



GAME
WWW.G-GAME.IO

Who we are?

G-Game is a trademark of Tacsim Game Limited, based in Nicosia – Cyprus.

The Tacsim Game Limited was founded in 2017 and is a subsidiary, located which is based in Switzerland, Block Chain Hill Venutres AG. Tacsim Game Limited as ICO responsible company has appointed Milan Sormaz as managing director in October 2018.

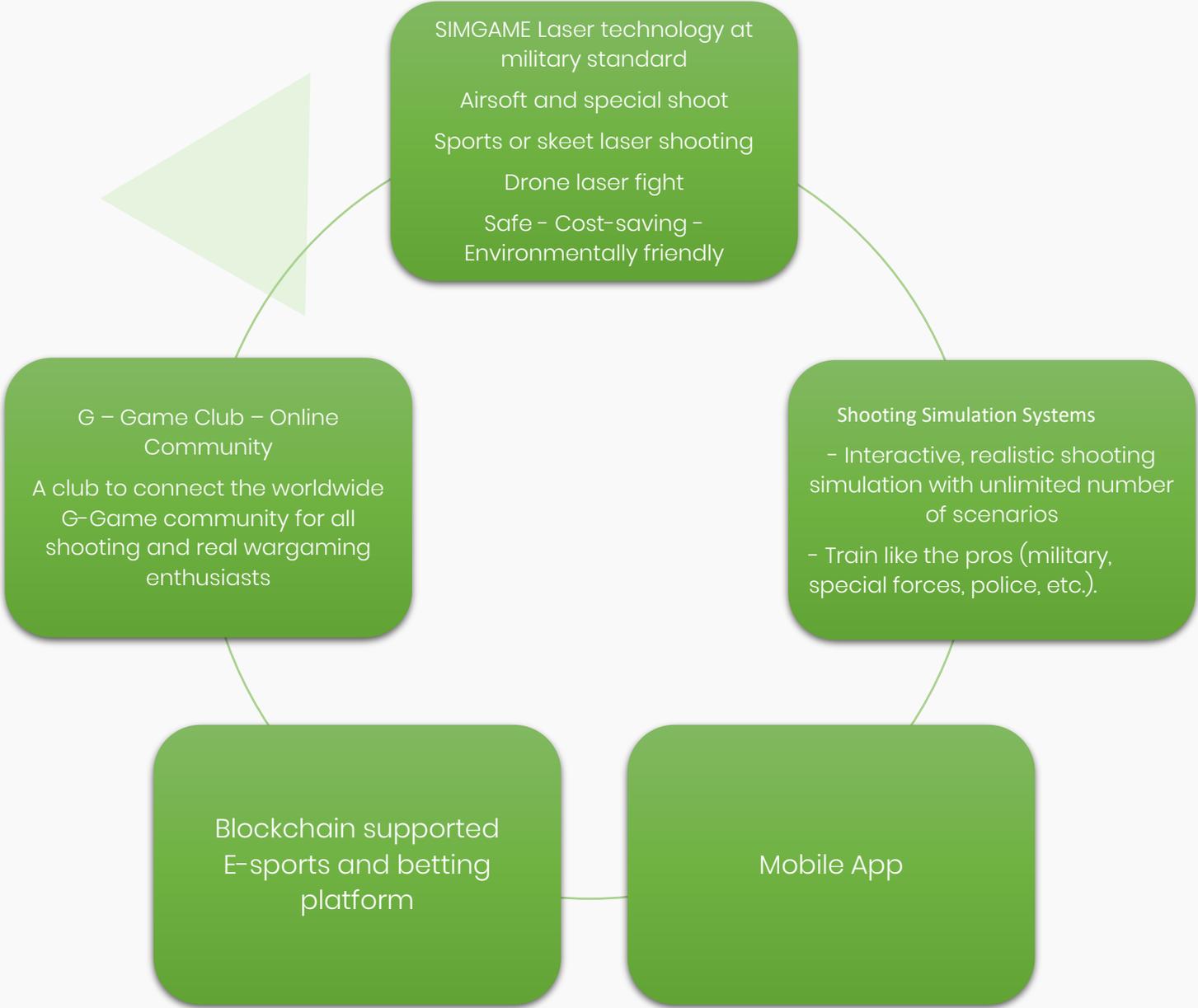
Blockchain Hill Ventures AG was founded in 2017 and is led by Ing. Thomas Hintermaier as "Administrative President" and Thomas Semes-Bogya as "Administrative Board".

G-Game was founded by a team of recreational sports enthusiasts in the field of duel simulation and specialists from the blockchain world.

Our team is convinced that the rapid technological development in the fun and gaming sector is far from having reached its peak and that E-Sports, in its multifaceted designs, will also play a significant role in the mainstream. In the future, in addition to classic sports, E-Sports will be a natural part of our everyday spare time culture.

In particular, we are fascinated by the potential of synthesizing on- and offline gaming and the benefits of supporting physical activity through advanced technologies. Shooting and "real wargaming" are a good example. The technology which is developed by G-Game's partner companies allows the shooter and players the most realistic experience with a high fun factor. Environmentally friendly and without risk of injury.

Overview of G-Game



Products

What is SIMGAME

Laser duel simulators are used in the military sector for more than 30 years and are now indispensable in training and training of the police, military and special forces worldwide. Patrick Riedesser (product developer and perfectionist) has been committed to developing a technology for more than 8 years to make this training as realistic as possible.

The result: SIMGUN. A laser duel simulator with realistic range, exact hit detection and detailed evaluation options. Train AS YOU FIGHT - maximum realism for the greatest possible exercise effect.

For this reason, SIMGUN has been used successfully for years in Switzerland, Germany and numerous other European countries as well as the Gulf States for official training purposes.

Under the SIMGAME brand, military technology is now accessible to private and commercial customers as well. SIMGAME is the only tactical training system of its kind in the world, which is available to both government customers and private individuals.

The technology

- **Compatibility of the laser unit:** SIMGAME fits all modern weapons with Rail bracket. The laser unit can be quickly and easily attached to any Picatinny with MIL-STD-1913 standard and thus compatible with real weapons with blank ammunition, airsoft weapons or paintball markers.
- **Long range:** Thanks to special laser technology, SIMGAME reaches a range of up to 1000 meters. Wireless connection: SIMGAME does not use any interfering cables. All components are connected via radio connection.
- **CQB & Sniper suitable:** So SIMGAME can be used for both CQB / melee scenarios and sniper situations.

- **Head or body hit:** SIMGAME can distinguish whether it is head or body shots. The drop out of the exerciser is indicated by flashing LEDs, vibrating the vest and a beep. In addition, the laser is switched off and it can no longer be shot. The optionally available blocking unit also shuts down the AEG to ensure even more realism.
- **3 Laser Units per person:** SIMGAME also allows the use of more than one weapon per user and training. Each participant can use up to three Laser Units. These offer a variety of settings, such as the virtual magazine size and firepower. If an AEG is used during training, the blocking unit switches off the weapon when the magazine is empty.
- **SIMGAME-Drone:** fully functional drones are equipped with both a sensor and laser unit. In addition, the retrofitting of any type of mini-drone with a size similar to a DJI Phantom drone retrofit kit is possible.

The high-quality SIMGAME equipment can already be rented and purchased at our modern web shop www.g-game.shop.

Outlook

If services or products are purchased in the webshop using the G-Game Tokens, the buyer will receive a **discount** in proportion to the current token exchange rate on exchanges.

The integration of the G-Game Token in the G-Game Webshop takes place after the ICO phase.

Possible uses of SIMGAME

Airsoft & Special Laser Shooting

Duel simulations and real wargaming are becoming increasingly popular. In Europe for example, the airsoft community includes 4.5 million players, with increasing in number. Well attended events like the National Airsoft Festival in the UK are among the highlights within the growing community. Classic paintball and lasertag arenas have been established for years and inspire old and young as an exciting spare time experience.

With SIMGAME, paintball becomes meaningless and the experience of airsoft games is taken to a new level. The player is equipped with a body and head sensor unit as well as a laser unit, which can be attached to each Airsoft gun. In addition, T-Shock, the pain penalty system, can be optionally added to give the game absolute realism. SIMGAME is a 100% safe solution because no projectiles are shot through the weapon replicas and the laser unit (laser class 1) is absolutely eye-safe. No masks or special player protection is required. This not only saves costs for the park operators, but also prevents liability risks or risks that arise through inappropriate use of weapons or the absence of protective equipment such as goggles.

SIMGAME advantages

- SIMGAME is produced in Austria and uses only high-quality materials.
- SIMGAME was specially developed for outdoor use and also works in rain, ice and snow.
- High accuracy even at high distances.
- Light sensitivity: Unlike other systems that have problems with direct sunlight, SIMGAME is absolutely insensitive and is not adversely affected by sunlight.
- The lightweight and robust design of the head and body sensor (vest) allows maximum freedom of movement for the players.
- Environmentally friendly.
- No additional costs by paintballs, ammunition and plastic bullets.
- No soiling by color in clothing or equipment.

Sport and Skeet shooting (Skeet-Laser shooting)

Although shooting is not nearly as widespread in Europe as it is in the US, sports are also fascinating millions of people in our latitudes. Alone in Germany there are about 5 million sport shooters. And the number of visitors to various events speaks for itself. For example, a skeet shooting event in Switzerland thrilled 130,000 visitors.

SIMGAME may be used, in skeet shooting and classic sport shooting, as an environmentally friendly form of target shooting (with standard and moving targets).

The compatibility with real weapons allows a realistic experience for professional sportsmen and amateurs. People who enjoy shooting sports (pistol or rifle) can combine with the SIMGAME laser technology their spare time and sports activities at all seasons (indoor & outdoor).

Drones laser fight

In addition to the classic Force-on-Ground Battle Games, SIMGAME is now also active in the third dimension and will be offering drone simulation games from 2019 onwards. In addition to fully functional game park drones, a retrofit version will also be available for private players. This retrofit kit can be mounted on any type of mini-drone similar in size to a DJI Phantom Drone. Retrofitting offers an enormous market potential, especially considering the predicted spread of civilian drones.

In 2015, approximately 6.4 million civilian drones were delivered worldwide. Deliveries of 34.5 and 67.7 million respectively are expected for 2019 and 2021 (Statista, 2018).

Shooting Simulation Systems

Shooting simulation systems with screens offer the opportunity to experience different indoor and outdoor scenarios realistically and interactively in a small space.

Our basic system for this purpose comes from the American company VirTra and is used among other things by governmental and military institutions worldwide for educational and training purposes.

Multi-screen systems provide a 180° or 300° view and can be used by teams of up to 4 people at the same time. Due to the wireless SIMGAME electronics, the shooters enjoy unlimited freedom of movement and all actions of the participants can be recorded and evaluated.

Instead of computer animations, the scenarios were recreated by professional actors, guaranteeing a very realistic experience. In addition, the persons in the simulation react to the shooters actions. The variety of possible scenarios are limitless with the included software. The operator can variably determine all destinations and assign different characteristics to them. Thus, for example, distance, movement, weather (position of the sun, fog, rain, day/night) etc. even the behavior of the persons in the simulations (friendly, aggressive, hostile) can be configured individually. The environment can also be changed based on photos or videos. Because of the intuitive and easy to use software, no computer specialists are needed to create new scenarios.

A faithful sound simulation over a 5.1. Surround System completes the realistic simulation experience.

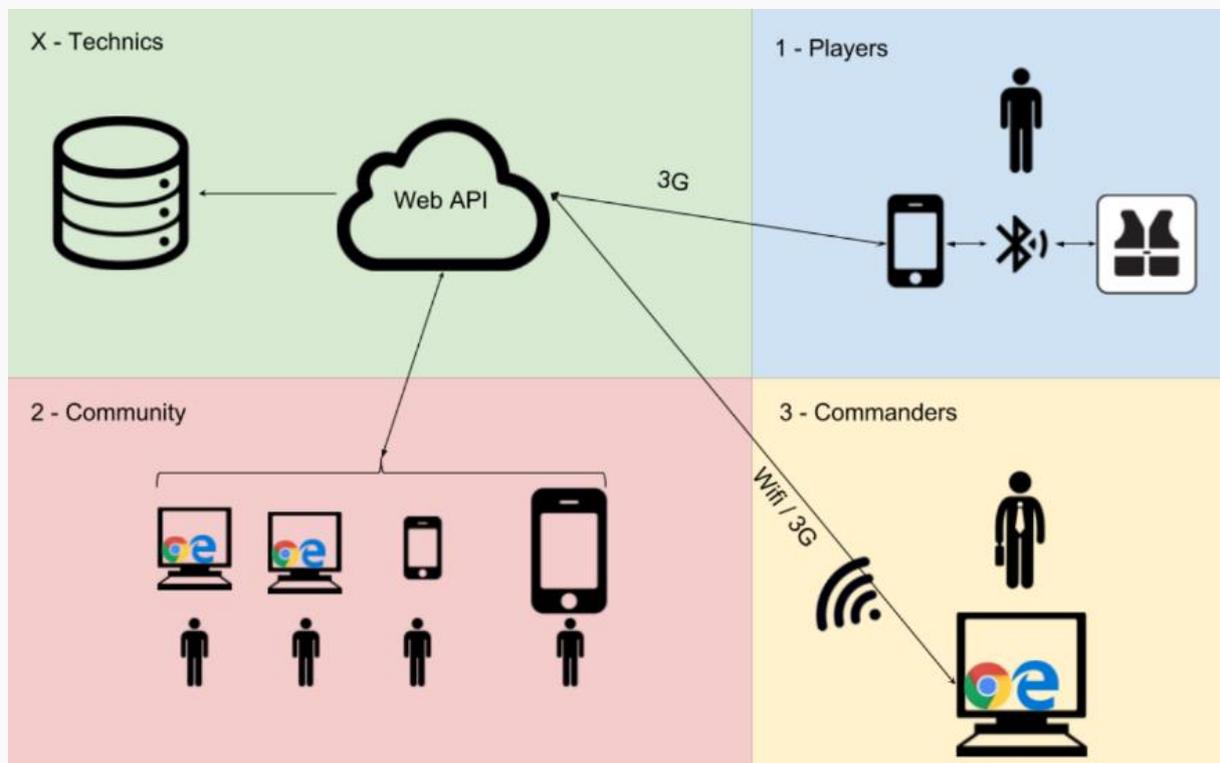
The Shooting simulation systems are available in different sizes and can be used in a fixed infrastructure as well as in a mobile container. In solid infrastructure only, an area of about 10x10m and a power connection for the device are necessary. The mobile solution is delivered in standardized, expandable 20-foot containers and is ready for use within a very short time.

Mobile App

The G-GAME app allows each user to track a variety of combat paces and query their current status. The app is also able to communicate with the G-GAME equipment and send the match information to the commander.

The following features will be available in the app:

- Match creation
- Match selection
- Equipment selection
- Profil creation
- Checking the statistics
- Hardware communication with app (adjustable shot quantity)
- Evaluate and display statistic's (score, medal, rank)
- Join a match by QR-code & web



Graphic: How the APP works

own source

G-Game-Club

With the G-Game-Club, G-GAME connects all enthusiasts in the field of shooting and dueling simulation worldwide on one platform: www.g-game.world.

- Units multiple shooting spectators worldwide
- Profile creation
- Possibility to form team event calendar
- Discount at the G-Game online shop for club members
- Online TV station → G-Game TV with livestream
- Organization of tournaments

E-Sports platform

What is E-Sports?

ESports (Electronic Sports) are organized competitive video game tournaments. The most popular e-sports games include CS: GO, League of Legends and Dota 2.

Market researchers forecast a worldwide e-sports market volume of approximately \$ 1.65 billion in 2021.

The number of e-sports viewers is expected to increase from around 335 million worldwide in 2017 to more than 555 million in 2021. The prize money for e-sports tournaments has been growing steadily for years. In 2016, global total prize money was around \$ 93 million. Of the total prize money, the event of the highly endowed tournament series "The International" alone accounted for around 21 million US dollars. More than a quarter of Internet users in Germany are familiar with e-sports and 16 percent have already watched an e-sports game. In the age group of 16 to 24 year olds, it is even 38 percent.

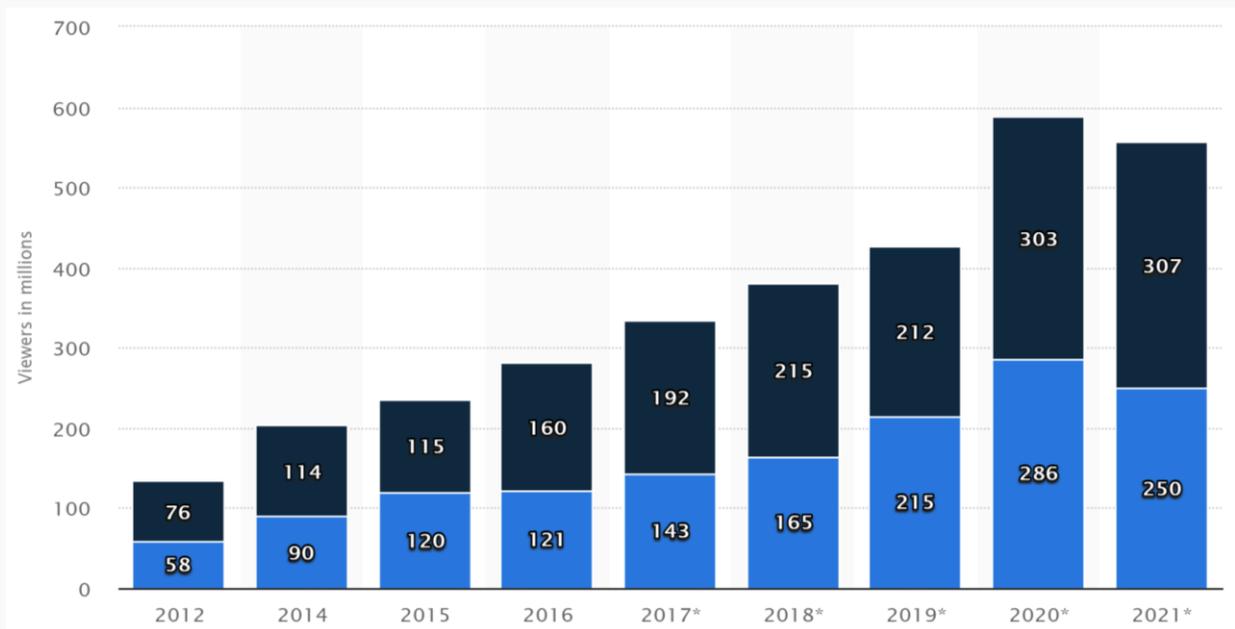


Table: Spectators at E-Sports Streams

source: Statista 2018

We are convinced that this rapid development marks the beginning of the success of E-Sport. Betting platforms like Bet-at-home etc. already offer opportunities to bet on e-sports tournaments. However, such platforms are not specialized or include your community in the development process and in the selection of games. This is exactly where we start. For these and many other reasons, the G-Game team is working to implement and design a community-friendly e-sports betting platform. The Community (Token-Holder) is invited to a voting during the ongoing integration of e-sports games, so that a community-friendly decision is made.

Due to the increasing popularity of e-sports and the professionally organized tournaments, a new betting market has developed in the field of e-sports in recent years.

The goal of G-Game is to launch a community-faithful betting platform that adapts to the fast pace of change and meets user requirements.

Alone in 2015, the turnover of the global e-sports betting market was around approx. \$ 315 million. It is forecasted that it will reach over \$ 23 billion by 2020. In the early years, the G-Game team plans to achieve a market share between 0.75% and 2.00%.

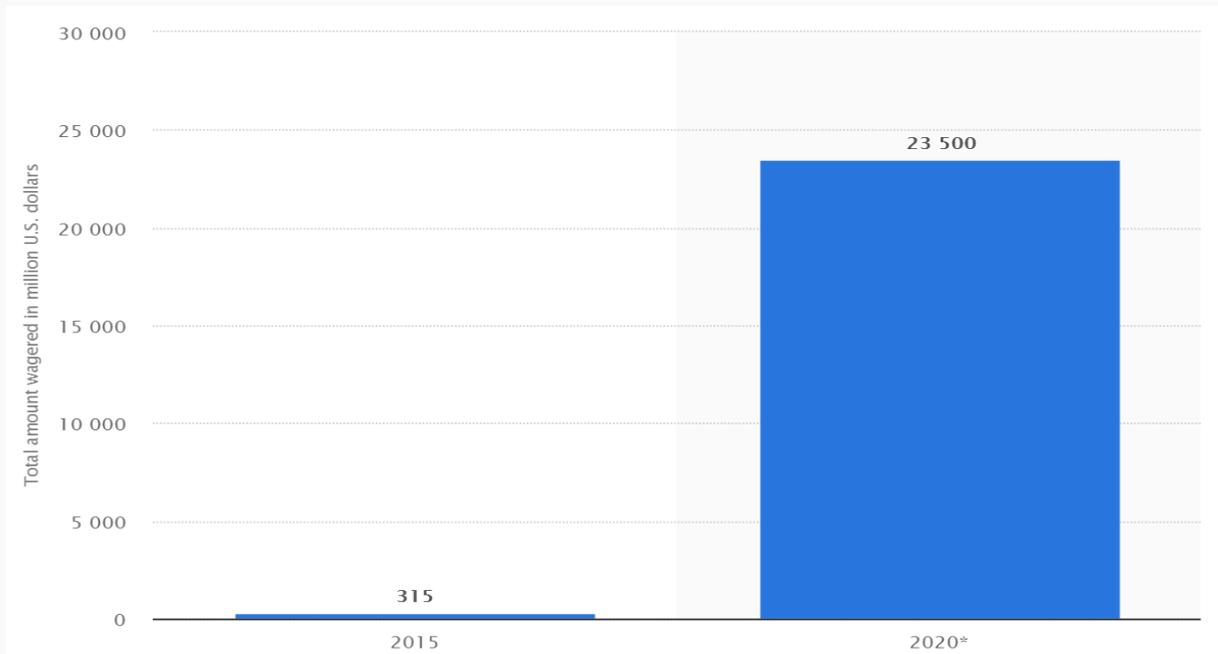


Table: Betting Sales at E-Sports Events

Source Statista 2018

In addition, it will be possible to place bets on the multitude of e-sports tournaments using the G-Game Token at reduced fees.

- **Organization of tournaments**
Use of G-Game Tokens as tournament pot
- **Service offering**
Offer goods and services to the e-sports audience
- **Add new games**
Community is involved in the game selection process. The expansion of the platform increases the number of users and this results in a possible increase in the token potential.

Summary of activity fields

G-Game, with its unique and advanced solution, is closing the growing demand for sale and rental of dueling simulation equipment for park operators as well as for private customers. The high-precision G-Game equipment is already available in the webshop; New products and services will be added in future to the webshop after the end of the ICO phase. Furthermore, discussions are ongoing with license partners in order to achieve rapid expansion and to increase the range. The G-GAME network, which operates worldwide, organizes and hosts events; such as recreational tournaments and championships will take place. The Global Community meets on the G-GAME-CLUB platform to form and prepare for the upcoming events.

Planned revenue from G-Game products and services after successful ICO for 2019/2020

Calculation of one equipment set

Sell		Rental – monthly rental fee**		
Laser-Unit	€ 1 225,00	3	6	12
Body-Unit	€ 1 032,50	month contract	month contract	month contract
Head-Unit	€ 612,50			
Respawner	€ 92,50			
Set price net	€ 2 962,50	€ 316,00	€ 237,00	€ 197,50
Optional				
T-Shocksystem				
net	€ 737,50	€ 98,34	€ 73,75	€ 61,46
Total net*	€ 3 700,00	€ 414,34	€ 310,75	€ 258,96

* Prices are net without sales tax

** When purchasing the equipment after the rental period, the customer will be granted discounts

Revenue from renting G-Game equipment

Rental income for full sets incl. T-Shock		
Quantity	Monthly *	Yearly *
6.000	€ 1.553.760,00	€ 18.645.120,00
9.000	€ 2.330.640,00	€ 27.967.680,00
15.000	€ 3.884.400,00	€ 46.612.800,00
25.000	€ 6.474.000,00	€ 77.688.000,00

* Prices are net without sales tax

Revenues from the sale of G-Game equipment

Sales revenue for full sets incl. T-Shock	
Quantity	Yearly *
20.000	€ 74.000.000,00

Event revenue for drones and skeet shooting

planned sales € 2.500.000,00

Revenue from License fee

planned sales € 6.000.000,00

Revenue through betting platform

planned sales € 23.625.000,00



Roadmap



June 2018	Conception and development Product launch Website and ICO
July 2018	Purchase of the first G-Game Sets Creating the G-Game Website Start of the G-Game Community
August 2018	Rental of the first G-Game equipment Processing inquiries throughout Europe
September 2018	License partner in England
October 2018	Pre-ICO Start Start ICO Private-Sale phase
December 2018	Creating a marketing concept for G-Game events Product presentation in England 31.12.2018 - End ICO Private-Sale
January 2019	01.01.2019 - Start ICO Pre-Sale phase
2019 Q1	E-Sports betting platform, beginning of development and conception Simgame market Expansion International (Asia and USA) Community growth
February 2019	28.02.2019 - Ende ICO Pre-Sale
March 2019	01.03.2019 - Start ICO Public-Sale phase
2019 Q2	International launch International events and product presentations
October 2019	End ICO Public-Sale
2019 Q3	G-Game Token exchange listing Purchase of other Dueling-Simulation equipment as well as drones Completion of the G-Game App
2019 Q4	Online TV channel creating an online TV channel Project launch online and offline gaming with the App Launch of E-Sports betting platform

Token-Layout

The sale

The G-Game token sale will take place in the third quarter of 2018. The token sale begins with the pre-sale, which will take about 30 days. Participants in pre-sales enjoy numerous benefits and can receive bonuses.

Following the pre-sale, the public sale takes place over a period of approximately 48 weeks. The exact date of pre-sale and public sale can be viewed on our homepage at www.g-game.io.

The token

The G-Game Token is an ERC20 Smart Contract whose address will be published by the G-Game Team at the start of the presale.

Depending on the success of the token sale and the participants claimed bonuses, a theoretical maximum of up to 1,000,000,000 G-Game tokens may be provided.

Following the G-Game token sale, the G-Game tokens will be immediately tradable on numerous cryptocurrency exchanges.

Token amount	Assigned to
50%	G-Game Tokensale
18%	Founder & Team
13%	Marketing and sales
8%	Future strategic partners
8%	Future development
3%	Airdrop & Bounty

The maximum number of dispensed G-game token corresponding to the value of the hard cap of \$ 50 million. Once this amount is reached, the Smart Contract will no longer accept any further deposits and exchange them to G-Game Tokens. In addition to the token sale, further tokens are issued for Management and Advisor. Once these G-Game tokens have been issued, no more G-Game tokens will be created and put into circulation.

Token Price

- Private Sale: \$0.035 / Token
- Pre-Sale: \$0.04 / Token
- Public Sale: \$0.05 / Token

Token Benefits

- **Online Store: Discounts through the use of tokens**
- **E-Sports Platform:** use of tokens for services and to place wagers
Organization of tournaments
Use of tokens as tournament pot
Offering services
Offer goods and services to the e-sports community
Add new games
Community is involved in the game selection process. The expansion of the platform increases the number of users and this results in a possible increase in the token potential.
- **Trade: trading the token on different exchanges**

Airdrop

The G-GAME team wants the G-GAME tokens to be available to anyone, so there is also an Airdrop of up to 3,000,000 G-GAME tokens (equivalent to 3% of the total tokens).

Additionally, users can collect more bounties by connecting their main ICO account with additional social media accounts. For these and many more tasks, they will receive more tokens until the maximum cap of 3% is used up.

To participate in Airdrop only two steps are necessary:

1. Register at www.g-game.io
2. Enter your ETH Wallet address

Affiliate

Recommendation is important to us!

Every business requires the right advertising. In our opinion, the recommendation from each of our token acquirers is the best way to advertise. For this reason, each user has the opportunity to participate in the affiliate program on the G-Game ICO website. For each purchase completed through the affiliate link, the referrer receives 6% of the value of the contribution.

Risks

All information and statements contained in this document are of an informative nature and involve a variety of unpredictable risks. Should any of these risks occur during the course of the operation, this could result in G-Game's future progress and goals deviating from expectations. For this reason, the information provided in this document does not constitute any promise or guarantee of future performance. In addition, there are no promises or guarantees as to the success of the Platforms or the future increase in value of the G-GAME Token. The G-GAME team and its partners therefore make no representations or warranties. By participating in the token sale, each token acquirer declares to have dealt with the subject matter of cryptographic values and is aware of all possibilities and risks, as well as being willing to take full responsibility for the same.

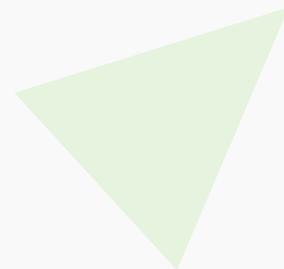
Regulatories

If you act on the basis of the information provided in this document, on our token sale website, G-Game webshop or other information created by G-Game, you as the reader confirm the following:

1. This whitepaper and the information provided on all G-GAME platforms do not constitute an offer, solicitation or prospectus of any kind.
2. You have acquired information on the operation of blockchain technology from other platforms and sources, and you established an understanding for this. You understand how a blockchain wallet works and how to keep safe the private keys.
3. You are aware of the risks in the cryptocurrency industry and can take up all potential losses
4. You are aware of the function of the G-GAME token.
5. You are aware that the G-GAME token is neither a security nor a stock or similar. The acquisition of G-Game Tokens does not constitute a claim to

ownership or disposition of G-Game products, shares or any of its assets. And you do not expect any profits from acquiring the tokens.

6. The G-GAME token holder has no influence on the activities of the company or its decision-making.
7. You have read, understand and accept the operation and classification of the G-GAME token as a "Utility Token".
8. G-GAME and its companies- and business partners are exempted from any direct or indirect liability to the maximum extent of the law.
9. The participation of the token-sales are excluded citizens of the USA, the Republic of China and Hong Kong.
10. All information also applies to the issue of tokens by Airdrop or other free channels.



Team

CEO – Milan Sormaz

"Digitalization is making its way into our everyday life. The fun and gaming sector in particular is developing rapidly. The expectations of our customers are greater. G-Game now makes the highly developed laser combat simulation Simgun available to private customers. Until now, Simgun has been reserved exclusively for military and task forces. Highest precision up to 1000°m distance, ZERO risk of injury for the "fighter" and absolutely no polluting emissions. G-Game sets a new standard in the world of "real wargaming", says CEO Milan Sormaz. The trained aircraft construction technician with a pilot license, who is a successful businessman for 30 years, immediately recognized the worldwide potential of Simgun technology.

Chief of Communication & EA to the CEO, – Eleana Georgiou

Eleana is a result-driven, self-motivated and imaginative person with a strong commitment to professional success. Her outstanding foresight and ability to plan ahead under pressure led to excellent results at bachelor and postgraduate levels. Uncompromising ethics, attention to detail, and her ability to communicate effectively in a professional context with team members from different cultural and professional backgrounds describe Eleana.

Eleana is an asset to our team because of her young perspective, her excellent education at City University London and the Faculty of Brain Sciences at University College London, her professional approach, interpersonal skills and natural use of communication media!

Secretary – Eric Boutros

Eric is a valuable, internationally experienced employee in the IT sector as well as in the banking sector. He has more than 40 years of experience as an IT manager in major banks, such as Barclays Bank and Hellenic Bank in Cyprus. With the introduction of security guidelines according to ISO 27001, according to the EU and central bank guidelines or the introduction of Basel 2 guidelines according to internal guidelines, risk management and compliance in Cyprus, Greece, Russia and many more.

Business Advisor, Ing. Thomas Hintermaier, Chairman of the Board of Directors of the Blockchain Hill Ventures AG

As children we used to play "cowboys and Indians". By that age we had already developed tactical skills to defend or expand our territory; to disarm and capture our opponent. I still remember the adrenaline rushing through my veins the first time I wore my hunting uniform and held my weapon. G-Game gives us back a piece of our childhood at the highest technical level. Ing. Thomas Hintermaier trained in communications engineering & electronics is a certified quality manager and has been successful in the financial and insurance industry for more than 25 years. Ing. Thomas Hintermaier is not only fascinated by the unique technology but also the enormous market potential. His know-how and years of experience in process management, reflect in the project.

Business Advisor, Friedrich Neuwirth, MBA, Member of the board of Direct Cool AG

"Enterprises are based on a clearly structured and precisely calculated business model. The creation of win-win situations guarantee long-term success " says CFO Friedrich Neuwirth. For more than 25 years, Friedrich Neuwirth has been successfully involved in senior management functions in the finance and insurance sector. He completed his MBA (Master of Business Administration) in finance management and banking. His passion and also his extraordinary ability to analyze and solve problems guarantees the successful future of this company.

CMO Chief Marketing Officer – Elena Fagerer

"In my spare time I play American Football. To win a game 2 factors are indispensable: Tactics and the unconditional will to defeat your opponent. These 2 attributes are also necessary in real-time War-Gaming with the Simgun-Technology to win a house fight or a "Capture the flag" Challenge. The adrenaline rush is indescribable."

Elena has held several management positions in the gastronomy sector. Her solid training in Business Academy, her sociable character, her wealth of ideas for Sales & Marketing and her enthusiasm qualify Elena for her function as CMO.

COO Chief of Operating Officer / Head of Sales – Niels Haake

"G-Game with the highly developed Simgun laser technology is absolutely unique in the field of real wargaming. There are no limits to the application possibilities. Our visions will exceed the imagination of many. I will use all my energy, experience and network to make G-Game not only a global player but a market leader".

Niels Haake looks back on 25 years of entrepreneurship as Head of Sales. Many years of experience in personnel and team management, in the

development of new markets, disruptive products and technologies. Always present in global markets, confident in negotiations with C-level and high calibre decision makers to effectively close deals.

Extensive experience in project management, handling complex pipelines, distributed teams and demanding deadlines.

CCO Chief Content Officer Allan Duncan

"G-Game drifts exactly the pulse of time. G-Game fulfils those attributes that our modern and responsible society loves. Pure adrenaline, state-of-the-art technology, highest precision, endless fun factor, resource-saving and without environmental pollution".

Allan, born in Missouri, USA, embodies the new generation. Young, dynamic, well educated, very well networked and despite his young age, he already has a lot of life and work experience. After college, he obtained his pilot's license. In 2010, he founded his first company and earned Rookie of the Year awards. In 2015 he works with his web design company for the Bill & Melinda Gates Foundation. Allan is a master of communication in all channels and an asset to our team.

Public Relations and Event Management – Teresa Hummelbrunner

Teresa has been working in event management for over 5 years where she gained valuable skills. The possibilities of events and exhibitions in the gaming sector are unimaginable. The future of gaming is to have worldwide communities at special places, team against team, player versus player. Such events represent a huge challenge for the organization, advertising and implementation." We consider ourselves lucky to have such a young, qualified and experienced employee in our team, both in practice and in theory. Teresa is about to graduate in Sports & Event Management.

Public and Investor Relations – Theresa Wagner

Theresa worked for over 5 years in a financial sales company. She is familiar with the latest software solutions for merchandise management and customer administration. Her academic education in commerce and finance is of benefit to her.

She was also the contact person in High-Level Support for the solution of inquiries on the one hand from the sales side and on the other hand from the customer or investor side. Her open and cheerful nature will be a valuable asset to the success of our company.

CEO & Shareholder SIMGUN GmbH / Product Development / Business Advisor – Patrick Riedesser

"Simgun is not a LaserTag 2.0. Simgun is a simulation, a battle simulation that wants to be as realistic as possible for everyone. Whether for military special forces, police commandos, or just the private player who wants to dive into a breathtaking gaming experience. I am burning for this perfection, and stand up every day with a clear vision, as I have seen many examples in the past as it should not be. My credo is, "the better is the enemy of the good".

Patrick's responsibilities include the ongoing development of the technology, the supervision of the authorities (military, police), special forces and the commercial sector (Blockchain Hill Ventures AG).

Meanwhile, Simgun has successes with the authorities in various countries in Europe and the Gulf States. Inquiries from other countries are available.

References

Gamepark operator – Domenic Wyss

Gamepark operator of 8 game parks in Switzerland, including 4 outdoor and 4 indoor facilities using SIMGUN technology.

<https://www.ingame-experience.ch/#!/simgun/map>

<https://www.ingame-experience.ch>

Mr. Wyss appreciates the technology, especially the constant progress, longevity and customer enthusiasm, because of how real the duel simulation looks.

A highlight of the technology is the precession, the range, the flexibility in the variety of weapons (can be used on all types of weapons (rifle and pistol)) and mainly the trend towards an environmentally friendly game.

Customer groups B2B and B2C:

- Companies and association events
- Fan groups from the airsoft, paintball and laser tag community
- Bachelor parties and birthday parties
- Authorities (police and military)

More and more enthusiasm also comes in families, as the technology also appeals to women and the youth

More information about Domenic Wyss:

<https://www.youtube.com/c/ingameexperiencezurich>

<https://www.facebook.com/LasergameZone/>