

VEQTOR

Laying out your arena design is something which is worth taking some time over. There are plenty of reputable companies in the market which will do this for you, but it can be prohibitively expensive and, with a little imagination, you will find that doing it yourself is quite possible.

The following are just a few guidelines relating to arena design, which we have found several people ask when they are just setting up for the first time.

Remember that the success of your laser tag centre relies on several different aspects coming together and continuing to work well over time. As well as great customer service provided by motivated staff, you must also consider what theme you want your arena to have, what age group you want to attract, what secondary attractions you will supply such as food and drink. Make your arena safe first and foremost, but make it a truly memorable experience. You want players coming out of a game and wanting to go straight back in.

And, finally, make sure you have equipment that works, from a supportive and reliable company. VEQTOR has been in this business for over 15 years. We supply a durable, easy to use range of laser tag systems that are very competitively priced. Don't miss out on the opportunity to earn a profitable income in a great, fun and dynamic industry.

ARENAS

Height - This can significantly increase the playable area in a building and having two levels for game play adds a lot of excitement for the players.

If your building does not have two levels for game play, but you have a tall enough ceiling to create a 'mezzanine' layer, you will need to consult building standards recommendations to ensure the structure is safe for several players to use at the same time.

Theming – Theming works to give visitors to your centre an immediate thrill to be entering an 'experience', rather than just a shoot em up game. If your theme is strong enough, you can carry it through to merchandising and peripheral secondary attractions, thus increasing your revenue, and gaining a quick reputation for a destination point for family entertainment.

Suggested themes: Factory; War Zone; Futuristic; Space Ship; Desert Island; Haunted House

Arena fixings – Having several arena barriers and densely fitting out gives players more cover, and thus more time to hide and strategise how they will play. This works to raise suspense and builds tension, thus making gameplay more adrenalin filled.

There is a fine balance to be achieved between stealth and action to pace the game for ultimate excitement by adjusting the density of fixings to the number of players and the size. It is best to have some areas more densely populated with barriers than others. This builds up a less uniform style of gaming

Size – The size of your arena will be dictated by: The Building; Your Budget.

Ideally, the recommended arena size is 1500 sq feet (or 150 sq metres) for every 10 players.

Arena targets – The fun with these is that they can be themed to suit your overall scenario. For example, in a 'haunted house', there would be ghost sounds and laughter; in a desert island there would be treasure chests that would gain points if shot etc etc