

Laser Tag Parties

DIY Mobile Laser Tag Party Pack

- 5 x red Cobra phasers (set to Red team A) with red headbands and sensors
- 5 x blue Cobra phasers (set to Blue team B) with blue headbands and sensors
- 5 x red bandanas (must be worn under headbands)
- 5 x blue bandanas (must be worn under headbands)
- 1 x controlling phaser (green stickers)
- 2 x medic boxes – one for red team (Team A) & one for blue team (Team B)
- Battery charger
- Drop off & pick up
- Setup & operating instructions
- Instruction manual & games booklet
- Free laser tag party invitations



Additional Options

- Inflatable hire - \$80 for 4 or \$150 for 8
- Camo net hire - \$20 for 4
- Costume hire - \$5 each (camo shirt & pants)
- Camo cake - \$95
- Customised laser tag party invitations
- Camo party supplies - www.childrenspartysupplies.com.au
- Catering - ration packs, picnic boxes & platters

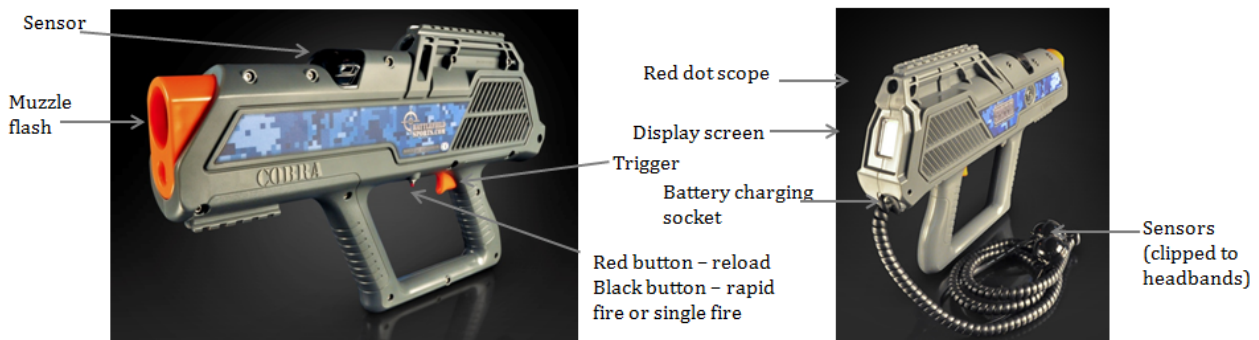
Suggested Runsheet (for a 2 hour party)

1. Divide the players into teams and get them kitted up
2. Briefing on how to use the phasers
3. 2 x 5 minute Deactivation challenge
4. 2 x 5 minute Elimination games
5. 2 x 5 minute Capture the Flag games
6. Refreshments break
7. 2 x 5 minute Defend the Base games
8. 2 x 5 minute Capture & Hold game
9. Treasure Hunt
10. Cake & then loot bags



Laser Tag Parties

Phasers



At 40cm long and weighing 1.8kg, the Cobra is one of the lightest S.A.T.R. (Small Arms Transmitter Receiver) models. Made from polycarbonate, rather than metal, they are ideal for younger players, and for indoor or outdoor play. Preset features include:

- Red or blue stickers on either side to indicate team
- Software set to either Team A (Red) or Team B (Blue)
- Phasers in the same team cannot tag each other, i.e. prevents players from accidentally tagging their own team members
- Red or blue muzzle flash
- Red or blue hit light
- Integrated peep red dot sight
- 5 x health points (number of times player can be tagged before being deactivated) then players need to go to their medic box and press the red button to be reactivated
- The first two times a player is tagged they will hear a “near miss” sound affect, the next two times they will hear an “oouf” sound affect and on the last hit they will hear the deactivated sound “aaargh”
- When a player tags another one they will hear “tagged” and if they deactivate someone they will hear “deactivated”
- 50 x rounds of ammo (automatically reloaded or can also use the red trigger button)

To operate the phasers:

- There are two sensors on the headbands which need to be positioned at the front and the back plus a third sensor on the top of each phaser - players need to aim for any of these sensors to tag another player
- Orange button - trigger to shoot infrared beam at sensors
- Black button - change between rapid fire (fully automatic) or single fire (semi automatic)
- Red button - reloads ammo when 50 rounds are finished
- To start playing just turn the phaser on and pull the trigger
- Please note that whilst the phasers are portable, tough & water resistant, if playing in light rain they need to be held horizontal at all times to avoid water running down the barrel and through the trigger. They should not be used in heavy rain or lightning and when not in use keep them out of rain and switched off to save battery power.

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Screen display on start up/during game:

- 1st row – HP = health points (e.g. lives left before being deactivated, C = ammo rounds (set to 50)
- 2nd row – R = reloads (set to unlimited), T = tags (number of times you have tagged someone on the other team), D = deactivations (number of times you have deactivated someone on the other team)
- 3rd row – A = accuracy; S = number of times you have been reactivated; range (set to medium); game/team = 1A for red team or 1B for blue team
- 4th row – status; fire mode, i.e. FA = rapid fire/fully auto or SA = single fire/semi auto



Screen display after game – game stats and/or session stats:

- 1st row: D = number of times player has deactivated other players; T = number of time player has tagged other players; S = number of times player has been deactivated
- 2nd row: A/W = Assist to Wound ratio - an assist is a tag on another players that does not deactivate them and a wound is a tag on you that does not deactivate you; A = accuracy
- 3rd row: K/D = Kills/Deactivations - the number of hits made on another phaser that resulted in a deactivation; HP = number of lives left
- Session stats also shows TMR EN = Timer End

To start a game with the controller (phaser with green stickers):

1. Press the black button to scroll through the menus to the set game timer menu then press the trigger
2. Timed game? = timed then press trigger
3. Set time limit (if you want to change from 5min) – black or red button to set time then press trigger (n.b. at the end of the time all the phasers will automatically stop)
4. Scroll to start menu and use red or black button to scroll, i.e. yes or no then press the trigger on yes

Medic Boxes

- Enables players to reactivate themselves once they have been tagged five times (by pressing the red button during a game).
- Each team has a medic box preset to Team A (Red) or B (Blue).
- Both are preset to be combination boxes with unlimited ammo and unlimited reactivations.
- Also displays the stats for each team at the end of the game, e.g. the number of reactivations and charges.



N.B. If you want to change the Medic box to timed reactivations for a game then press the large or small black button to scroll through the menus and the red button to select the relevant menu, i.e. medic box type and change it to timed and set the time.

Laser Tag Parties

Before Play

- Recommended playing field size - a good rule of thumb is the width should be about 1.5m per player, so a 5 a side game would have a width of 7.5m and the more trees/obstacles for hiding behind the better
- Check the area for any potential tripping hazards
- Recommend that players wear long pants and closed in shoes (costumes available for hire)
- Make a base at opposite ends of the house/yard which is where the two teams will start & position each team's medic box at their base & turn them on
- Turn each phaser on with the key and then remove the key and keep safe
- Split the kids into two teams, the Red Team (Team A) and the Blue Team (Team B)
- Give each player a red or blue bandana depending on which team they are in
- Put a matching colour headband with sensors over the top of the bandana – the two sensors need to be positioned at the front and the back (n.b. there is also a third on the top of each phaser)
- Give kids a briefing on how to use the phasers and reactivate themselves and let them fire off a few rounds before you start a game with the controlling phaser
- When finished playing please make sure that all the phasers and the medic boxes are switched off with the key



Laser Tag Parties

Suggested Games

Deactivation Challenge

Objective: tag as many members of the other team while ensuring that your own team suffers minimal deactivations.

Timer: 5 minutes and play twice with the kids swapping ends

Reactivations: unlimited

Winning team: the one that used the least number of reactivations (as counted by the medic boxes).



Elimination

Objective: deactivate as many members of the other team as you can whilst ensuring that your own team suffers minimal deactivations.

Timer: 5 minutes and play twice with the kids swapping ends

Reactivations: unlimited for first 4 minutes only (i.e. change timer on the medic boxes or simply turn them off after 4 minutes)

Winning team: the one that has the most players left on the field at the end of the game.



Games - Capture the Flag

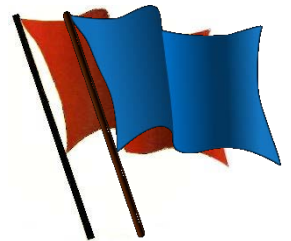
Objective: capture the other team's flag and bring it back to your base.

Timer: not set and play twice with the kids swapping ends

Reactivations: none (i.e. turn medic boxes off or take them away)

Winning team: has both flags in their base or have eliminated the other team. It is a draw if both teams have one flag in their base. N.B. if a small playing field then recommend hiding the flags rather and the first team to find both wins.

Rules: If a player is deactivated whilst they are holding the other team's flag, they must drop the flag and leave the playing the field.



Games - Defend the Base

Objective: one team to defend their base against the other team (then the teams swap over).

Timer: 5 minutes and play twice with both teams having a turn at defending

Reactivations: unlimited for attackers & 4 minutes for defenders (i.e. change timer on their medic box or turn it off or remove after 4 minutes)

Winning team: the one which has the most players left around the base being defended.



Laser Tag Parties

Capture & Hold

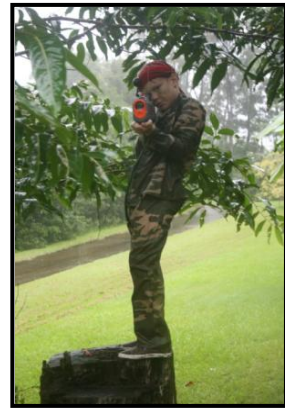
Objective: for both teams to take over one designated landmark, e.g a cubby house.

Timer: 5 minutes and play twice with the kids swapping ends

Reactivations: unlimited for 4 minutes (i.e. change timer on the medic boxes or turn off or remove after 4 minutes)

Winning team: The winning team is the one which has the most players left close to the designated landmark.

Rules: Both teams need to start approximately 20m away from the landmark.



Hide N Seek (if lots of cover)

Objective: for one team to find and deactivate the players from the other team (the teams swap over and play again).

Timer: 5 minutes with teams swapping over and then playing again

Reactivations: none (i.e. turn off or remove medic boxes)

Winning team: the one which has the most players left at the end of the five minutes.



Treasure Hunt (can be played with or without phasers)

Can use your own treasure items for players to find or we can supply camo themed plastic eggs with a lolly or novelty inside (one of each for each child) at a cost of \$1.50 per child.

Objective: for each player to find two treasure items (without being tagged if playing with phasers) - one pink (red team) or blue (blue team) and one green or brown and bring it back to the base. If using phasers objective is to also eliminate the other team without being deactivated.

Timer: none

Reactivations: unlimited

Winning team: the one which finds all their treasure first. If playing phasers winning team is also the one with the most players left.

