

# Game Rules:

## Safety:

- No purposeful head shots
- Footwear must be worn at all times
- Be respectful of other players
- No foul language
- Sign the waiver

## Equipment:

Players will be equipped with:

- One Water Blaster with Vest
- Goggles
- Exit flag

The water blaster is cable of using one water cartridge at a time. The vest can hold onto two spare water cartridges at a time, thus players can have up to three water cartridges. The exit flag is used if a player no longer wants to play and wishes to exit the arena without getting shot at.

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## Arena attributes:

- Staging area
- Two water cartridge swapping locations
- 5 flag stands
- 3 team starting points
- 1 large dunkable bucket
- 4 triggerable umbrella sprayers
- “Spitting animals”: static animal figures that spray water
- Walls to hide behind
- Mist!
- Bridges
- Various plants
- Observer mounted water guns! (not for players)
- More triggerable objects!

The dunkable bucket can be triggered twice per round. The team must shoot the bucket target that corresponds to their team color in order to temporarily turn off the opposing team’s water guns. When the umbrella sprayer is triggered, it temporarily turns off all water guns within the radius of the spray.



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## Reloading:

The water guns have a limited capacity and therefore need to be reloaded once a water cartridge has been depleted. Each player will be able to have three water cartridges on them at any one time, each cartridge holding half a liter of water. One will start in the gun while the other two will be attached to the vest.

When the water cartridge in the gun runs out, it can quickly be released via (mechanism). The empty cartridge is then attached to an open space in the vest. Next the player detaches one of the remaining full cartridges from the vest and inserts it into the gun.

If the player is able to deplete all three water cartridges before the end of the game, then they are able to go to a cartridge swapping area where they can swap their empty cartridges for full ones. Players are responsible for holding onto three cartridges at all times, and will not be given replacement cartridges if one is left behind. The swapping area will have a staff member who will swap all cartridges.

Staff members should encourage players to report any faulty cartridges and immediately place faulty cartridges out of service so they can be fixed or replaced.

Cartridge Swapping areas are dry zones where water guns will be turned off.



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# Gameplay:

## Objectives:

The area has 5 flag locations scattered around the map. Each flag location has three targets on it representing the three teams. Players must shoot the target that corresponds to their team in order to raise their team's flag. If an opposing team's flag is already raised, it can be lowered by shooting one's own team's target. The team with the most flags raised by the end of the game wins.

## Rules:

- Follow all safety precautions
- No shooting the referee or cartridge swappers
- Respect other players
- Have fun

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## Teams:

There are three teams, Sun, Soil, and Spring. The Sun Team is represented by the color yellow, and the sun symbol. Team Soil is represented by the color red and the rock symbol. The Spring Team is represented by the color turquoise and the symbol of water drops.

Vests and guns and flags will all be colored and branded to the three teams.

Players start in one of the three team starting areas. This is not a team safe zone, just a starting area.

## Player v player:

- If a player shoots a target on the vest of another player, then that player will lose gun function for 5 seconds.
- If a player shoots a colored target for the bucket, then the other two teams will lose gun control for 10 seconds and the bucket is dumped.
- If a player shoots the target of an umbrella sprayer, anyone within a 10 foot radius of the sprayer will lose gun control for 10 seconds.
- A player can choose to leave the match by raising the Exit Flag. If raised the player should immediately return to the staging area. While a player is exiting with the flag raised, other players are not allowed to shoot the exiting player.



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# Controls:

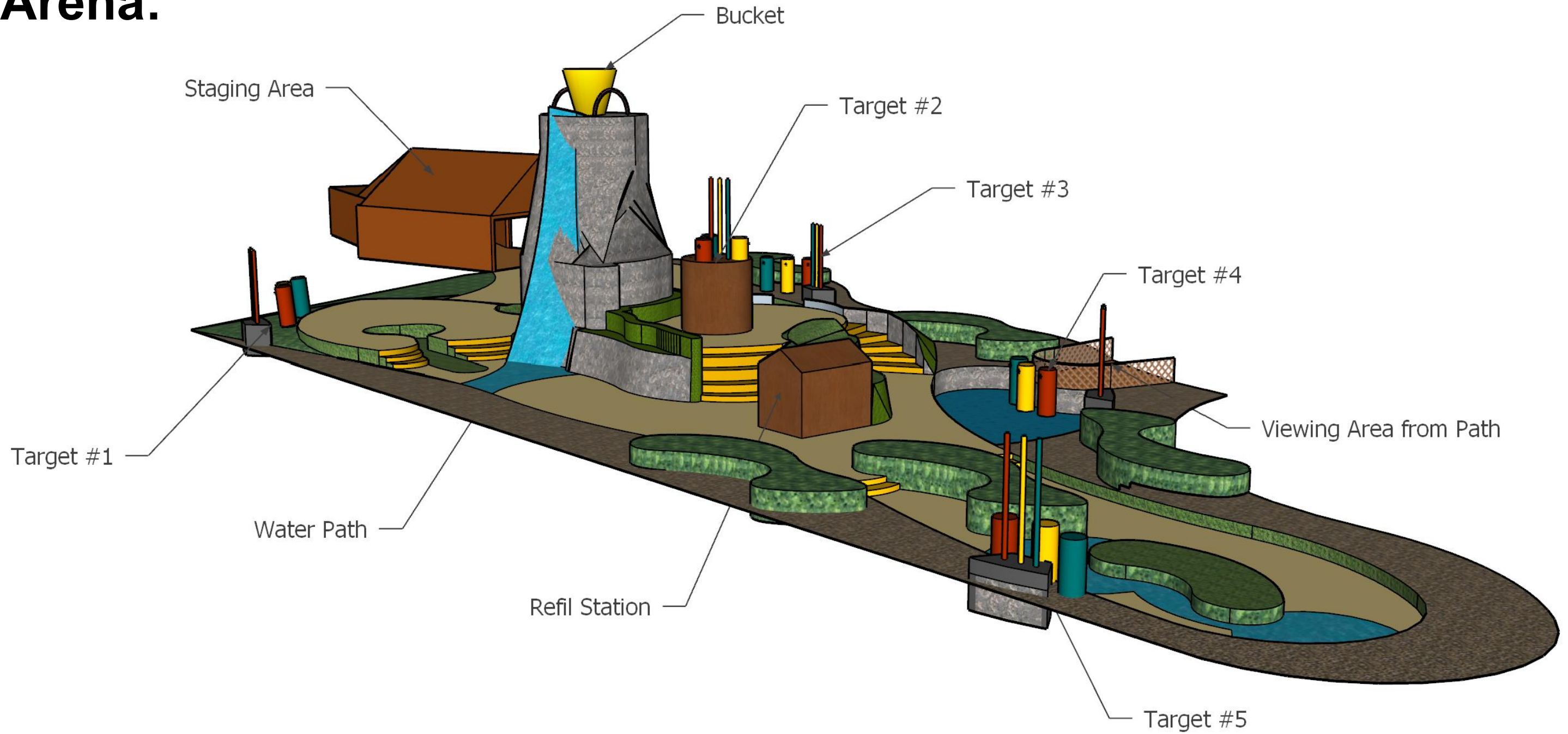
Splash Tag uses one cohesive control system to connect all the flag stands, water blasters, vests, refill areas, water buckets, umbrella sprayers, and all the other triggerable objects throughout the arena. Pressure sensors are also utilized in the vests, and all the triggerable objects in the arena.

In order to protect our Team Members and guests, the control system also defines the two refilling areas in the arena as safe zones. If vests and blasters are sensed by the control system to be in these areas, the blasters will be shut off until the guest leaves the refilling area.

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# Arena:



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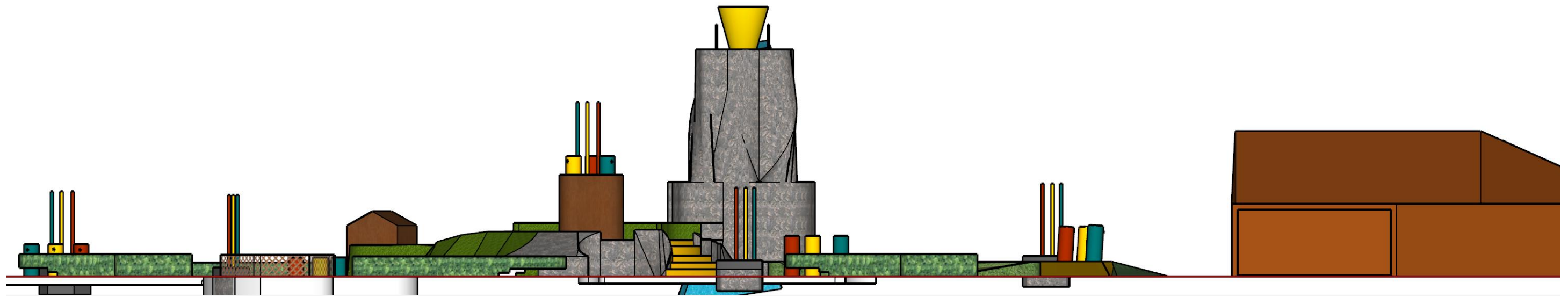
Arena

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# Arena:



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Arena

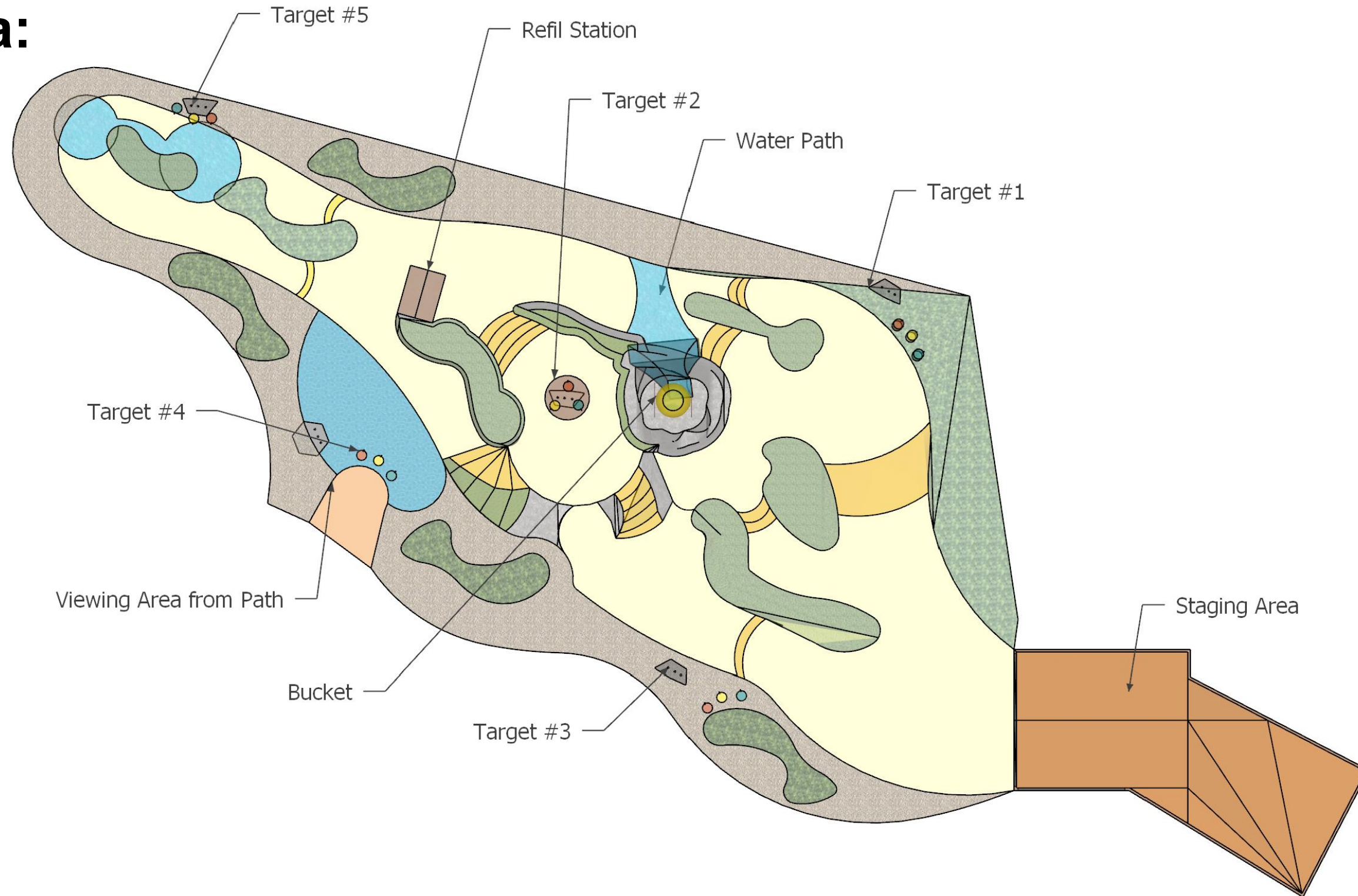
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# Arena:



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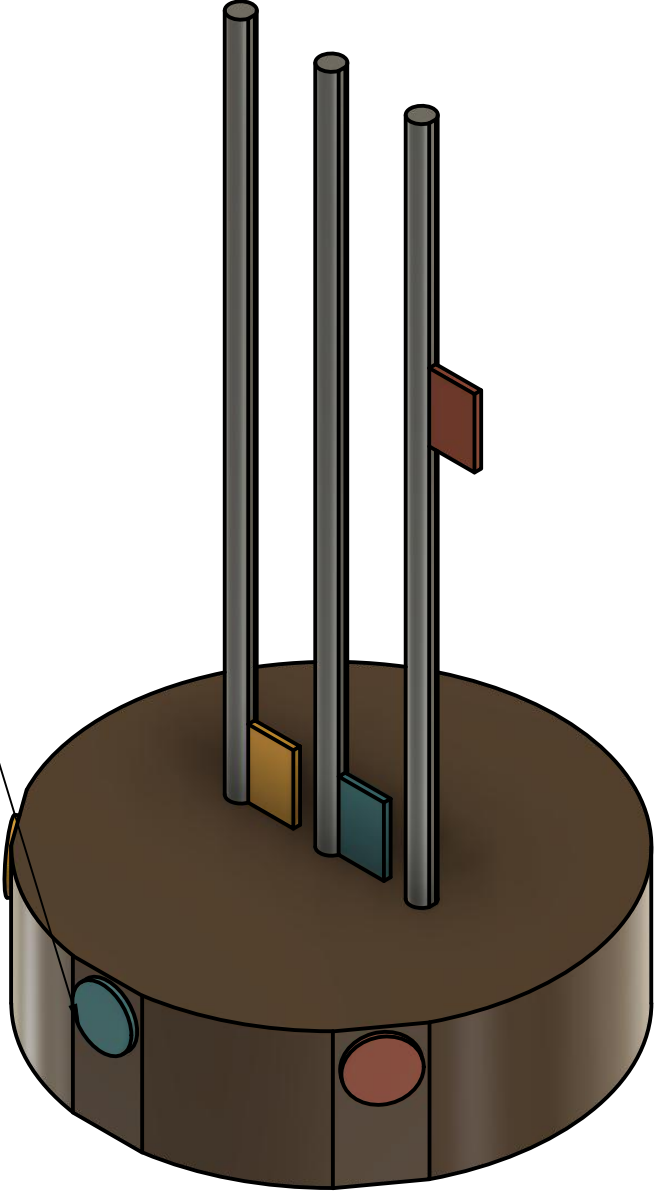
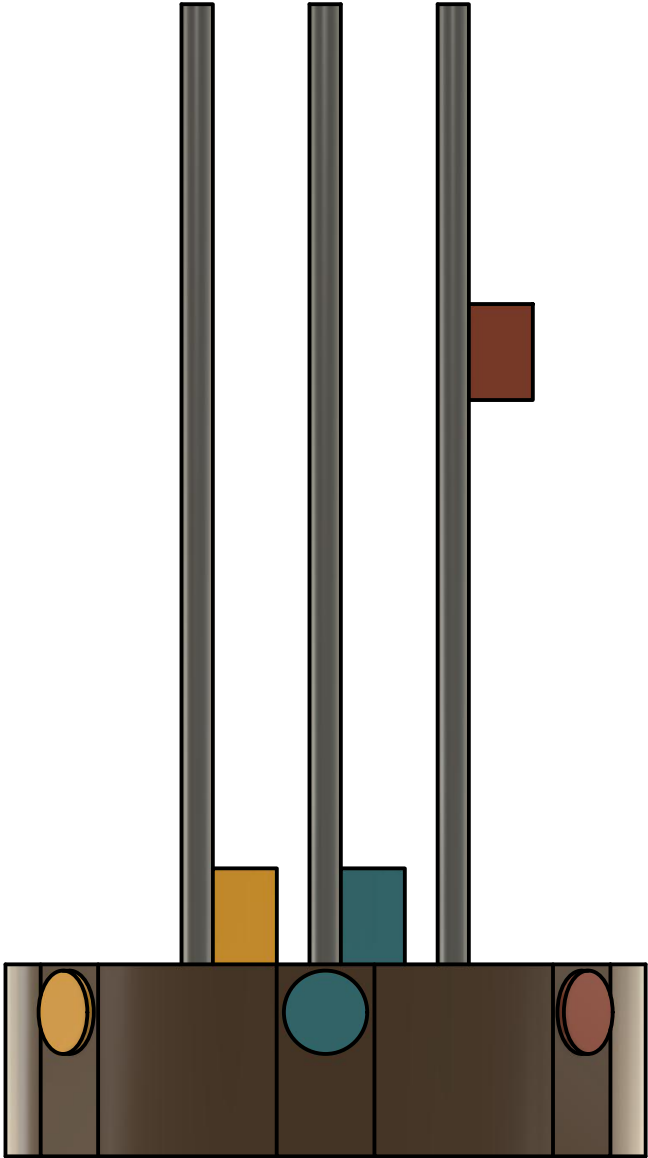
Arena

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Pressure plate that when hit raises the Corresponding Team's Flag and lowers the others



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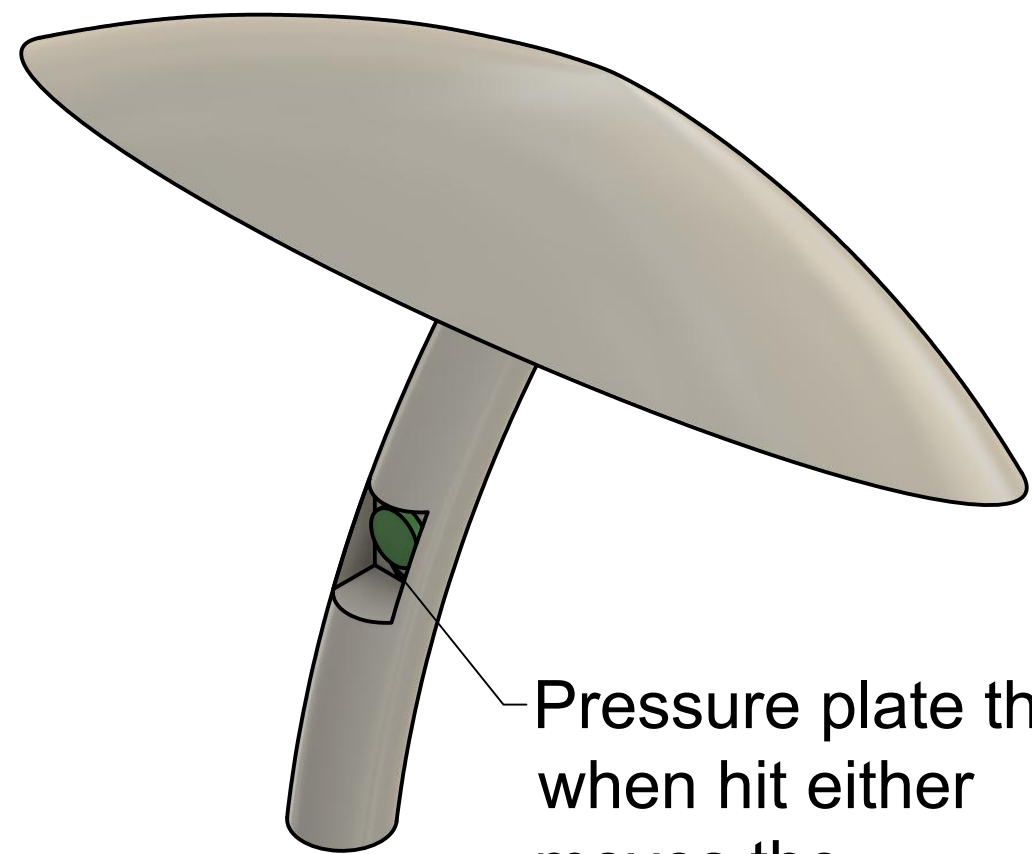
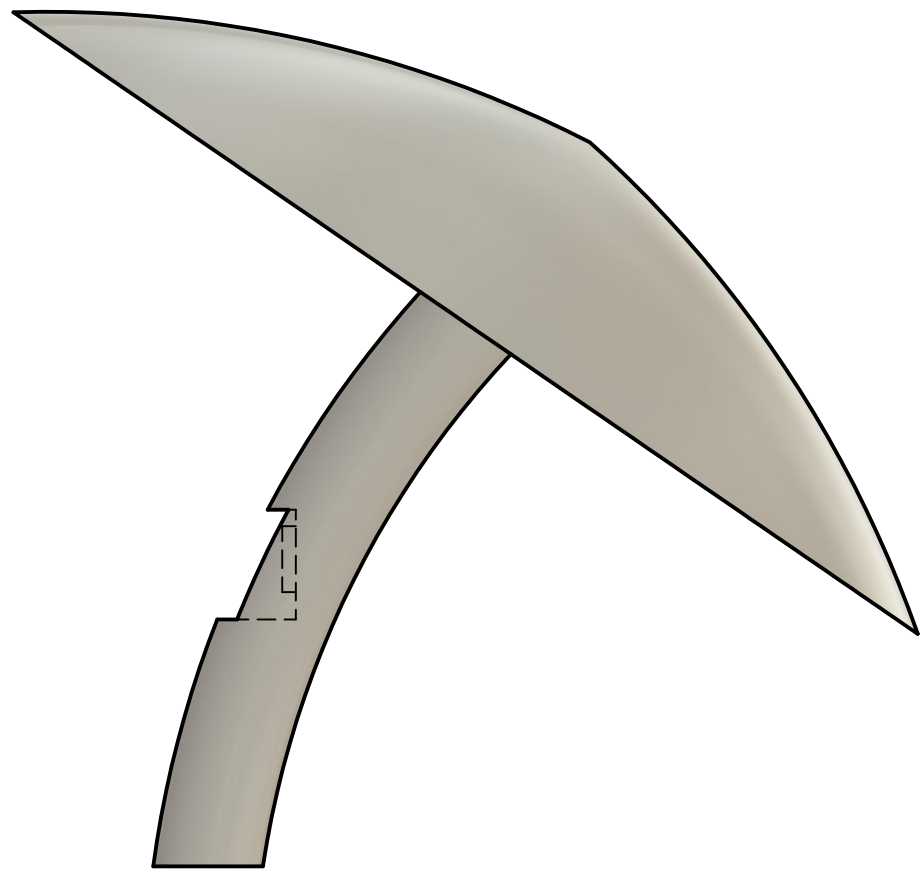
ADVENTURA Expansion

Flag Stands

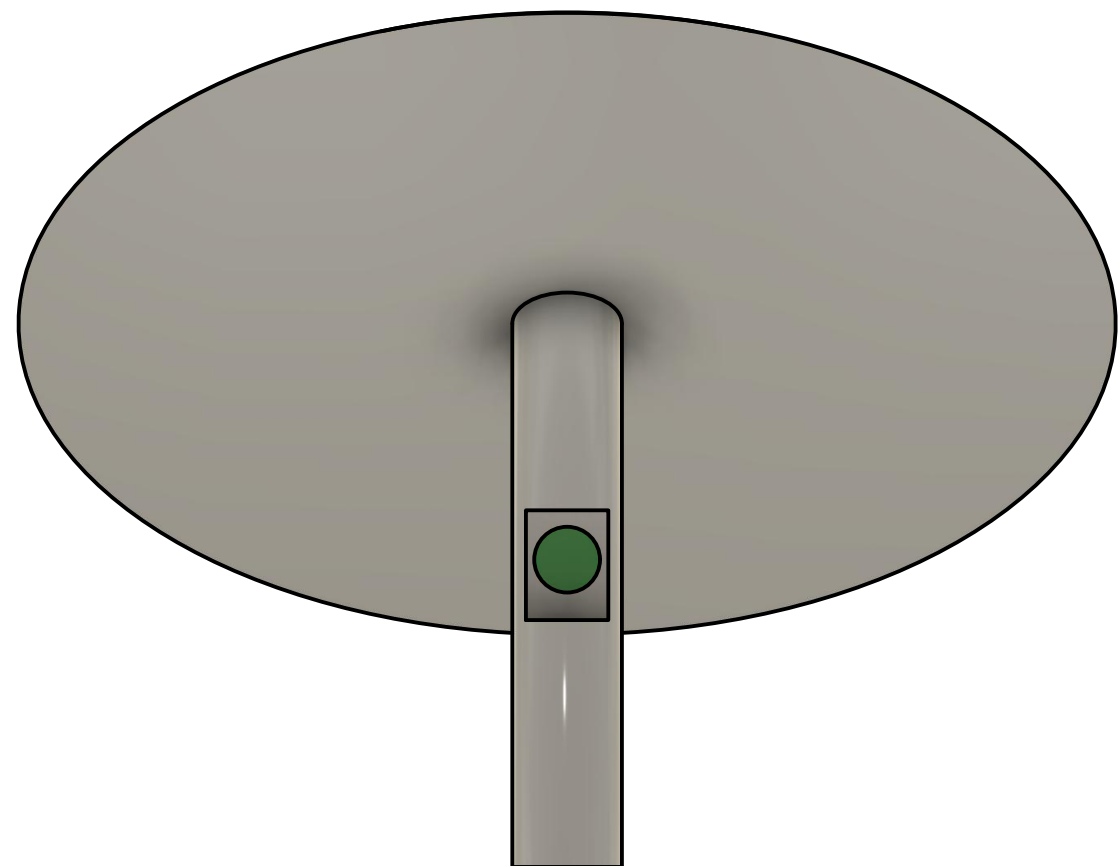
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Pressure plate that when hit either moves the triggerable object or causes it to spray water



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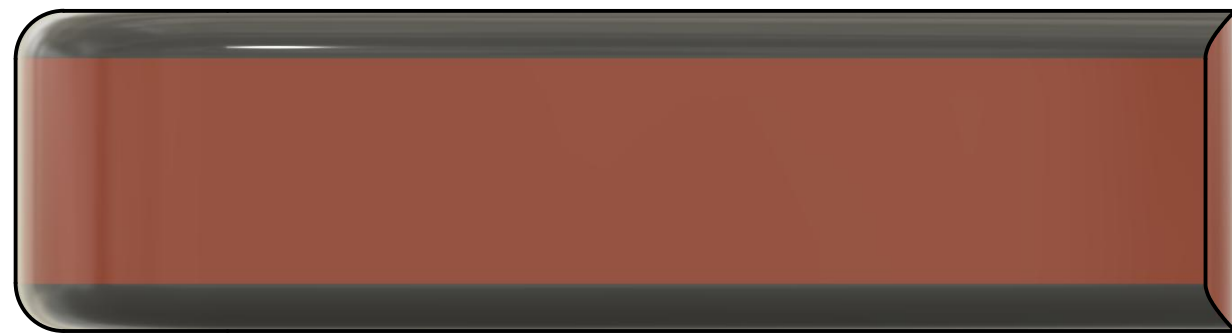
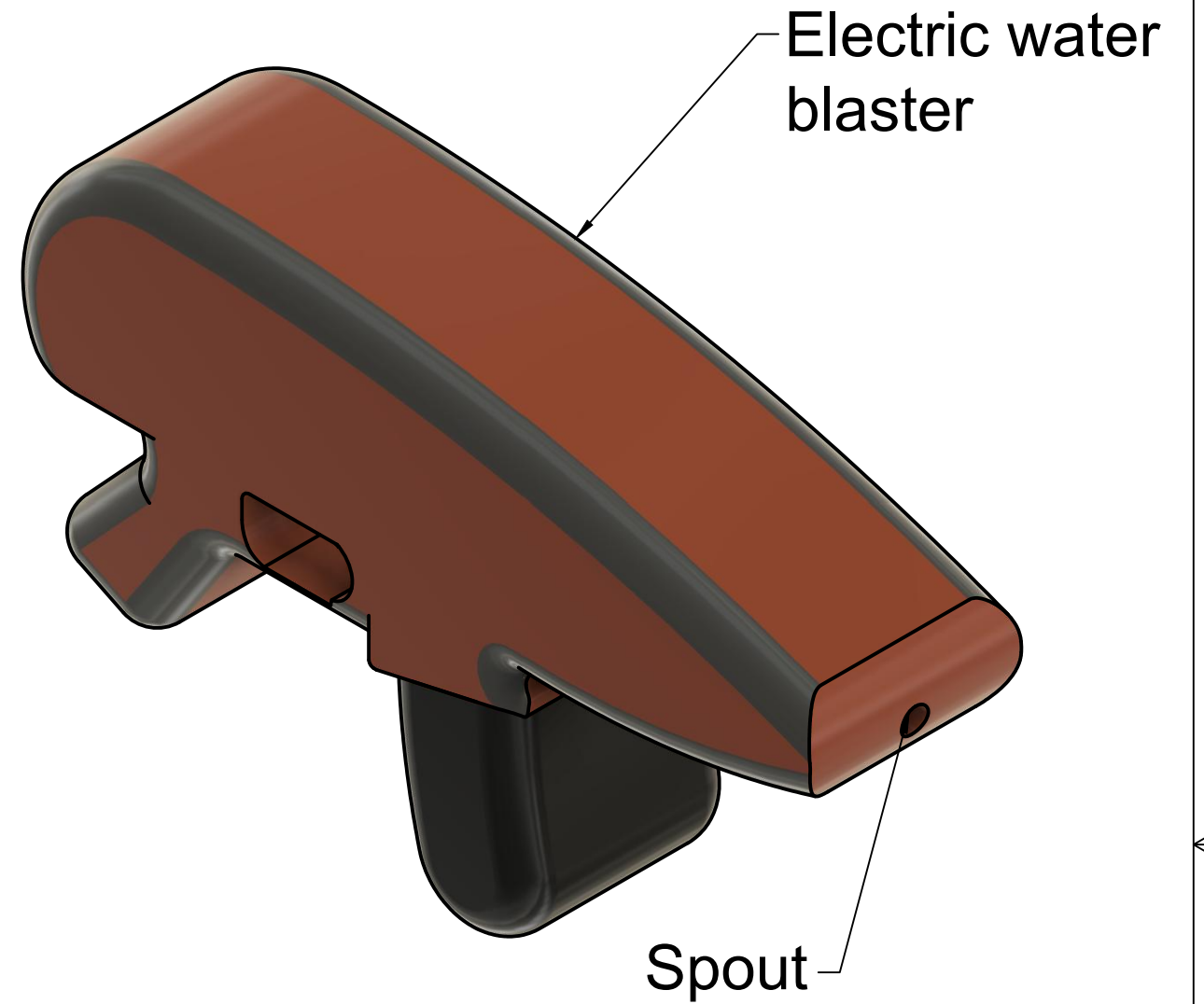
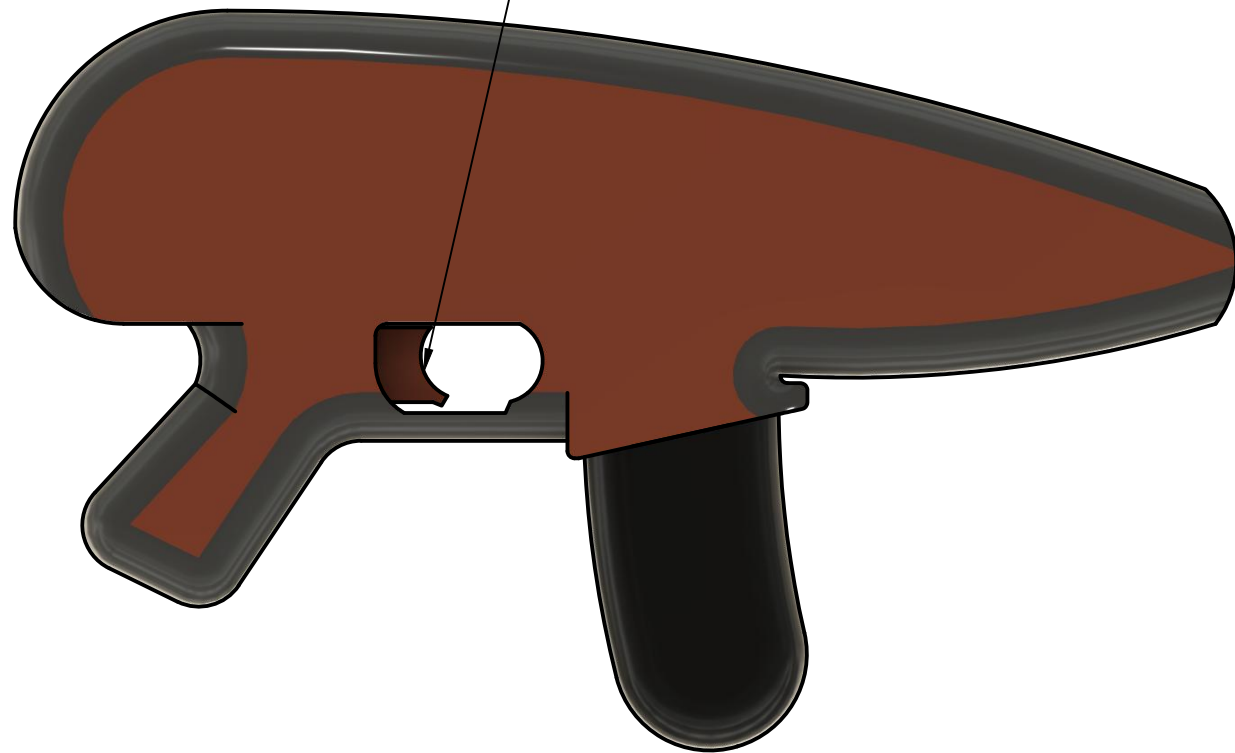
Triggerable Giant Mushrom

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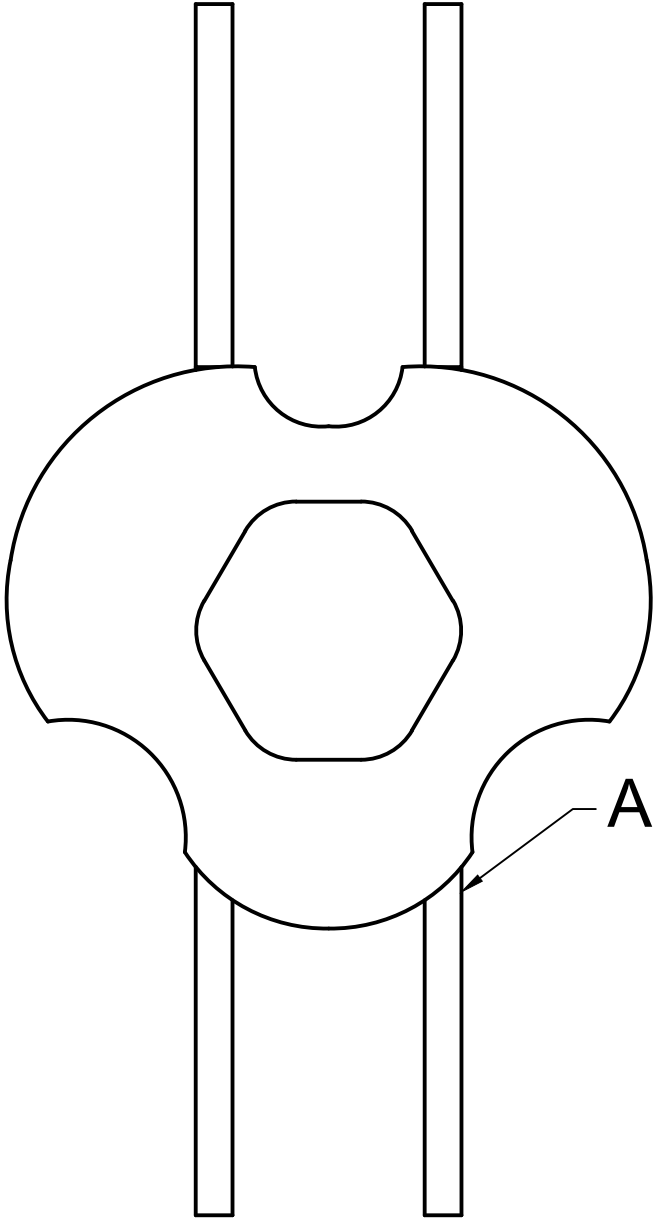
Trigger that when pulled sends an electrical signal to the microcontroller that then tells the water pump to engage.



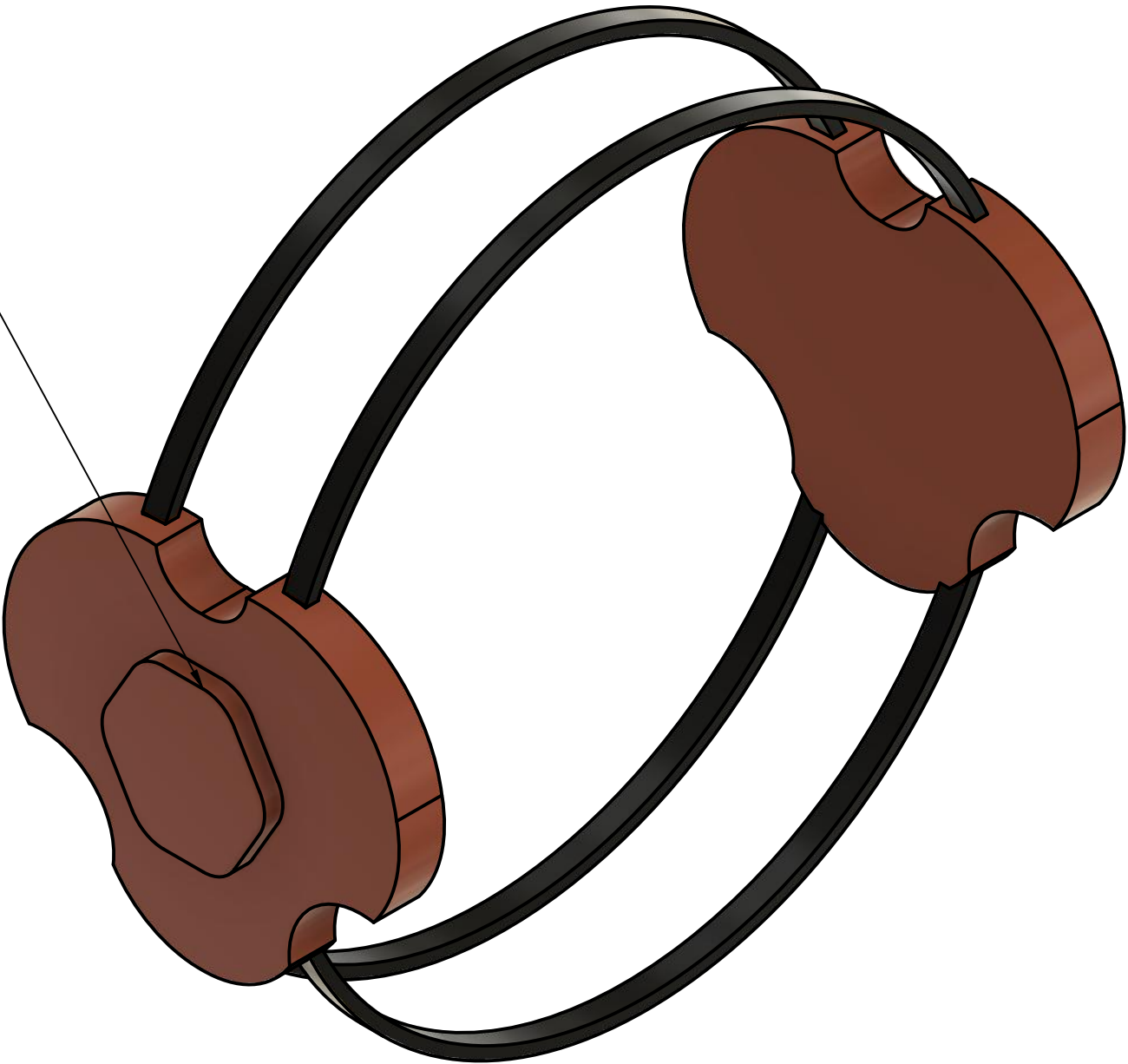
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Soil Team Water Blaster		
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Pressure plate that when hit, deactivates the guest's blaster for 5 seconds through the cohesive control system.



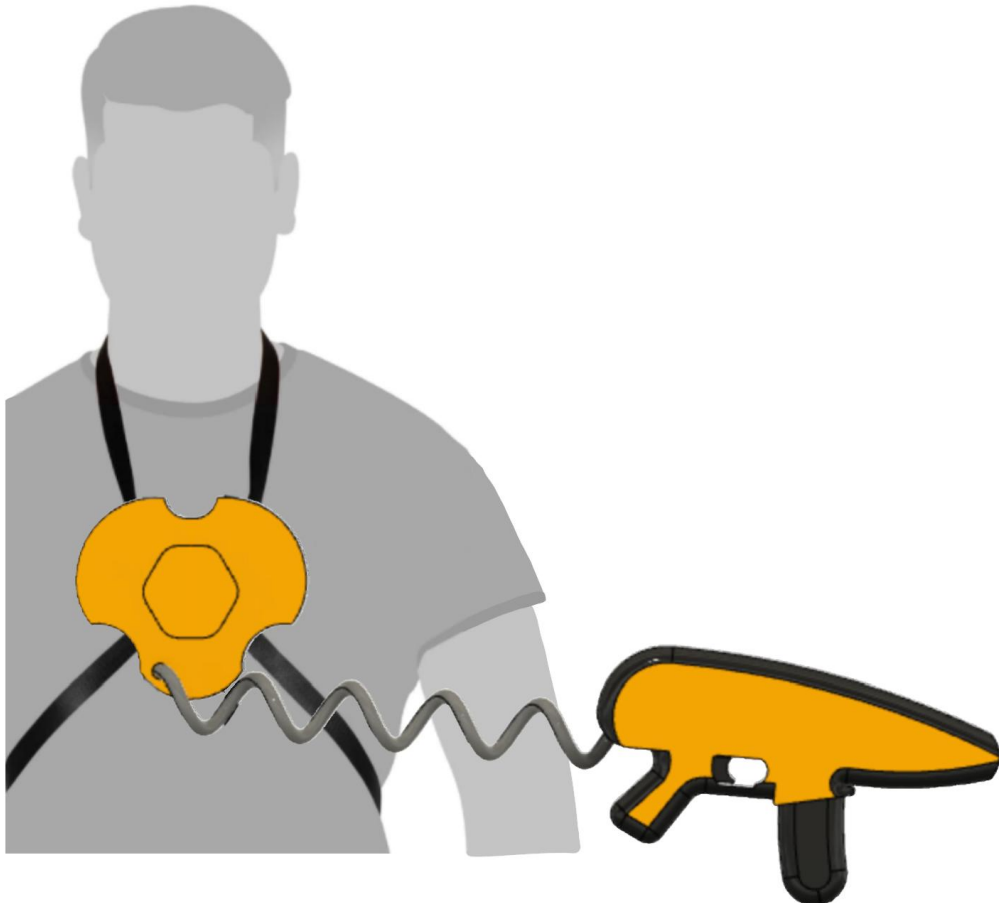
Adjustable Straps



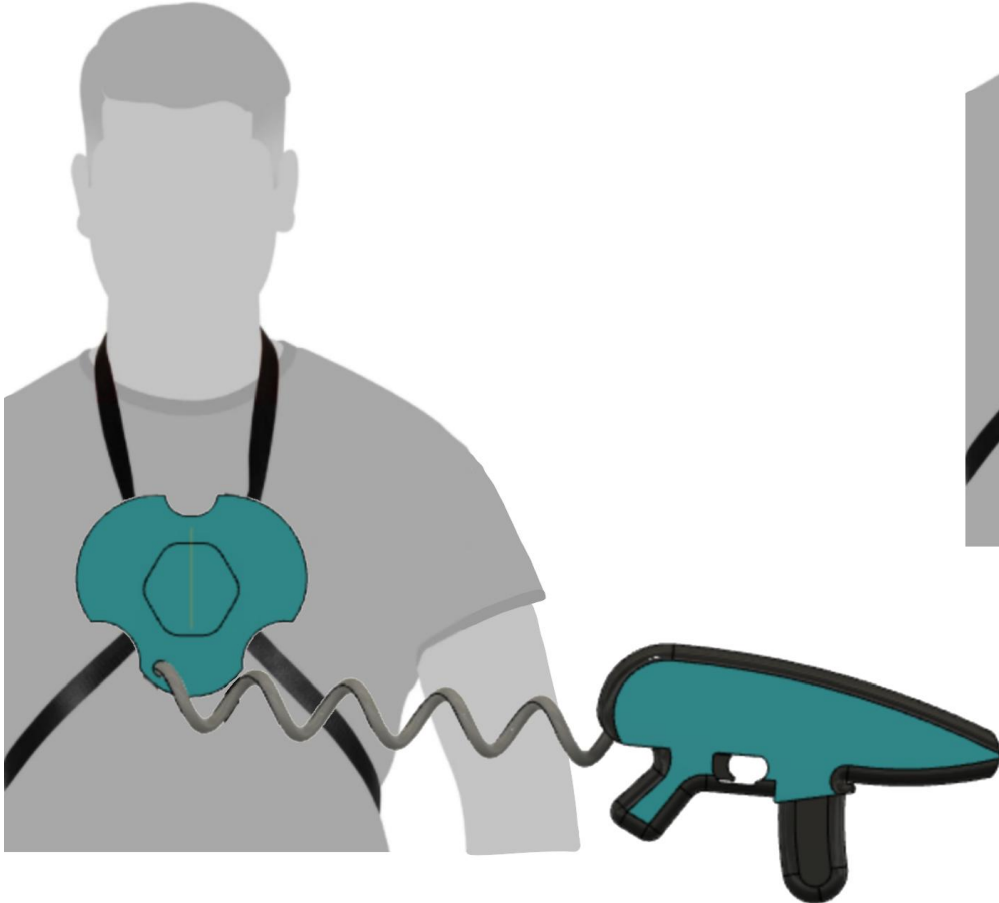
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	Soil Team Vest		
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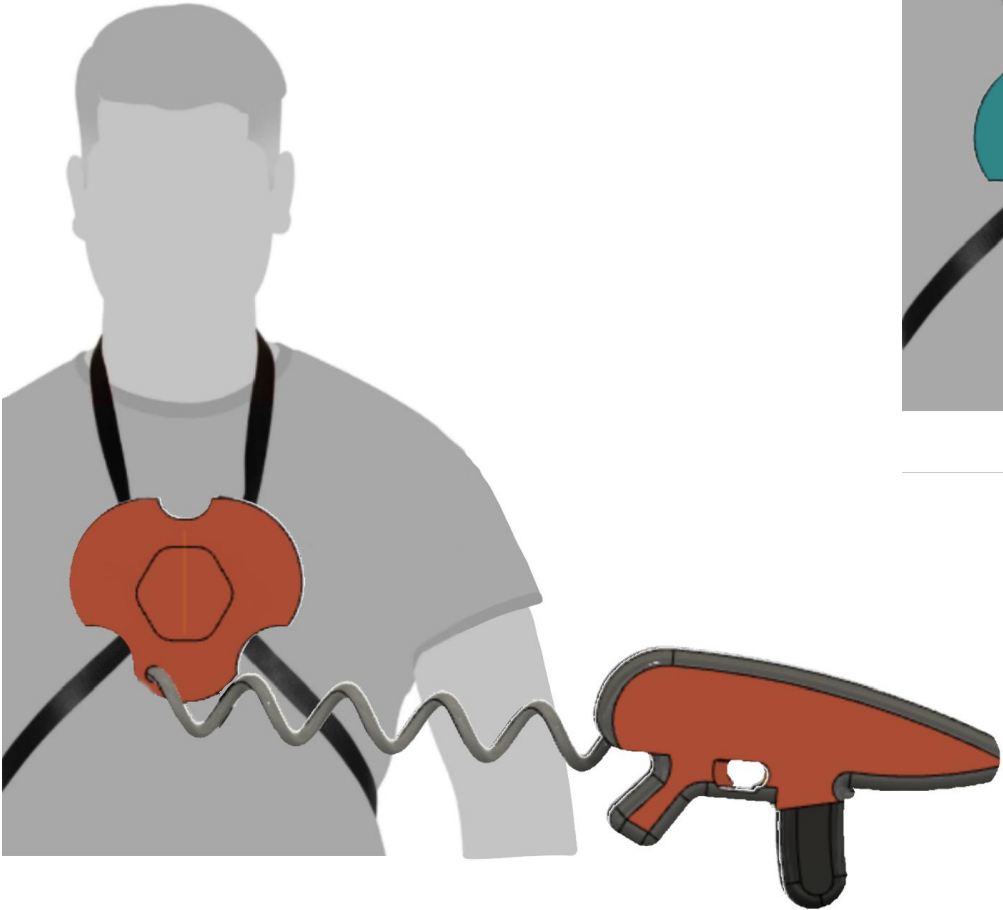
Sun Team



Spring Team



Soil Team



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Soil, Spring, and Sun Team Vests and Water Blasters

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