



**You are invited to the
2009 Laser Force International**



Tournament



Location:

ATLANTIS LASER TAG

CHULA VISTA, CALIFORNIA

The Game will be...

SPACE MARINES 5

There can only be one
TRUE CHAMPION...

The only question is...
**ARE YOU READY FOR THE
CHALLENGE ?**

THE TIME FOR TALK IS OVER.

Think you got game?
It's time to bring it to the
BIGGEST LASER TAG EVENT
of the year!

The 2009 Laser Force International Tournament
is being held August 3 - 7 in Chula Vista, California

This is your official invitation to get in the game and be part
of the biggest International tournament in the history of
LaserForce. Sign up early for the best deals!

Register by **Fax**: (619) 476-2253,

or

Register by **Mail**: **Atlantis Laser Tag**
510 Broadway, Suite 1-3
Chula Vista, California 91910 USA.

**Your registration must be received on
or prior to the day listed to receive
the early bird discounts.**

Questions can be addressed to:
Scott Delgado or Mitch Sommers,
Owners of Atlantis Laser Tag
(Laser force) at info@atlantislasertag.com

or

Member representative xThanatoSx
(aka: Chris Grucza) at xthanatosx@laserforcehq.com.

SIGN-UP FORM

2009 Laser Force International Tournament

Chula Vista, California

Name: _____

Codename: _____

Representing City: _____

Address: _____

City/St/Zip: _____

Country: _____

Phone: _____

Email: _____

Your registration includes:

Free Practice Games,
Free Exclusive Overnight Lock-in and SM5 Tournament.
The sooner you confirm, the more money you save!

Sign Up By:	Cost for Tournament:
February 1, 2009	\$125.00 per Player
July 15, 2009	\$150.00 per Player
Day of Event	\$175.00 per Player

The Awards Dinner will be held on Saturday, August 8th

Cost is \$25.00 per person.

2009 Laser Force International Tournament

Must be postmarked by the date below for discount
 \$125.00 Registration Prior to Feb 1, 2009
 \$150.00 Registration Prior to July 15, 2009
 \$175.00 Day of Event

Awards Dinner - \$25.00 per Person

Must select one at time of registration.

Yes, I will attend No, I will not attend

Registration	\$
Awards Dinner (Optional)	\$
Grand Total	\$

The above amount is due upon registration for the 2009 Laser Force International Tournament. All payments must be made in U.S. dollars. We accept cash, Visa, MasterCard, and American Express. Sorry, no checks.

Questions? Log onto www.LFBOARDS.com or Call Atlantis Laser Tag at (619) 420-3824.
www.atlantislaseritag.com

Mail before deadline above to:

Atlantis Laser Tag
510 Broadway Suites 1-3
Chula Vista, CA 91910 USA

Fax (619) 476-2253

**2009 LASERFORCE
INTERNATIONAL TOURNAMENT
WEEKLY AGENDA**

- Thurs-Fri
 July 30-31 **FREE PRACTICE GAMES**
 You are welcome to come and play anytime during our normal hours to get familiar with the arena. Although we are open to the public on these days, we will run special games just for you.
- Saturday
 August 1 **EXCLUSIVE LOCK-IN**
 Come one, come all for this fun night of friendly competition and games from Midnight-7am as we play all the games and prepare for the start of the tournament. The lock-in is included in the price of the tournament.
- Mon-Fri
 August 3-7 **LET THE GAMES BEGIN!**
 Every day from 7am-4pm, we'll be running the SM5 tournament. An additional schedule will be available at the time of the tournament to breakdown the specifics of the tournament.
- Saturday
 August 8 **AWARDS DINNER**
 After all the fun and games are completed, join everyone for the awards presentation dinner as we congratulate the winners for a job well done!

SPACE MARINES 5

This is a league Laserforce mission. Two teams compete with each player taking a specific Space Marines role from the five different types available. Players have limited lives, shots, and missiles. A player who loses all their lives is eliminated from the mission.

Lives are re-supplied by the team medic. Shots are re-supplied by the team ammunition carrier. Missiles cannot be re-supplied.

Space Marines Class	Shots Initial / re-supply / Max	Lives Initial / Resupply / Max	Missiles	Hit Points	Shot Power
Commander	30 / 5 / 60	15 / 4 / 30	5	3	2
Heavy Weapons	20 / 5 / 40	10 / 3 / 20	5	3	3
Scout	30 / 10 / 60	15 / 5 / 30	0	1	1
Ammo Carrier	Unlimited	10 / 3 / 20	0	1	1
Medic	15 / 5 / 30	20 / 0 / 20	0	1	1

Space Marines Class	Special Abilities
Commander	Nuke: All opponents are deactivated. To use, hold special button in while up. Cost: 20sp
Heavy Weapons	None
Scout	Rapid Fire: Lasts until re-supplied. Cost: 10sp
Ammo Carrier	Resupply: Can Resupply own team by zapping them while they are up. Power Boost: Resupplies all up team members with shots simultaneously. To use, hold special button in while up. Cost: 15sp
Medic	Resupply: Can Resupply own team by zapping them while they are up. Power Boost: Resupplies all up team members with lives simultaneously. To use, hold special button in while up. Cost: 10sp

Warbots: *(There are 3 Warbots in this Arena)*

- * All Warbots start in a deactivated state.
- * Warbots may be friendly, enemy or neutral. Players may take control of a deactivated Warbot. Control is gained with a single shot.
- * Once a Warbot has been controlled, it joins the controlling team and assumes the same Space Marines class as its controller.
- * Warbots can use the same special abilities as a player of the same Space Marines class can. Once the Warbot has been deactivated 10 times, it will become inactive again.
- * A controlled Warbot's character class can be changed by a single zap from a member of the controlling team.

Notes:

1. Missiles are non-replenishable.
2. In-field targets operate in the same manner as in a standard "Team" mission.
3. If a Commander is deactivated after activating a nuke but before it detonates (approx. Four seconds), the nuke is canceled and has no effect on opponents. The 20sp for the nuke are used for no effect.
4. A maximum of 99 special points can be accumulated.
5. Tournament Space Marines 5 is played 6 players per side with 2 scouts and 1 of each other class.

Skill Levels: All players of each character class play at the same level.

Recommended Length: 15 Minutes

Scoring

Event	Score	Special Points	Notes
Zap Opponent	100	1	
Zap Own Team Member	-100	0	
Missile Opponent	500	2	
Missile Own Team Member	-500	0	
Destroy In-Field Target	1001	5	
Detonate Nuke	500	0	
Get Zapped	-20	0	1 life is lost upon deactivation
Get Missiled	-100	0	2 lives are lost
Get Nuked	0	0	3 lives are lost