



GLITCHZONE GEAR

TECHNICAL OVERVIEW / OPERATOR-FACING DOCUMENT

GZG LASER TAG SYSTEM TECHNICAL SHEET

A compact technical overview for arena operators, venue owners and partners. This document describes the high-level GZG ecosystem, modules, local operation, installation requirements and planning considerations.

System type

Connected laser tag hardware + arena software

Core operation

Local Arena Hub with optional online/cloud features

Use case

Commercial laser tag arenas, gaming venues, events

SYSTEM ARCHITECTURE OVERVIEW

GZG is designed as a modular arena ecosystem. Smart player equipment communicates with the local Arena Hub, while staff operate games through GZG Control and spectators see match information through LiveView.



Local-first operation

- Game logic can run locally inside the arena.
- Internet is recommended for support, backups and future cloud functions.

Expandable modules

- Start with core player sets and add MissionBox, CTF modules or extra LiveView screens later.

Custom software

- Rules, scoring, visual screens and operator workflow can be adapted to venue needs.

CORE MODULES

Pulse Rifle

Configurable weapon behavior, ammo, reload, damage, fire-rate, sound and visual feedback.

Core Vest

Hit detection, team lighting, HP/armor states, player feedback and respawn flow.

MissionBox

Objective device for bomb mode, domination, respawn stations and custom triggers.

CTF Module

Capture-the-flag stations with base, capture and return logic.

GZG Control

Staff interface for setup, teams, devices, match control and history.

LiveView

Arena TV output for score, player status, highlights and post-game summary.

WHAT THE VENUE SHOULD PLAN

The final setup depends on venue size, player capacity, business model and desired game modes. The following list is a practical planning overview, not a full construction specification.

Technical / venue

- Arena floor space and safe layout
- Power outlets near control, charging and screens
- Local network / Wi-Fi coverage
- Reception or operator control point
- Charging and storage space
- TV or projector for LiveView

Business / operation

- Staff workflow and check-in process
- Emergency exits and safety signage
- Insurance and local business requirements
- Internet access for support/cloud features
- Venue branding and customer journey
- Maintenance and spare-parts plan

IMPORTANT:

Equipment estimates do not include rent, electricity, internet, staff, insurance, taxes, payment fees, local permits or building modifications.

PURCHASE OR REVENUE-SHARE

GZG can be discussed as a direct equipment purchase or, for selected operators, as rental / revenue-share cooperation. Final terms depend on location, venue traffic, support level and project scope.

Model	Direct purchase	Rental / revenue share
Initial cost	Higher upfront cost	Lower upfront cost
Ownership	Operator owns equipment	Agreement-based / rental
GZG share	None after purchase unless service agreed	Example: 8–15% per game
Best for	Established operators	New venues or lower initial budget
Notes	Good for long-term ownership	Requires transparent game/revenue tracking

NEXT STEP

For an exact quote, send your expected player count, venue size, desired modules, business model preference and any custom game mode ideas.

Recommended information for quote

- Arena city/country and planned venue size
- Desired number of combat sets
- Preferred business model: purchase or revenue-share
- Needed modules: MissionBox, CTF, LiveView, TagPoint
- Expected launch date and custom requirements

Contact

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