

# Laser Web Game Descriptions

## Beginner Games:

### Basic Solo

Players find their way around the arena, tagging all other players in sight. This is a good time to discover how the GEMs work. The player with the highest score at the end of the game is the winner.

*Special Powers: Rapid Fire, Mega Power, Invisibility*

### Basic Team

Players find their way around the arena tagging players on the other team. This is a good time to discover how the GEMs work. The team with the highest score at the end of the game is the winner.

*Special Powers: Rapid Fire, Mega Power, Invisibility*

### Solo Beginner

Solo Beginner is the same game as Basic Solo, except players will not lose points when tagged. The player with the highest score at the end of the game is the winner.

*Special Powers: Rapid Fire, Mega Power, Invisibility*

### Team Beginner

Team Beginner is the same game as Basic Team, except players will not lose points when tagged. The team with the highest score at the end of the game is the winner.

*Special Powers: Rapid Fire, Mega Power, Invisibility*

## Intermediate Games:

### Borg Pairs

Players can share their powers with 1 or more other players. The object of the game is to score as many points as possible with your Borg Partner. Numbers 1, 2 are borged; 3, 4 are borged; 5, 6 are borged and so on. Vests that are borged together share all powers and credits throughout the game. At the end of the game, individual accuracy points, GEM points, etc. will be added to the shared score to give each player his or her individual score.

*Special Powers: Rapid Fire, Mega Power, Invisibility, Dark Thief*

### Borg Triplets

Borg Triplets is the same as Borg Pairs, except that three players are borged rather than two. Numbers 1, 2, 3 are borged; 4, 5, 6 are borged and so on.

*Special Powers: Rapid Fire, Mega Power, Invisibility, Dark Thief*

### Bulldog

Bulldog is similar to sharks and minnows. All players will start the game on the green team except for one. That person is the bulldog and must tag green players to turn them into red players. Once a green player is tagged, their vest will switch colors and they must go around tagging as many green players as possible to change them to red. The last green player remaining will receive 1000 points. Then, that player will turn red and all other

players will turn green. This continues until the time has run out. The player with the highest score at the end of the game is the winner.

*Special Powers: Rapid Fire*

### **Defector**

Players can use GEMs to change the color of their vests. Players cannot tag their own color. The object is to switch to a team with fewer players so that there are more targets to tag. Team scores do not matter, only individual scores. The player with the highest score at the end of the game is the winner.

*Special Powers: Rapid Fire, Mega Power, Invisibility*

### **Friendly Fire**

Friendly Fire is the same as Basic Team, except that players can now tag their own teammates. If a player tags their own teammate, they will lose 50 points. The teammate who was tagged will not lose anything. The team with the highest score at the end of the game is the winner.

*Special Powers: Rapid Fire, Mega Power, Invisibility*