



**LASERTAG2U®**  
WWW.LASERTAG2U.CO.UK

## YOUR GUIDE

### **IMPORTANT NOTICE**

- Turn off all equipment after being used
- Look after the equipment and report any damages straight away
- Stick return label on lids of boxes before return
- Read over this guide before your event

London office – 0208 707 7411

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LaserTag 4 Hire

Trading as LaserTag 2U



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# Check List

- 5 x Cobra Gaming Guns (Red)
- 5 x Cobra Gaming Guns (Blue)
- 1 x Cobra Gaming Gun (Spare)
- 1 x Referee Gun
- 2 x Medic Box (1 Red, 1 Blue)
- 10 x Headbands (5 Red, 5 Blue)
- 1 x Set of Keys
- 2 x Flags
- 1 x Charger

# SUGGESTED RUNNING ORDER

| TIME       | WHAT'S HAPPENING   |
|------------|--|
| 5 Minutes  | Player Briefing – Explain to the players how the Laser Guns work, how to wear the sensors and mostly importantly, <b>make sure you lay down the rules:</b> <ul style="list-style-type: none"><li>- <b>No</b> Physical Contact</li><li>- <b>Do Not</b> cover the sensors</li><li>- <b>Do Not</b> take off your headbands</li><li>- <b>ENJOY YOURSELF!</b></li></ul> |
| 1 Minute   | Split Players into 2 teams (Red & Blue)  |
| 5 Minutes  | <b>Game 1</b> – Elimination  |
| 5 Minutes  | <b>Game 2</b> – Elimination (Make sure teams change ends) – Drinks Break   |
| 10 Minutes | <b>Game 3</b> – Capture the Flag   |
| 10 Minutes | <b>Game 4</b> – Capture the Flag<br>Drinks & Toilet Break  |
| 15 Minutes | <b>Game 5</b> – Control the Base   |
| 5 Minutes  | <b>Game 6</b> – Base Assault – Reds Defend   |
| 5 Minutes  | <b>Game 7</b> – Base Assault – Blues Defend  |
| 5 Minutes  | <b>Game 8</b> - Finale – Elimination: Kids VS Adults   |
|            | Total Game Time – 75 Minutes   |



# BATTLEFIELD

Imagination is Key!

When creating your battlefield, it is important to remember that you need to cut off lines of sight across the battlefield so that neither team can see each other before the mission starts.

Make sure that the places for the players to hide aren't too spread out. Try to create some features of your battlefield that the teams will fight to control.

Bins become pillboxes, forts and tunnels can be made out of cushions and sheets; the possibilities are endless!



# 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.

Key port – Turn it 90 Degrees clockwise to turn the Phaser on.



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

Trigger – Pull this and the phaser will fire.

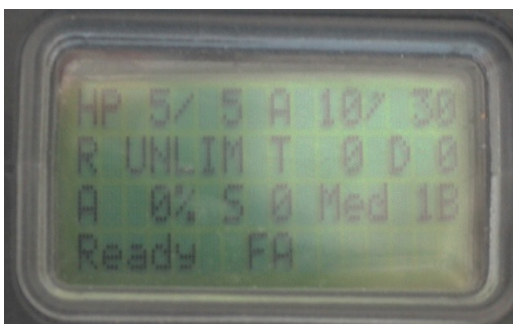
## Get the Guns Ready to Use:

- 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 Push the **GREEN** button
- 3 When you are dead go back to the medic box and press the **GREEN** button. This will reactivate your gun.

## THE SATR 'HEAD UP' Display:



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

A = Ammo  
T = Tags  
D = Deactivations

# USING THE MASTER GUN

The Master Gun is the only one with the green stickers and no headband. Using this is very easy:

The trigger works like an enter button

The Red and Black buttons cycle through the options.

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

**Set Volume** – You can change the volume of the guns if you're worried about disturbing the neighbours.

**Start** – You can (by radio) start all of the players at the same time by using this function.

**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.

## ADVANCED PHASER SETTINGS (We DO NOT Recommend This For Beginners)

**Settings you are able to change in advance mode –**

Number of lives – Number of spare ammo – difficulty of the game – language the gun talks in

# ELIMINATION

|                      |   |
|----------------------|---|
| <b>SCENE</b>         | This game can be played just about anywhere; in or outside                  |
| <b>TEAMS</b>         | Team 'BRAVO' vs Team 'DELTA'  |
| <b>OBJECTIVE</b>     | The objective is to tag and deactivate as many members of the opposite team |
| <b>REACTIVATIONS</b> | UNLIMITED   |
| <b>VICTORY</b>       | 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 5-10 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 press the GREEN button. 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

|                      |   |
|----------------------|---|
| <b>SCENE</b>         | This game needs a base to defend – mark it out with flags   |
| <b>TEAMS</b>         | Team 'BRAVO' (defenders) vs Team 'DELTA' (attackers)  |
| <b>OBJECTIVE</b>     | Control the area around the flag at the end of the game.<br>Nots – This is NOT Capture the Flag – DO NOT run off with the flag. |
| <b>REACTIVATIONS</b> | UNLIMITED for the first 12 minutes.   |
| <b>VICTORY</b>       | 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.

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.

## LIMITED TIME MEDIC BOXES:

Turn on the medic box

Press the BLACK button  
'Medic Box Type' appears on display

Press the GREEN button

Press RED to decrease and BLACK to increase the time

Press GREEN to confirm

Press GREEN to confirm the correct team (RED-A BLUE-B)

Press the GREEN button again to start the countdown.

## 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

|                      |   |
|----------------------|---|
| <b>SCENE</b>         | This game needs a prominent feature or landmark – mark it out with flags                              |
| <b>TEAMS</b>         | Team 'BRAVO' vs Team 'DELTA'  |
| <b>OBJECTIVE</b>     | To control the designated area at the end of the game.  |
| <b>REACTIVATIONS</b> | UNLIMITED for the first 13 minutes  |
| <b>VICTORY</b>       | 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 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 guns 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 guns with all of the settings that you need to just turn the guns 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 Hire guns run on batteries. These batteries are designed to last approximately 15 hours continuous use, so if you're going to use the guns over the weekend, remember to turn them off between sessions.



YOUR NOTES

# YOUR NOTES

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