



Laser Storm Pittsburgh
 7715 McKnight Road
 Pittsburgh, PA 15237
 Phone: 412-364-3473 Fax: 412-364-1953
www.laserstorm.org

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QUARTERLY PHASER

January - Issue # 19

OLD STUFF - CURRENT STUFF - STUFF TO COME

Winter is here and this is a great time to bring your group to Laser Storm. Many different groups use Laser Storm for fun. However, you can also learn team building skills at the same time.

So bring your Youth Group, Boy Scouts, Girl Scouts or Sports Team for an event of fun. Get 20 players and you will qualify for the Group Outing Special. For only \$10 per player, your group will receive 2 laser tag games, a slice of pizza, a small drink and 8 arcade tokens. Reservations are required so give us a call to schedule your next event.

Laser Storm is also great for the office. Many corporations use Laser Storm for Team Building. There is a Team Building Workbook available at the store or on the web site at www.laserstorm.org. If you are looking for a fun, creative way to learn team building skills, then Laser Storm has the solution for you.

The Evolution of a Laser Storm Player

Did you know that there are many different levels of laser tag play? Listed below are some of the current levels that the players have attained.

- **Entry Level** - new to the laser tag game
- **Regular** - knows the game & plays often
- **Member** - has membership benefits
- **League player** - plays in the local leagues
- **Regional player** - Oh-Pa Regional Tournament player
- **National Player** - plays in the National Championship

Laser Storm Pittsburgh is proud to have more players in all the different levels than any other Laser Storm in the country.

Additional information is available on our web site at www.laserstorm.org.

NEW YEARS NOTES

The New Year's Eve party was a success. The balloons actually fell on time this year. Everyone had a great time with numerous game scenarios and good food. The game data for the last game of 2001 and

2001	Last Green Base	-	Aries
	Last Red Base	-	Centipede
	Last Green Sentry	-	Dancer
	Last Red Sentry	-	Aries
	Most Base Hits	-	Sphinx
2002	First Red Base	-	Sphinx
	First Green Base	-	Red Dog
	Most Green Bases	-	BigZes
	Most Red Bases	-	Red Dog

Who will it be next year?

STORM

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CARD

Mid-Western Regional

On our way out of the parking lot, one of our favorite teammates babbled 'Are We their Yet?' The journey would take a complete 24 hours to arrive in Westminster, Colorado, home of the previous National Champions "Black Ice." Any player that is willing to drive 24 hours with 5 guys in a small van must be out of their mind. Not us, Pittsburgh has some of the most dedicated players in the nation. The Midwest regional tournament was scheduled for December 15 at 10:00 am. Team Pittsburgh arrived in Greeley, Co. on Friday a little before the tournament.

While no one from Colorado was expecting us to make the trip, we walked right into Greeley's laser storm and introduced our selves. Immediately the home team wanted a challenge. We walked into an arena that was new to all of us, we adapted and defeated them. However, much tougher competition was ahead for us.

There were 7 teams including Pittsburgh. Rules are similar, except one. In our Eastern Region random packs are a strict rule. In the Midwest Region first come, first serve is how the rule is addressed.

As planned the tournament was to be a double elimination, estimated to be over by 5-6 pm. A low turnout of teams would decide a 12 hour round robin tournament. The arena had a total of 20 player units that would have a hard time lasting for twelve hours.

The tournament was long, but FUN. It came down to a game that would decide, if we won we would move on to 3rd place, or if we lost we would be on our way home to Pittsburgh. While my four teammates would all hold their own the game was close, until two faulty player units would keep me out of the game too long. We tried as hard as we could, but we lost to a good team.

The trip was a good experience and we were glad to see that Pittsburgh players are not the only laser tag players that are truly dedicated to this game we call LASER STORM!

-Kirby

A SPECIAL THANKS TO THE TEAMMATES

Team Pittsburgh

Jeremy - Kirby Ray - Flash Joe - Zalgax
Chris - X-Caliber Josh - Crusher

MEMBER BIRTHDAYS

January

*Xenojon
Seifer
Red Dog
Black Coffee
Stray
Mr. Z
Zalgax
Metzen
BigZes
Cheesemaster
Zero
Tryad
Cassanova
Fudge Man
Grizzly Jerr
Ice
C Cubed
Ender Xiv
Sticks
The King
Superstar*

February

*Prinz Vegeta
Skull Breaker
SunKiss
Gremlin
Smokin 57
Illusions
The Rock
Goku
Masl
Serial Carpenz
Matrix
Top Gun
Dog
Flash
Stryker
Fire Ball
Monkey King
Snow Bird
Puffy
Hatto Boushi
Hidden Darkne
Mushu
Maximus D*

March

*Crusher
Shaggy
Nomad
Kirby
Zapp
Armageddon
Pimp Daddy
Sir Whiffalot
Kt
Getto Booty
Blaster Master
Taz
Pretender
Dr. Devil
Psychoguy
Crash & Burn
Miller Man
Dark Star
The Dark*

Ohio & Pennsylvania Regionals

What will the rest of the Regional Season prevail? So far this season kudos have to be handed to team Expendable Youth, also known as EXY. The last tournament held in Ohio at Jesters Court would yield the National Champions, Oblivion with 1st place and EXY with 3rd place. EXY, a team that has been showing everyone that they are better than what everyone expected has managed to show that they are team to be taken seriously. The EXY team consists of Captain - Justin "Phoenix", Josh "Seek N Destroy", Tom "Tyrant", Matt "Disinfo", and Rob "BigZes". Expendable Youth played a hard fought tournament taking third place, great job guys.

The January tournament was held in Pittsburgh with great completion. Our own Expendable Youth ran through the tournament with no losses. They really deserved 1st place this tournament. The second place position was won by Oblivion. A newly formed Pittsburgh team "Parental Advisory" took third place. These new Pittsburgh teams are really showing their stuff. It was another exciting and FUN tournament.

The next scheduled Ohio - Pennsylvania Regional Tournament is to be announced. If you are interested in being a part of the monthly tournaments please stop in at Laser

Technical Notes

New to the Quarterly Phaser for 2002, this section is dedicated to bringing our members information on the basic functions and principles of Laser Storm. The following should bring you a better understanding of how Laser Storm works.

Player Units

Commonly referred to as "Pack" or "Vest", this unit is the most vital part of the game. The actual "Player Unit" is located inside the zipper pouch on the front of the vest. It contains a battery and a portable computer that communicates with the main computer system through an optical interface. The Phaser and the Headset are the two devices necessary to achieve this communication. Upon energizing, an optical signal is passed from the Phaser to the Energizer and back. The process activates your unit and registers your player number with the computer. You are now part of the game. All the other devices such as Bases, Sentries, and other Player Units transfer information from one to the other hundreds, even thousands of times per game.

Energizer

The Energizers are the devices on the wall that you visit cheerfully multiple times every game. Some of you more than others! It is set as "Energy" in the main computer configuration. Settings such as team color, shield level (1 thru 10), and clip size (5 thru 255) are selected. Each Energizer can be set differently to make for a very interesting game. All this information is transferred optically to the Player Units every time you energize. In return, the information of who hit you is sent to the main computer. The score is then adjusted on the Scoreboard.

Base

The Base, unlike the Energizer, is specified as a "Target" or "Reactor". When the Reactor setting is selected the Base can fire back. The Base has a specific color (red or green) and an adjustable hit value (0 - 10). Four different timers determine how the base will act during the game. The Sleep timer is how long the Base is inactive. The Warn timer determines how long the Beacon Light stays on (your window of opportunity). The Active timer is how long the Base fires back at you in the event you missed your chance to hit the Base. Lastly, the Award Timer is how long the Siren blares after you successfully hit the base. The information conveyed between your player unit and the Base is the initial "hit", which by standard gives your team 5 points.

Sentry

When you hear that shrill, persisting whistle noise from above, you either take a hit or give a hit, because the Sentry takes no prisoners. Red or Green, they still deactivate you, no matter what team you are on. Essentially, the Sentry is like a Base set to Reactor. All the values that can be set for the Base can also be set for the Sentry. The added value of the Sentry is that any team can take control of them. If you are in a better position to deactivate the Sentry then you will have the opportunity to score a point for every Sentry hit. Do this multiple times and your team will start to take the lead.

In the next issue of the Quarterly Phaser we will discuss the different types of scoring and how the score is determined.