

How to Use Laser-Blast Game Passes

General Description

The game passes are 5-6 different laminated cardstock pieces. Each pass will represent 1 vest; this means you will need to have enough passes for each vest in every color. This pass is the customer's ticket into the game of laser tag. A divided container is recommended for keeping the passes organized.

Timing Scheme

The goal is to keep the games moving. The reason for using 5-6 pass colors is to be able to sell out games for up to two hours in advance. This also makes it possible for large call-in groups to reserve passes for a game. Set up the passes for a different game time for each color. When a customer comes to the counter and asks to buy 3 games for his or her self, you will give them a pass for the first available game and then every other game after that. This will give them time to get their score card at the end of the game and time to get into the next game. It also allows you to get as many games sold in advance as possible.

Process

After the customer buys the passes they will wait in the arcade or lobby to wait for the color of their game pass to be called. Once the game is called the customer will walk to your briefing room entrance. He or she will give the employee waiting at the door their pass before being admitted.

Counting

After collecting all the passes from the customers, the employee will bring them to the counter to give to the supervisor on duty. He or she will count the passes and put that information on the game sheet. It is important that one employee counts the passes at the door, and a different employee counts them at the counter. This is the most practical way to prevent players from sneaking into your games.

Game Sheet

The game sheet is used to keep track of the plays for the day. This sheet lists all of the game times from open to close for one day. At the start of each game, the referee will record the number of players and the number of game passes collected. If there is any difference between these two numbers, the referee must also include a brief explanation, such as: the parents decided to play (if your store policy is to let the parents of the birthday person join for free).

The primary purpose of the game sheet is to track the number of walk-in players and party players each day. This game sheet is then compared with the LaserBlast PC's game totalizer to ensure that each person who played is accounted for. Determining the cause of any discrepancies between the PC Totalizer report and the referee's report will discourage employee theft. Following this procedure will also provide you with data on your revenue in specific time slots, and may help you determine more profitable open hours.