

PRE-GAME CHECKLIST

The following checklist should be run through before each scenario by new and old players alike. This list is provided to help insure no misunderstandings or unintentional cheating occurs.

- Sensor Check
- Gun Check
- Radio Check
- Team Identification
- Understanding of Objectives

SENSOR CHECK. Make sure your sensor is tuned ON and that the switch is in the LEFT (outside) position. There will be a “ready” sound 30 seconds after activation to indicate that Shields are now available.

GUN CHECK. Make sure your gun is turned ON and that the switch is in the LEFT position. Make sure you know where the reload (“A” for arm) button is and that the gun is loaded. There will be a “ready” sound 30 seconds after activation to indicate that Max Blasts are now available.

RADIO CHECK. If you are using a radio, press the Push-to-Talk (PTT) button firmly and announce, “Radio Check”. Someone will usually respond with, “It’s a Radio”. If you cannot hear the response, make sure the radio is ON, you are on the correct CHANNEL, and/or adjust your VOLUME settings.

TEAM IDENTIFICATION. Make sure you are on the correct team and are familiar with your TEAMMATES. Teams will usually wear matching colored sensors (red/blue), but not always. It is important to know whom not to shoot. If you don’t have a radio, try to pair up with someone who does because the radio is the primary means by which the teams are notified of Game Over.

UNDERSTANDING OF OBJECTIVES. Your Team Captain should go over the scenario’s objectives and the preferred method of achieving those objectives. If you don’t understand something, be sure to ask. If you don’t know the battlefield well enough, try to pair up with someone who does.

INTERIM

If you would like to keep up with the MGL between *campaigns*, the following methods are available:

- <http://www.mgllasertag.com>
- http://groups.yahoo.com/group/mgl_lasertag/
- john@mgllasertag.com

MIDDLE GEORGIA LEAGUE LASER TAG

WELCOME

The Middle Georgia League welcomes you to our monthly game, hosted in conjunction with the Macon State College Gaming Club (the Society for Overactive Imaginations). We use Laser Challenge V2 equipment and provide everything you need to jump right into the action.

A SMALL FEE

In order to play at Macon State College we must charge a fee of \$2 per person for the night. This is the bare minimum we are able to charge, and must be collected from all players regardless of any personal equipment you may have brought or if you are unable to participate the entire night.

BASIC RULES OF CONDUCT

There are, however, a few rules to go over first. Violation of any of these rules is basis for dismissal from the grounds at *Moderators’* digression. The following five rules are all we ask of you to insure an evening of good-natured, simulated modern warfare.

1. **RESTRICT YOUR PHYSICAL CONTACT.** This is a game of modern, ranged, tactical combat simulations and it is unnecessary to touch your fellow player. If in close quarters, the deflecting of the offending weapon is allowable, but aggressive contact with the opposing player is unacceptable.
2. **DO NOT COVER YOUR SENSOR.** It is unacceptable to cover your sensor with your hand, arm(s), clothing, etc. and doing so is considered cheating. Always make sure your sensor is clear for any clean, fair shot – provided you are not “taking cover” behind an obstruction.
3. **DO NOT RESET YOUR SENSOR OR GUN.** Unless so instructed by the Moderators, or as part of a designated game-type, you may not reset your sensor during a game and doing so is considered cheating.
4. **DEAD MEN TELL NO TALES.** If you’ve been *killed*, return to the Student Center (or your *base*) immediately. Do not indicate any information to other players until the *game* is over or you have returned to play.
5. **KEEP TRACK OF YOUR EQUIPMENT.** The MGL provides everything necessary to play and we would appreciate your cooperation in keeping it that way. Wherever you were issued your equipment is the only acceptable place to return it.
6. **EQUIPMENT MALFUNCTION IS DISQUALIFICATION.** Sometimes the equipment gives out – either by damage, low batteries, or normal wear and tear. If your equipment becomes faulty, you’re disqualified from the current *game* and until a good set becomes available.

GLOSSARY

There are several important terms used by MGL players of which it is essential to know the meaning and proper usage. These terms appear in a *special font* throughout this document to remind you to refer back to this Glossary if you have any questions.

base – the general starting point for a team. Bases are usually defined as the Student Center (S-Building) and Plant Operations (G-Building), though some scenarios may call for other bases to be utilized.

battlefield – the acceptable play area of a given scenario. Indoor refers to the inside of any available building and the immediate outside area (patio, sidewalks, etc).

campaign – a series of themed or otherwise linked *scenarios* played throughout the course of one night.

custom weapons – typically refers to weapons that have been made or modified, though sometimes divided again into “ranged weapons” for some *scenarios*.

game – a general term used interchangeably for a *scenario* and/or a once per month *campaign*. If usage is confusing, ask for clarification.

hit – anytime a sensor registers a successful attack by a laser tag emitter (friendly fire included).

kill – (also; dead) anytime a sensor registers ten (10) *hits*, resulting in the Sensor shutting down.

life – a full measure of 10 remaining *hits* on a sensor.

Max Blasts – Pressing the “M” button on any *stock weapons* will cue a Max Blast. Equated to a “grenade launcher,” the next shot fired registers three (3) *hits* instead of just one (1). Each *stock weapon* and most *custom weapons* have three (3) Max Blasts available.

Moderator – the referee/organizer of the current *campaign*, or the MGL entirely. While *campaign* Moderators may change from month to month, John and Robert are always available in a Moderator capacity.

respawn – the approved resetting of a sensor back to a full measure of ten (10) remaining *hits*, typically performed at a team’s *base*. “Infinite Respawn” refers to an unlimited number of respawns, usually only used in indoor games (see *battlefield*).

scenario – a single bout of laser tag usually lasting between 15 and 30 minutes.

Shields – Pressing the (only) button on a sensor will engage Shields. Shields last for five (5) seconds and render the user invulnerable while making a loud sound indicating the use of Shields. Each sensor has three (3) Shields available.

stock weapons – the standard, unmodified Laser Challenge V2 guns and sensors. Under this definition the Firestorm and Ultrawide are considered stock weapons, though this term may vary depending on the needs of the *scenario* played.

LASER CHALLENGE V2



Stock Pistol



Ultrawide



Firestorm

GAME-TYPES

There are several standard game-types that we may play on any given night. The following is a list of the most common game-types played our events. Sometimes a game-type will be modified to “spice it up.” If you are unsure of any of the parameters of a given *game*, do not hesitate to ask your Team Captain, another teammate, and/or a *Moderator*.

ATTRITION. This is the most common game-type of team vs. team play. The only objective is to *kill* all opposing players. (If played indoors it becomes a timed, infinite *respawn* game. Outdoors is usually timed, but with only one *life* per player.)

CAPTURE THE FLAG. Our lighted “flags” provide a *base* to each team, typically hidden from the opposing team on the *battlefield*. Once both flags are at a team’s *base*, that team wins.

KINGS (OR CHESS). One player on each team is designated a “King” and given something to mark his status (typically a “flag” to use as a colored scepter). The other players are to protect their King, while seeking out and *killing* the opposing King.

DEFEND & DESTROY. This is usually an indoor *game* played on both levels of the Student Center. The defending team takes positions inside while the assaulting team rushes from outside. The objective is for the defending team to hold out while the assaulting team has to *kill* a hidden sensor, a designated player (a la **KINGS**), or simply the other team (a la **ATTRITION**).

IMPORTANT NOTE

Unless otherwise stated, a *Moderator* will always be available on FREQUENCY 3 of any FRS radio throughout the event. If an emergency arises, such as someone hurt on the *battlefield*, contact a *Moderator* immediately. We have a first aid kit available at every *game*.