

SAFETY AREA RULES

Do not point the gun at people.

Do not touch the trigger or dry fire.

Do not load the magazine.

Keep safe.

Shooting Range Rules

Only the shooting range can be used.

You may not shoot anywhere else.

Prohibited to move things in the field.

If there are regular users of the main field, they will have priority over the game.

when you finished the game ,you have to unload & clear in the chamber(no bullet),dry fire for the dedicated garbage can.

No compensation will be provided for any injuries.

When you break down the gun, you need to compensate it
2000YEN / each gun

Gun regulation

Semi-auto only

When 0.2g bullet is used, initial velocity is 90m/s or less (0.81J)

Be sure to use a deceleration adapter when exceeding

Only HFC-134a gas can be used as an energy source

Only 0.2g BB bullets can be used.

Dress code

Skin should be as invisible as possible.

Shoes should be suitable for exercise. (High heels, slip-ons, etc. are prohibited.)

In-field rules

- ① keep wear face guard
- ② Don't run
- ③ Don't recline against the wall
- ④ Don't moved an obstruction & get on top
- ⑤ Don't shoot the ceiling
- ⑥ Don't shoot , put out your hand from window & wall
- ⑦ Don't lie when you hit
- ⑧ Don't touch the gun of the enemy
- ⑨ Don't fight
- ⑩ Don't shoot before start the game , to move in start point
- ⑪ Don't shoot the using wall to hit enemy

Opening and Closing Doors

Doors should be opened and closed gently.

Open by hand.

No kicking.

Don't hold the door.

HIT Rules

A hit is counted when a BB bullet strikes the body, gun, or equipment. 1 hit is instant death.

A hit is also considered a "HIT" if a ricochet bullet strikes you or if a friendly fire bullet strikes you by mistake.

The hit call should be loudly announced as "HIT" in order to avoid overkill.

After a "HIT" call, raise your gun or hand to indicate that the game is clearly over, and leave the field immediately.

Do not move or shoot using the player who has been HIT.

After being hit, it is forbidden to provide ammunition or information to other players.

Intentionally concealing a HIT is called "Zombie behavior" and is a violation of the rules of survival games.

Pointing out the hit decision to the opponent or talking about the hit decision with allies or friends during the game is strictly forbidden.

Pointing out hit judgments to your opponent may cause trouble, so please inform the field staff.

If you fail to follow the rules, you will be asked to leave the store.

No refunds will be given if you leave the store.

You are responsible for any injuries.

I agree, _____ age _____ date _____
your name