

THREE WAYS TO PLAY.

YOUR HOUSE. YOUR HOUSE RULES.

Set up devices using the included product manual. These are optional game ideas, not extra electronic modes. Agree on the rules before each round.

01 TEAM REMATCH

4+ PLAYERS / 3-MINUTE ROUNDS

Split into even teams. Choose matching team colors using the manual.
Play one short round. When the device signals elimination, step aside.
The team with the most active players at the buzzer wins. Swap sides.

02 LAST LIGHT STANDING

4+ PLAYERS / ONE COLOR PER TEAM

Start from separate agreed positions in the same clear play area.
When eliminated, move to the waiting zone until the next round.
The last active player wins. Reset together before the rematch.

03 REMATCH LADDER

4+ PLAYERS / BEST OF THREE

Play three short rounds. Everyone starts each round with a fresh reset.
Give one point to the winning player or team; ties share a point.
Tally the score on the next page. Highest total takes the title.

KEEP IT PLAYFUL.

Keep walkways clear and enough light to see. No climbing or contact play. Ages 8+; adult supervision.

BEAM RIVALS

PRINT IT. PLAY IT. RUN IT BACK.

THE REMATCH SCORECARD.

DATE: _____

MISSION: _____

PLAYER / TEAM	ROUND 1	ROUND 2	ROUND 3	TOTAL

TONIGHT'S CHAMPION: _____

ONE MORE ROUND?

Keep the fun fair: agree on round length, resets and tie rules together.

Different teams can share a score row. Print another sheet for larger groups.