

CYBERBLAST

GAME FORMATS

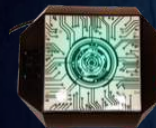


⊙ = Angled Hit Sensor

STANDARD POINT VALUES:

Chest & Back Hit - 200
 Phaser (Gun) & Shoulder Hit - 100
 Base Station - 1500
 Targets - 100
 Elements - 500
 Cybergates - +/- 100
 Trivia - Variable

ELEMENTS



CYBERGATE



TARGETS



TRIVIA



BASES





TEAM GAME

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.



FREE FOR ALL

This is the standard free for all format. Tag any target, player, and base in the arena to earn points. The player with the most points when time expires wins the game.



TEAM STEALTH

This is the standard team game, with points awarded for tagging other players, tagging the base, and tagging elements throughout the arena. Your pack lights will be off, so it will be harder to spot & identify your opponents; move carefully. 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.



FREE FOR ALL STEALTH

This is the standard free for all format. Your pack lights will be off, so it will be harder to spot your opponents; move carefully. Tag any target, player, and base in the arena to earn points. The player with the most points when time expires wins the game.



BIRTHDAY FREE FOR ALL

This is a free for all format for first-time or younger players. Rapid fire is enabled. Tag any target, player, and base in the arena to earn points. The player with the most points when time expires wins the game. Special powerups are disabled, bases can be destroyed in one hit, and a special birthday role can be set to give double-points and a play the birthday song to a special player.



BIRTHDAY TEAMS

This is a team format for first-time or younger players. Rapid fire is enabled. Tag any target, player, and base of the opposite teams' color to earn points. The team with the most points when time expires wins the game. Special power ups are disabled, bases can be destroyed in one hit, and a special birthday role can be set to give double-points and a play the birthday song to a special player.



SEARCH & DESTROY

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

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

Similar to Juggernaut from many First-Person-Shooter games. Thirty seconds into the game, one player will be randomly chosen to be the rabbit. The rabbit earns 25 points per second 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.



DRACULA

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

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.



HOT POTATO

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.



BASE RESPAWN TEAM

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

A free for all format that will be familiar to video game players. Each time a player is hit, they must return to one 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.



FFA RESPAWN

A free for all format with variable spawn points. Each time a player is hit, they must return to any of the element respawn stations around the arena. Until returning to one of the stations, you will not be tagged, or be able to tag any other players.



FREE FOR ALL FIRE

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

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

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

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. 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.



SNIPERS FFA

The snipers game format is for experts only- you're 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. Extra points awarded for chest and back hits.



TEAM SNIPERS

The snipers game format is for experts only- you're 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. Extra points awarded for chest and back hits.



SURVIVOR

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

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

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 is awarded a massive bonus. Although the main object of the game is to survive, points are also awarded for tagging other survivors, making this truly every player for themselves.



KING OF THE HILL

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 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

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

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

A special stealthy elimination game popular with skilled players. Your pack lights are off, so you can move through the arena undetected. 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.



STEALTH TEAM ELIMINATION

A special elimination game popular with skilled players. Your pack lights will be off, so team communication is critical. 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.



BORG

A shared lives team game. Each team begins the game with a shared pool of 200 lives. Each time a player from that team is shut down, one life is lost from the pool. The last team with lives remaining wins the game.



DISCOVERY

A Free For All format with a focus on the targets in the arena. The goal of the game is to find every target, element, and base throughout the arena. If you are able to find all of the targets, you'll receive a large bonus, giving you the edge over the rest of the field.



TIME TRIAL

A variant on the Discovery format. This game is for solo play, or with a small group. Each player's score continues to drop until they find and blast all of the devices inside the arena. The game ends when everything has been hit, and a score is assigned based on time remaining.