



LASERTAG2U®
WWW.LASERTAG2U.CO.UK

YOUR GUIDE

IMPORTANT NOTICE

- Read over this guide before your event
- Turn off all equipment after being used
- Look after the equipment and report any damages straight away

DPD Collection Only:

- Stick return label on lids of all boxes before return
- Cable tie each corner of the boxes before returning
- Padlock opposite corner on the boxes (Code 886)

London office – 0208 707 7411

Out of hours – 07596473886

Or Email:

Hire@LaserTag4Hire.com

LaserTag 4 Hire

Trading as LaserTag 2U



RETURNING THE GEAR

IMPORTANT:

Switch off all gear – Leaving gear on will damage or destroy the battery, you will be charge £12 per phasor left on.

Pack gear ensuring no wires are trapped.

Stick & tape return labels to each lid – If DPD are collecting.

Cable tie each corner - If DPD are collecting.

Secure padlock on opposite corners (Code 886) If DPD are collecting.



IMPORTANT:

Please pack your boxes similar to the photo above.
Securing all the lids.

THE LASER TAG PHASER

When you look through the scope, there is a red dot. Whatever it is aimed at, that is where the phaser will shoot.



Head up display will show you everything you need to know.

Change fire mode by pressing the BLACK button and reload by pressing the RED button.

Cable to head sensor. Make sure the sensors are clipped to the head band so they are not loose.

Key port – Turn it 90 Degrees clockwise to turn the Phaser on.
Remember to turn off after event and whilst on charge.

Trigger – Pull this and the phaser will fire.

Get the phasors ready to use:

- 1 Turn on the gun
- 2 Put the headband on so the wire goes down your back
- 3 PLAY!

Medic Boxes:

1. Insert the key and turn on the medic box.
2. When you are dead go back to the medic box & hover your phasors over the medic box for 2 – 4 seconds. This will reactivate your gun.



HP = Lives
R = Reloads Remaining
A = Accuracy
S = Respawns

A = Ammo
T = Tags
D = Deactivations

USING THE MASTER CONTROLLER

The trigger works like an enter button.

The red and black buttons cycle through the options.

Spawn/ Reactivate – This will bring deactivated players back to life. Simply point the master controller at the player and press the trigger; their phasor will say reactivated if successful.

Set Volume – You can change the volume of the phasors, you will need to pull the trigger while aiming at the phasor you want to change its volume.

Start – You can (by radio) start all of the players at the same time by using this function. **Pull the trigger on Start Game, you will see “Pull trigger to make no change”, press the black or red button and you will see “Start game now!” Now pull the trigger and the game will start!**

End – You can (by radio) stop all of the guns at the same time by using this function.

Set Game Timer – You can set how long you want a game to run. At the end of the game the guns will automatically stop, just as if you pulled the trigger on END.

WHAT DO I DO IF EQUIPMENT GETS BROKEN?

See a phasor with a black headband?

It's a spare phasor, this can be turned into any device.

Turn the phasor on, and using the red or black button scroll around to the new device you need.

Pull the trigger to confirm.

ELIMINATION

SCENE	This game can be played just about anywhere; in or outside
TEAMS	Team 'BRAVO' vs Team 'DELTA'
OBJECTIVE	The objective is to tag and deactivate as many members of the opposite team
REACTIVATIONS	UNLIMITED
VICTORY	The winners are the team with the LEAST number of reactivations

Elimination games are two-team competitions. This game is suitable for any size group, depending on the size of your playing field.

An elimination game is simply one team versus the other for a set amount of time. It is a great game to start off with as it is so simple.

To get the party started, run a series of short 10-20 minute games. The players should change ends each time a new game starts.

Where you start each of the teams is important. We recommend:

- The teams should start out of sight of each other.
- Opposite sides of the garden or opposite sides of the house work really well.

When starting, players should be encouraged to spread out, this minimizes the risk of collisions and accidents.

How much space do you need to play?

A good rule of thumb is to leave approx. 1.5m per player; so, a standard 5 aside game should have a width of approx. 7.5m. This isn't essential. Laser Tag is all about the amount of cover there is to hide behind.

Each player usually starts with 5 lives – The phaser will already be set up like this.

When a player gets tagged 5 times, they will become 'deactivated'.

Deactivated players can't shoot or be shot. They must go back to the medic box



which will be at their team base, and hover their phasers over the medic box. Their phaser should say 'reactivated' and they're ready to get back in the game.

All ready to go?

If you are playing in a large area then you may find coordinating the games easier if each 'referee' has a walkie talkie or a two-way radio.

To identify which team has deactivated the least number of times, you need to look at the display on the medic box at the end of the game and it will show the number.

CAPTURE THE FLAG

SCENE	This game can be played just about anywhere; in or outside
TEAMS	Team 'BRAVO' vs Team 'DELTA'
OBJECTIVE	The objective is to capture the other teams flag and take it back to your base.
REACTIVATIONS	NONE
VICTORY	The winners are the team with both flags in their base. Half points for one flag at the end of the game.

PLAYERS' BRIEFING – Here's what to say to each team

"Attention Heroes! Rebels have been spotted moving into the area.

HQ says you must advance and eliminate them all. Go back to your base to get reactivated"

Capture the flag is probably the most famous laser tag game. Both teams try to capture each other's flag and then take it back to their own base. This version of the game is played with two flags.

Each team places their flag hung at head height so it is visible from around 20m away from at least one direction. Once placed the flag cannot move.

Also, the players on the blue team can only move the red teams flag and not their own.

Having two flags and enforcing this rule, greatly reduces the risk of collision.

In this game, there are no reactivations.

Divide the battlefield in two through a line of clearly defined features called 'The Border'.

Each team starts in one half of the battlefield behind 'The Border' with phasers turned on ready to go.

For fair play and minimum fuss, we recommend that all phasers start pointing at the ground.

Player can hide around their flag or along 'The Border' to try and intercept or catch the other players who try and sneak towards their flag.

The best way to win is to get the opponents flag back to your base.

Remember, players cannot carry the flag if they are deactivated and must drop it immediately.

It is worth having an impartial referee with a whistle to make sure the flags are returned to where the player first became deactivated.

To win, a team has to get the opponents flag to their base line before the other team does the same.

Alternatively, completely eliminate the other team before they can retrieve your flag.

GAME HISTORY

Capture the Flag was often played by boy scouts, It is even mentioned in the 1947 Scoutmasters Handbook!

PLAYERS' BRIEFING –

"Heroes! Your challenge is to sneak across the border, find and capture the other teams flag, the race it back to your home base without being caught!

Remember, you can grab the other teams flag but DO NOT move your own. If you are deactivated while holding the flag, you MUST drop it immediately"

BASE ASSAULT

SCENE	This game needs a base to defend – mark it out with flags
TEAMS	Team 'BRAVO' (defenders) vs Team 'DELTA' (attackers)
OBJECTIVE	Control the area around the flag at the end of the game. Nots – This is NOT Capture the Flag – DO NOT run off with the flag.
REACTIVATIONS	UNLIMITED for the first 12 minutes. Then remove medic boxes
VICTORY	The winners are the team with the MOST live players within the base area at the end of the game

This 'Defend the Base' game is suitable for any size or age group.

Once the flag has been placed by the referee, neither team should move it.

The 'Defenders' start typically around the flag, about 10ft (3m). With their medic box under the flag.

The 'Attackers' must start out of sight of the defenders, and as far away as possible; with their medic box marking their start point.

Defenders, if doing well, can push the attackers back and advance out from the defensive position into the battlefield.

The referee should patrol the battlefield, keeping a close eye on the time remaining and end up at the defense flag towards the end of the reactivations to marshal deactivated players, making sure that they are out of the game area and count the live players at the end of the mission.

The reason for having unlimited reactivations for 12 minutes is the last few minutes with no activations forces results. The ref will need to remove the medic box.

Whilst each team has a fighting chance to win, it is a good idea to run this game at least twice so that each team as an opportunity to ply each role.



ATTACKERS BRIEFING –

“Heroes, your challenge is to attack the rebels. The rebels are defending their base. You need to overturn it. Reactivations are only available for 12 minutes.”

DEFENDERS BRIEFING –

“Listen up! Our spies report the opposition is moving directly towards our base. Quickly take position around our base and stop them in their tracks. Deactivate as many as possible. You must hold the base.”

CONTROL THE BASE

SCENE	This game needs a prominent feature or landmark – mark it out with flags
TEAMS	Team 'BRAVO' vs Team 'DELTA'
OBJECTIVE	To control the designated area at the end of the game.
REACTIVATIONS	UNLIMITED for the first 13 minutes
VICTORY	The winners are the team with the MOST live players within the designated area at the end of the game

This is a variation on the 'Base Assault' game. In this game, neither team start at the objective.

The objective could be anything at all; a Wendy house in the garden, under a trampoline or even a prominent tree.

Be sure to clearly mark the objective with the flags we provide in the kit.

Both teams need to strive to take over and control the objective by being alive near the objective (2-3m) at the end of the game the team with the most live players wins.

Teams should start at least 20ft (10m) away from the flag.

Both teams must start roughly equal distance from the objective and ideally out of sight of each other.

This creates a more dynamic game because both teams are continually moving forwards.

We recommend that this game is played a lot! You can make this game more challenging for repeat games by only giving out a limited number of reactivations, e.g. 15 – 20 instead. The ref will need to remove the medic box.

The reason for having unlimited reactivations for 13 minutes and limited for the last 2 minutes is to guarantee that everyone plays most of the game but that last 2 minutes add thrill and pressure on the teams to force a result.

Each team has a medic box in their home base.

To win, one team must have more live players near the objective than the other team at the end of the game.



PLAYERS BRIEFING – (To both teams, separately)
“Recruits, we have received orders to secure ‘insert objective’ marked by our scouts with red and blue flags. Our spies have reported that there is another squad attempting the same thing. We need to be in control of the objective in 15 minutes time. Get ready to move out.”

GETTING GOING

You've opened the box and there are lots of shiny things to play with, but before you get the phasors out in front of the players, take some time out to sort out your running order of the day.

We've set up your laser tag phasors with all of the settings that you need to just turn the phasors on and play – it's as simple as that.

TOP 5 TIPS FOR A GREAT PARTY

- 1) Theme the Day** – Laser Tag Hire system is very versatile, you can theme the day around an army themes. Sci-fi or even a treasure hunt.
- 2) Get to Know Your Equipment** – Give yourself some time before the players get there to learn for yourself how the guns work so that you can answer their questions.
- 3) Line of Sight** – Make sure the teams can't see each other at the start of the mission – otherwise it could be over very quickly!
- 4) Running Order** – Break the combat games up with drinks breaks, food and present opening.
- 5) The Cake!** – Don't forget the theme in the cake, why not get one in the shape of a tank, space ship or even a treasure chest.

Battery Life

As with all portable electrical equipment, Laser Tag 4 Hire gear run on batteries. These batteries are designed to last approximately 10 hours continuous use, so if you're going to use the guns over the weekend, remember to turn them off between sessions. **Please do not charge the gear when switched on.**

ADVANCED PHASER SETTINGS

(We DO NOT Recommend This For Beginners)

Warning Please Read Carefully Changing These Settings Is Not Advised!

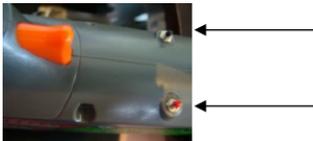
Please note all equipment has the same software so you are able to change phasors to medic boxes and master controller to phasors etc.

Changing the master controller into a standard phasor

Note: Use the button to the left and right of the trigger to scroll through the available options.

Note: To confirm a selection and move on pull the trigger

1. Turn the key a ¼ turn clockwise & hold both the red and black button (This will unlock the settings.
2. Push the right button, next the trigger.



- A. Phaser reset: NO
- B. Device Role: WEAPON MODE
- C. Select Class: SMALL
- D. Fire Mode: TAGGING
- E. Select Colours: Choose Any (We colour coordinate as per the team)
- F. Select Range: OUTDOOR (pull the trigger) DEFAULT
- G. Select Volume: VOICE FEEDBACK ON (pull the trigger) HIGH VOLUME
- H. Battle Modes: Select the team A (Red) or B (Blue) (pull the trigger)



A



B



C



D



E



F



G



H

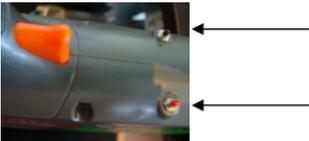
Please note all equipment has the same software so you are able to change phasors to medic boxes and master controller to phasors etc.

Changing Medic Boxes & Other Phasors.

Note: Use the **red** and black buttons to scroll through the available options.

Note: To confirm a selection and move on pull The Trigger/ press the **green** button

1. Turn the key a ¼ turn clockwise & hold both the **red** and black button (This will unlock the settings)
2. Push the Black button, next the trigger/ **green** button



- A. Phaser reset: NO
 - B. Device Role: WEAPON MODE/ MEDIC BOX/ MASTER CONTROLLER (SELECT WHICH ONE YOU WOULD LIKE)
 - C. After selecting the role keep pulling the trigger/ press the green button on the medic box making sure all the settings are correct. Eg game 1, outdoor mode etc.
3. Pull the trigger again to confirm all the settings and lock them in.

Other Fun Settings

Note: Please feel free to change the settings on the phaser's as much as you want, although if settings are changed and your event date then has problems we will not be liable for any disturbance.

To alter settings, turn the key a ¼. turn clock wise and select the correct button to access each menu.

Note: Use the button to the Left and Right of the Trigger to scroll through the available options.

Note: To confirm a selection and move on pull The Trigger

Left Button Options

Difficulty: Easy, Standard, Hard

Phaser Type: Recommended Scorpion

Select Health: Invulnerable, 1-99 hits

Set Language: Recommend Laser Tag

Right Button

Phaser Reset: No

Device Role: Weapon Mode, Medic Box, Ammo Box, Combination Box, Dirty Mine, Normal Mine, Claymore Mine,

Controller

Select Class: Tiny, Small, Medium, Large

Fire Mode: Tagging, Deactivating

Select Colours: Green, White, Red, No muzzle flash

Green, White, Red, No hit light

Select Range: Outdoor, Indoor

Default, short, medium, long

Select Volume: Voice Feedback on, Voice Feedback Off

Low, Medium high Volume

Battle Modes: Team A, Team B, Friendly Fire

Game 1-4

RETURNING THE GEAR

IMPORTANT:

1. Switch off all gear – Leaving gear on will damage or destroy the battery, you will be charge £12 per phasor left on.
 2. Pack gear ensuring no wires are trapped.
 3. Stick & tape return labels to each lid – If DPD are collecting.
 4. Cable tie each corner - If DPD are collecting.
- Secure padlock on opposite corners (Code 886) If DPD are collecting.



IMPORTANT:

Please pack your boxes similar to the photo aboves.
Securing all the lids.