

World Laser Quest Rulebook



Version: 5

First Revision: Thursday August 3rd 2017

Last Revised: Thursday October 26th 2017

Written by: stillwater

Contributions by: Aunt Lou, Bad Andy, Dark Angel, Elven IDNT, Kyle, Karnage,
Lollipop, Link, Spider, and Trixy

Table of Contents

Cover	
Table of Contents	
Mission Objective	
Players Code	
Player/Team Eligibility	
Team Rosters	
Equipment	
Penalties	
Missing/Erroneous Scores/Pack Problems	
Rule and Procedural Interpretation	
Captains Responsibilities	
Pack Sets	
Airlock Procedure	
Game Settings	
Score Settings	
Game Play	
Event Details	

Laser Quest Mission Objective:

To tag as many players as possible without being tagged yourself. When you tag someone you gain points and when someone tags you, you lose points. Players have unlimited tagging capability, which means you can tag or be tagged an unlimited amount of times during a mission. Although traditionally a solo game, often the main competitive format surrounds team based missions. In a team game these scores generated by individual players are tallied together to create a grand total between the teams competing in game. The highest team total determines the winner.

The Players Code

The Players' Code is strictly in effect, and prohibits the following actions during a game:

Running

Players may not run, jog, or otherwise move at a speed which, in the opinion of the Marshal, is unsafe.

Climbing

Players may not climb on any wall or other part of the maze, and may not place either of their feet on a wall.

Jumping

Players may not jump on to or off of any structure in the maze.

Sitting

Players may not sit or have any part of their body, other than their feet, on the floor. Players may not sit on or against walls. Players may not hold a squatting or crouching position.

Kneeling

Players may not kneel or have either of their knees on the ground, and may not hold a position whereby their knees are bent more than 90 degrees.

Lying Down

Players may not lie down either on their stomachs or on their backs.

Language

No offensive language including Trash Talking.

Fair play

Players may not bend the rules to his or her advantage during a matchup such as calling upon marshal to watch certain players.

Play to Survive

Players must be give it their all during matches and may not intentionally display minimal effort in a competitive environment.

Covering Sensors

1. Players may not use any part of their body, their hair, clothing, equipment, or any other objects, to cover their own targets or the targets of other players.
2. Players may not hold or remain in any position whereby any part of their body obstructs a sensor. This includes bending at the waist, leaning and positioning arms directly in front or their chest or shoulder targets. Temporary obstruction of targets is inevitable and, therefore, permissible so long as the obstruction lasts no more than one (1) second. Actions such as 'dodging' or 'dancing' are permitted so long as targets do not remain obstructed.
3. No part of a player's hands or arms may be placed either on or directly in front of, or to the front and side of the laser beyond the rubber ring.
4. Players may not place any part of their equipment against a wall, in order to protect the pack sensors. The front of a player's laser must be at least four (4) inches back from any wall or other object which would obstruct any part of the front of the laser.
5. Players with hair long enough to cover a shoulder target must secure their hair so as to not obstruct any targets.
6. Players may not wear loose clothing which can obstruct a sensor.
7. Wearing gloves during game play in any event is not allowed. The only exceptions would be where gloves are required for a medical reason.
8. Elbows may lift above a Player's head as long as their lead shoulder sensor is exposed to their active target. This means you may extend range of motion above ones' head as long as your shoulder sensor is not blocked towards an active target.
9. Players arms can remain in a natural firing positing without constant motion as long as it does not obstruct sensors. This would include sniping from a far distance, where no constant motion is required.
10. Firing over walls is allowed as long as long as your laser sensor remains 4 inches away from the wall and your shoulder sensors are not obstructed from your arm.
11. One handed play is allowed as long as any part of your arm does not obstruct your sensors.

Physical Contact

1. Players may not make any physical contact with other players or their equipment. While incidents of coincidental contact are possible, Marshals will determine what, if any action is to be taken if players do not maintain an area of separation between themselves. There is a one arm length spacing rule in effect to protect the player and equipment, that will curbe close play and physical contact.

Player/Team Eligibility

1. For a WLC event specifically, it is asked that teams are formed by country. It is preferred for long distance players who are traveling overseas to team up with other traveling players. This will be left to the discretion of the Tournament Organizer and Tournament Captains.

Team Rosters

1. A maximum of six (6) players from each team may participate in a game, with any amount of alternates.
2. An alternate player may be substituted for any player on the roster, for any game with notification of the substitution to the Marshals.
3. If a team is unable to field the full number of players, a substitute(s) must be mutually agreed upon by all the Team Captains and Tournament Organizer. Substitutes are used to maintain the integrity of the number of players in all games.
4. Codenames used by each player must be their usual, unique codename, the practice of creating very similar codenames for all players on a given team in an effort to confuse their competition during games will not be allowed. An example would be naming players 1001001001, 1000101001, etc.
5. A team must confirm their roster before going into a playoff bracket, you will be unable to swap out players between games unless there is a medical emergency.

Equipment

Players may not tamper with any Laser Quest property at any time, including but not limited to:

1. Damaging, removing or modifying any part of the equipment.
2. Placing any item or substance on or around the equipment which obstructs or blocks sensors, obstructs the laser beam or the infrared beam.

3. Resetting a pack component.
4. Interfering with game play in any way through the use of any mechanical or electronic device.
5. Wearing a pack improperly such as waist straps not done up, stretching of the RJ45 cable around the arm, or shoulder sensors positioning too close to ones neck.
6. Tagging team mates or any interactive maze component to cause any sort of game disruption.

Penalties

Penalties issued by Marshals follow a (3) three step process:

1. Caution (1st Card Pull): the player's membership card is requested by, and must be surrendered to, the Marshal.
2. Warning (2nd Card Pull): the player's membership card is requested by, and must be surrendered to, the Marshal. This carries a (100) One-Hundred-point team deduction.
3. Single-Game Ejection: the offending player is immediately removed from the game. The offending players score is dropped, and the entire team will receive a -10% team score deduction After any or all of these violations, the cards are returned to the offending player/s.

Cards are returned after every match, however once a card is pulled the penalty doubles for repeat offenders. Through a playoff bracket, the card is returned after the bracket is complete regardless of the number of games within that bracket.

Missing/Erroneous Scores/Pack Problems

1. If a player does not receive a score / receives an obviously improper score, the Tournament Organizer shall review the matter. If, in the opinion of the Tournament Organizer, the outcome of the game might have been different had the score registered properly, the Tournament Organizer may direct that the game be replayed. If the outcome of the game wouldn't have made a difference, an average will be calculated for the missing score.
2. If a player is accidentally keyed onto the wrong team, the Marshals should be notified immediately, the game stopped, the correction made, and the game restarted.
3. If a player needs to be Re-Energized onto a pack, there will be no action taken besides the standard Re-Activation procedure from Laser Quest staff. The only way a game will be stopped is if this is a Playoff, Semi or Final game.

4. If a player experiences a pack issue during the game, an average score will be calculated for the minute/s out of the game. If the outcome of the game is determined to be close, and could have swung the other way if the player was in the game for a longer period of time, the team Captains and Tournament Organizers can discuss the option of a replay.

Rule and Procedural Interpretations

1. Requests for interpretations of the Players' Code must be made to the Tournament Organizer prior to the event.

Captain's Responsibilities

1. A Captain is a representative of their team and teammates.
2. In the event the Team Captain is unable to attend or to perform any other function related to the tournament, an alternate team representative may be substituted.
3. It is the responsibility of the Team Captain to communicate all information regarding game scheduling, rules, and decisions of the Tournament Organizer to his/her teammates.
4. All Captains will participate in the pack seeding session to be held during the Captains' meeting to ascertain, and agree upon, the fairest pack sets for the event.
5. The Team Captain must attend the Captains' Meeting preceding the tournament. Please check with the Tournament Organizer for details.

Pack Sets

1. Pack sets are formed to create a fair and balanced platform for teams to compete on. The Tournament Organizer will do his/her best to provide fair and balanced pack sets for the tournament
2. Once the sets are created, packs may only be swapped in and out for technical reasons.
3. For the Preliminary period the pack numbers will be visible, while during the Playoff, Semi, Final brackets the packs will be taped as to not reveal pack information before, during or after game play.

4. The tournament organizer will gather pack information from the Captains and will create a new pack set for the Playoff, Semi and Final bracket.

Airlock Procedure

1. Players are not allowed to touch a pack unless it is handed to them from an Airlock Marshal.

2. Once 2/3 of the players are inside the Arena, the game will be Activated.

3. Post – Prelims, packs will be taped to prevent the information of the pack being available to players. Any player trying to retrieve pack information from a pack or another player will instantly be ejected from the game.

4. One player from each team is required to stay behind from every game to Marshal.

5. After each Double Quest bracket, the packs will be mixed up to create new sets.

6. The activators should be dropped in a pile by the pack rack and should be randomly coded into the packs to keep the random integrity of the Double Quest.

7. Between each Double Quest, players will not be allowed to look at their scores or ask for any sort of update. This will result in an immediate ejection of the player if attempted.

Game Settings

Settings	Preliminaries	Playoffs / Semis / Finals / Consoles / Plate Bracket
Team Size	3 – 4 Team based on LQX Version	2 Team
Game Length	8 Minutes	8 Minutes
Hit Cap	95	95
Shot Cap	N/A	N/A
Arena	Full	Full

Downtime	3 Seconds	3 Seconds
Hit Miss Ratio	Turned On	Turned On

Score Settings

The following is the current WLC Score Settings for Prelims

Score / Rank	1 st	2 nd	3 rd	4 ^h
4 Team Dice Scoring	3 (N/A)	2 (2.5)	1 (1.5)	0 (0.5)
3 Team Zim Scoring	4 (N/A)	2 (3)	0 (1)	N/A

Dice Scoring

Teams will be awarded a bonus .5 point if you are within 150 points of any team ranked ahead of them.

Zim Scoring

Teams will be awarded a 1 point bonus if they are within 100 points of any team ranked ahead of them.

By awarding these bonus points, a more accurate spread of team performance will be gathered through the preliminary process.

Playoff seeding will be determined by Dice / Zim scoring. Ties will be broken by total points scored.

Player Tags

<u>Sensor</u>	<u>For</u>	<u>Against</u>
Front	10	5
Back	10	4
Laser	10	3
Shoulders	10	3

Game Play

The object of the game is to tag as many players as possible to generate the highest score, without being tagged yourself. The individual scores tally a team total and the team with the highest score will win the game.

1. Individuals may play anywhere in the arena that is meant for public play unless otherwise noted by the Tournament Organizer / Laser Quest Staff.
2. You must play a foot away from any wall, obstacle, barrier, arena prop at all times. Failure to do so will result in standing carding procedure.
3. There is a "Pass" rule in effect during games to prevent players from blocking lane ways and certain areas of the maze with their bodies. If you would like to get by a player, you must verbally say the word "Pass". It's encouraged to give access to any player in any situation to move freely throughout the arena. That being said, if you are playing a positional spot in the arena that does not impede movement or does not block through traffic you are allowed to stay there as long as you please.
4. Marshals in the arena do their best to stay out of the way and do their best to monitor game play, but at times can get in the way of active player. If a player would like to move a Marshal out of a certain position, that player must request the change and the Marshal should oblige such request.

5. Players are not allowed to tell a Marshal about player infractions. If a player wishes to bring a Marshal into an area to view potential game misconduct, a player would be allowed to call a Marshal over to their playing area, but will not be allowed to make any further communication from that point on. If a player is caught doing so or abusing this process, they are subject to the standard carding procedure.

WLC Event Details

1. WLC is a two (2) day event.
2. WLC is held yearly / bi-yearly depending on player base and location.
3. The rotation of countries is as follows: America, France, Canada, England.
4. Other countries will be considered once they prove they can provide a World Class Tournament experience.
5. Lower Play Off bracket must be run if time permits.
6. A Mixer event shall run prior to the tournament if time permits.
7. A Prelim Top (10) Ten must be calculated before the end of the tournament.
8. Eight to Twelve (8-12) months notice must be required to plan a WLC event.
9. When selecting a host site equipment/arena quality is of high importance, but location accessibility for traveling players should be considered