



# LASER TAG THROUGHPUT AND OPTIMIZING GAME ROTATION

## HOW THIS FUN CENTERS STORY CAN HELP YOU

### What is Throughput and why is it important?

Throughput is the amount of laser tag players you can cycle through your arena. When handling a large amount of throughput, the briefing, vesting and arena design must be highly optimized for maximum game output. Now imagine a busy Friday night. Lines throughout your center for each of your attractions. The flow of your laser tag arena is imperative to cycling customers onto the next attraction.

### Laser Tag Game Rotation Stages

<b>Briefing</b>	<b>2-4 minutes</b>
<b>Vesting</b>	<b>1-2 minutes</b>
<b>Game Play</b>	<b>7-12 minutes</b>
<b>De-Vest</b>	<b>1-2 Minutes</b>
<b>Score</b>	<b>1-2 Minutes</b>

*Every arena throughput may look a little different. The goal is to push as many players through your arena per hour as possible. Most operators play 3-4 games per hour.*

**HOW UNITED SKATES OF RHODE ISLAND SHAVED 44 SECONDS OFF THEIR GAME ROTATION TIME MAKING THOUSANDS MORE PER YEAR**

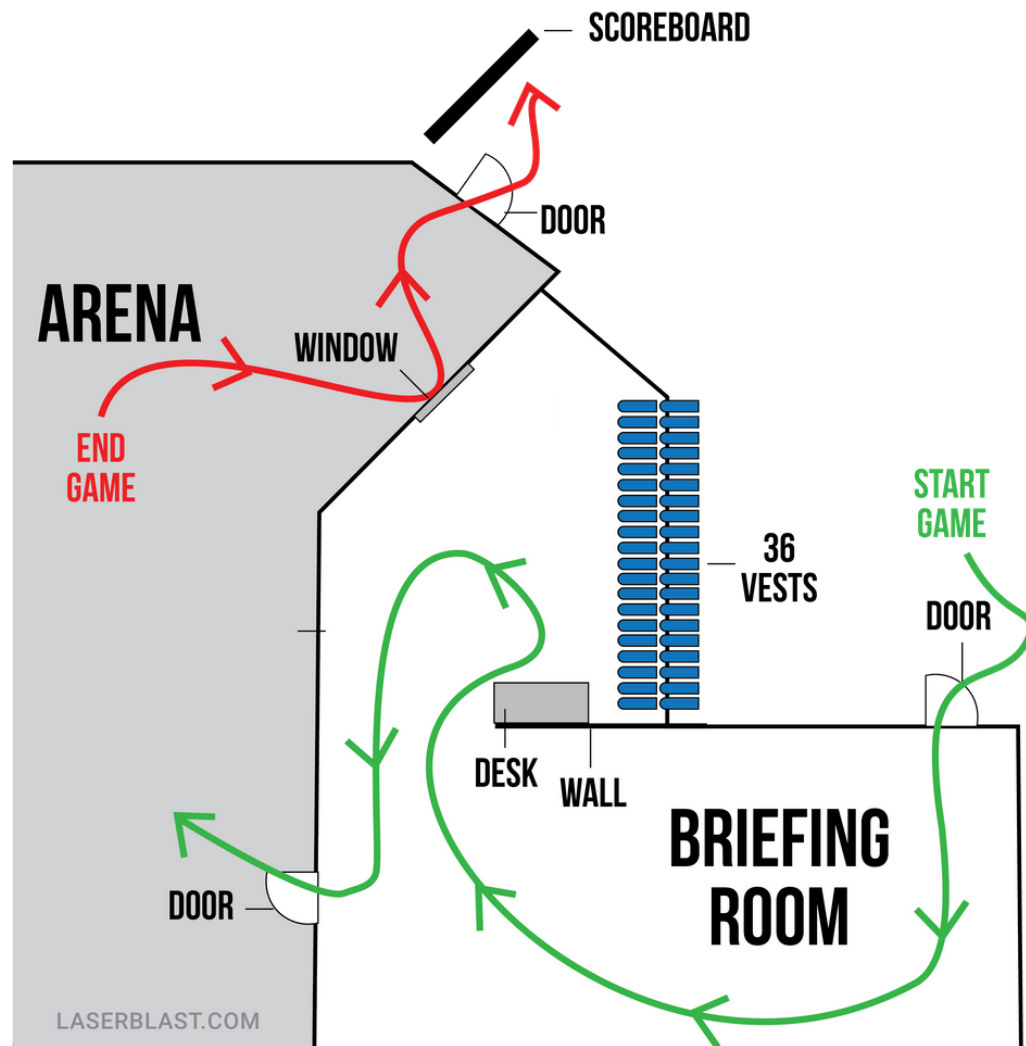


While upgrading from their ClassicBlast to the new [Cyberblast Laser Tag Equipment](#), United Skates of America took this opportunity to re-design their briefing room for better throughput and turn-around-time.

Players entered the room and the briefing began. At the same time current players in the arena are finishing up their game. Once the game finishes, players hand their vests through the window to an employee to scan in their results. The employee then took the time hang up each vest individually back up on the rack for the group that was finishing up briefing. With this method it currently took about 69 seconds per player for the briefing and vesting process.

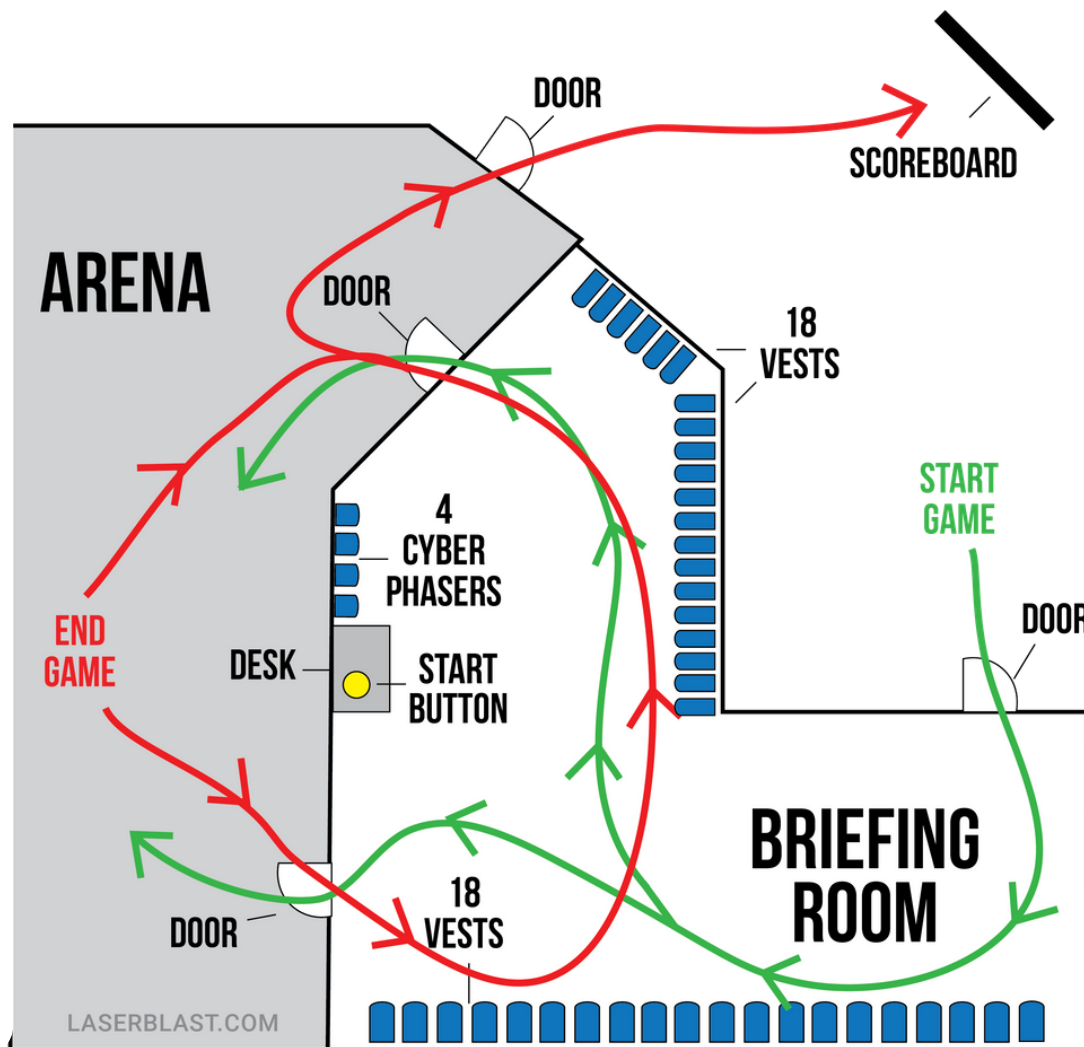
# BEFORE

69 SECONDS/PLAYER



# AFTER

26 SECONDS/PLAYER



These simple briefing room renovations shaved 43 seconds off the vesting flow maximizing their daily Laser Tag Game output and will add thousands to their revenue per year. Lets take a look at the small enhancements they made.

- Eliminated the window and added another door to the briefing room from the arena.
- Tore down a wall separating the rooms.
- Moved the scoreboard further from the exit.
- Spread around the Vests to three walls.
- Moved desk and added a Start Button.
- Added 4 Cyber Phasers

Take a close look and compare the before and after images. The red "Start Game" and green "End Game" flow lines are much more noticeable after the re-construction.

- Changing the window into a door helped maximize movement through the two rooms.
- Relocating the scoreboard to the opposite side of the room sped up de-vesting for the next group and kept excited players away from crowding the exit door.
- The 36 vests are now located around the room. This keeps it easier on players to spread out and space for tossing on the vest.
- It also opened up the wall space to add 4 Cyber Phasers. Cyber Phasers are laser tag blasters without the vest. They can play in the same game as our Vested Equipment. We created the Phasers for small children or disabled players that may not be able to fit into a vest. They are light-weight, easy to carry, and just as much fun.

**Keeping your guests flawlessly transferring through the Laser Tag Game Stages is a must for maximum throughput.**

[LEARN MORE](#)

[GET QUOTE](#)



**#CYBERBLAST**

LASERBLAST.COM