

Laser Tag Safety Rules

RULE #1 NO RUNNING

Fast running will result in collisions, causing harm to players and equipment. We ask that players SLOW DOWN in the arena and focus on the mission objective. Speed does not equal success.

RULE #2 NO CLIMBING

An inflatable bunkers are to provide players places to hide and shield themselves from enemy shots. They will not support any amount of body weight. Climbing will result in injury.

RULE #3 NO CHEATING

There will be no tolerance for cheating of any kind, such as covering sensors. Our Staff Member will ask you to leave the arena if they catch you cheating.

RULE #4 NO PHYSICAL CONTACT

Laser Tag is a non-contact sport! Any contact with another player is grounds for removal from the game. Any kind of Violence will not be tolerated. Please keep a safe distance of 4 feet.

RULE #5 HOLD YOUR TAGGER WITH BOTH HANDS

Players must always keep both hands on their tagger and cannot run in the arena. Both stipulations are purely for safety, running drastically increases the chances of tripping/falling or colliding with another player. Keeping both hands on the tagger ensures that players do not drop the equipment or stick it out past a barrier, possibly striking another player.

RULE #6 OUR STAFF ARE IN CHARGE

Our Staff Members act as referees during gameplay, their rulings are final. Please respect this and their instructions when in the arena. Excessive arguing with our Staff will waste your playtime.

RULE #7 HAVE FUN!!!

Bouncy Castles