. Final: 0 ticks)

Referees confer after a game has ended and then the penalty is added to the final score. 1 tick mark is equal to 3 extra deactivations to the player's final score.

Referee feedback: After each game, the referees should always tell players for which rules and in which situations they received the ticks. This helps players to develop their styles towards a clean gameplay.

6.0 Elimination

Description:

Team Elimination is a team game format where players have limited amount of energy and no ability to reload. The main objective of the game is to eliminate other teams while keeping your team alive until the end of the game. Teams can start the game wherever they want on the arena. The base evacuation rules are not used since there are no bases used in this format.

Players lose energy when they are deactivated. Stunned player do not lose energy unless they are stunned three times in a row. If the player's energy reaches zero that player is eliminated from the game. When this happens, the player must immediately exit the arena to the vest room.

While an eliminated player is exiting the arena he/she should try not to interfere the game in any way and he/she is not allowed to communicate with other players in any way including talking and pointing directions.

Players get normal score from tagging other players. Friendly-fire is not in use so you cannot shoot players from your own team. Players who are eliminated from the game will get the score they earned by tagging other players reduced to zero.

If an eliminated player has negative score their score will stay negative even after the elimination.
The game ends when the game timer reaches zero or if there is only one team left in the arena. The team with the highest amount of score will win the game. The score of those players who have been eliminated during the game is not counted to the final score of the team unless they had negative score.

Teams will get ranking points from the games based on the results. There are two different ways of distributing the ranking points and council should vote on the method that will be used. I will describe them both here.

Current Elimination ranking System

Teams will get some ranking points even if they are eliminated from the game.

First team gets 1 ranking point,
Second team gets 2 ranking points,
Third team gets 3 ranking points.

If the first team has swept both teams and therefore they are the only team left in the arena they will get 0 ranking points.
If two teams are both eliminated it is determined by their score who is second and who is third.
During the tournament, the teams are trying to get as little ranking points as possible.

Settings - Elimination

Scoring		Game Settings	
You Hit Foe Chest/Back	+150	Player Start Location	Anywhere
Hit You Chest/Back	-40	Start Delay	30 seconds
You Hit Foe shoulder/laser	50	Game Time (Inc. Start)	10 minutes
Hit You shoulder/laser	-15	Bases Mode	Disabled
You Hit Friendly Chest/Back	Disabled	Shoot own-color Base	Disabled
You hit Friendly Shoulder/Laser	Disabled	Base Hits to Destroy	N/A
Base Hit	Disabled	Base Reset Time	N/A
Base Destroy	Disabled	Base Recovery Time	N/A
Denial	N/A	Reloads Enabled	No
L2 "Red" Warning	-500 + 1 Deac	Shots per second	1
		Player Deactivate Time	8 seconds
		Termination Deac Time	15 seconds
		Sentinels/Mines/Aliens	Disabled
		Role-playing features	Disabled
		Stuns	Enabled – 4 Seconds
		Max Energy	8
		Power Loss for tag	1 tag
		Max Ammo	Unlimited
		Ammo Loss for firing	0
		Friendly Fire	No
		Laser Hand Sensor	Off
		Arena Music	No

7.0 French Format

7.1 Basic Concept
The main aim of this game is learning teamwork and communications.
Mixed with hand eye co-ordination and the ability to know who was tagged in what order.
The game is fast paced and requires the teams to co-ordinate their defence or attack with an ability to keep the opposition deactivated whilst defending or scoring the base.

7.1 Outline of the game.

The game begins with 2 teams of 4 per base – 8 players per base - 4 defenders – 4 Attackers, each team of 4 is a preassigned to a base.
Defenders will start within the base and the attackers will start well outside the base, kit up room foyer or in the arena well away from the base they are attacking.

There are two rounds played to make 1 full game – one round of attack and one round of defence.
Both at the same base by the two teams assigned to that base.
These rounds are not essential to play one after the other - that will be decided by the event Coordinator.

Bases in the arena are independent from each other and teams need to stay around the allocated base for the game duration.
I.e. you may only attack, or defend your allocated base. Players are not allowed to shoot the other bases or players allocated to those bases in the arena.
Colours and bases will be drawn randomly.

7.3 The attacking team.
Base evacuation for the attacking team:
As soon as an attacking player is shot by the defender they exit the base, outside the base lines.   They may only reenter after powering up. (Base evacuation rule.)

7.4 The defending team:
The defending team may defend the base from inside and outside and are not required to evacuate the base if deactivated.

7.5 SCORING:
Bases may only be destroyed 3 times per player, a total of 12 bases can be destroyed per round.
1 point per base destroy - 3 hits to destroy a base.
4 Players from the attack team = 3 base destroys each total 12 points.
Defenders receive 1 point for each base not taken by the attacking team.

Example: At the end of the game, the attack team destroy 5 bases, the defenders receive 7 points = total of 12 points for the game. Then they switch position, attack play defense and reverse for a new game of 8 min. At the end of the event if there is a score tie, the result will be decided on the tied team's game against each other.

7.6 Game Settings:

8 min game	5 second start time	3 shots per second
3 bases maximum	Base regenerates after 20 seconds	3 shots to destroy a base
5 second pack deactivation	Team hits are on	Stuns disabled
Turn off Team Hits		