



TagBeam

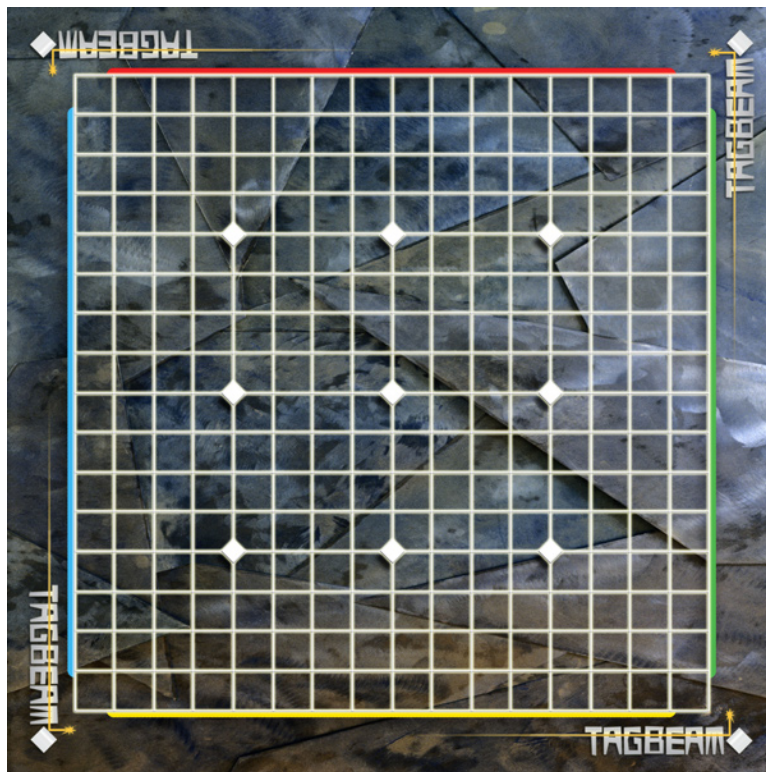
A hunt-and-shoot laser game

Type: Abstract Strategy
Ages: 10+

Players: Two to Four
Duration: 15 - 30 minutes

Synopsis:

Laser tag on a game board, but with strategic variations and moveable mirrors. The players find themselves confronted with puzzle-like decisions that lead to victory... or seal their fate! Think ahead; the move you thought would get you the final deciding shot may well be your downfall.



Equipment & Features:

Color bars on the edges of the game board are significant to play. Included in the game are four sets of four colored pawns, plus nine special markers which depict "mirror monoliths." (The prototype uses wood pieces painted silver, but the production version could easily be silvered plastic.)

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The Rules:

This game uses a “bouncing beam of light” principle with moving “mirrors” and light-beam weapons.

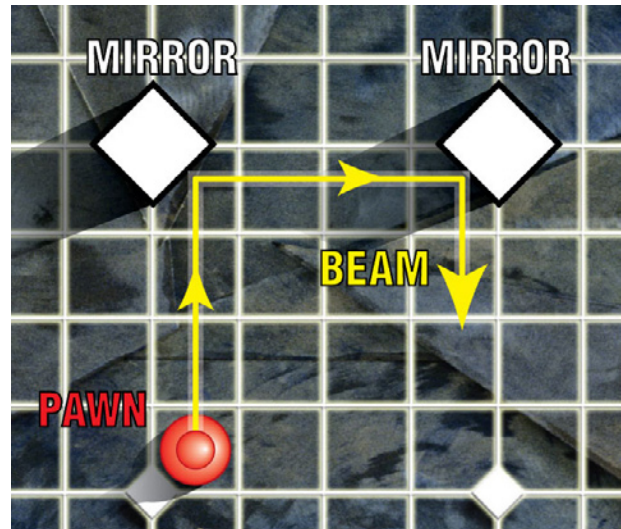
Object: To hit the opposing player’s pawns with an imaginary light beam fired by one of your pawns, reflecting at least once off the mirrors on the field.

Pieces: Nine mirror markers, which sit on the intersections of the lines at 45° to the grid, and four pawns for each player. (See illustration.)

Board: 16 x16 squares with nine intersection points marked as starting positions for the mirrors. Each side of the board is marked in a color of a player’s pawns; this is the starting rank for the player’s team.

Set up: Place the mirrors as shown on the marked intersection points, and the chosen colored pawns on the outermost row of spaces in front of the corresponding player. The pawns may be positioned anywhere on the side of that color EXCEPT the corner spaces.

Play: Each turn consists of a Mirror Move and a Player Move. First, a mirror must move along the grid lines from intersection to intersection one at a time. The diagonal orientation of the mirrors never changes. The Player Move is either a pawn move rank and file (no diagonals) from one square to the next upon the board or the player may choose to fire his/her pawn’s light beam.



The path of the beam is traced through the spaces rank and file (no diagonals) until one of the following:

- The beam hits a mirror, in which case the beam is reflected (see illustration) and continues on its path.
- The beam leaves the board (no effect).
- The beam strikes the opponent’s pawn, which is removed from play.

Winning: In the basic game, the last player to have pawns on the board is the winner. For more interesting play, a scoring system can be used. Rather than removing the struck pawn from the board, each hit is scored by the number of mirrors it hits on the path (the ricochets) and players compete to a predefined number of points.