



**LASERTAG2U<sup>®</sup>**  
WWW.LASERTAG2U.CO.UK

## YOUR GUIDE

### PLEASE READ

- Please turn off all equipment after use
- Please take care of the equipment and report any damages straight away
- Most importantly have fun!

There is a quick start guide on the inside of each lid.  
You can also scan the QR code below to watch a few videos on how to use the equipment.

London office  
0333 090 2320

Out of hours  
07596473886



# RETURNING THE GEAR

## PLEASE READ BEFORE RETURNING:

Please switch off all equipment – Leaving gear on will damage or destroy the battery and may result in a penalty charge of £22 per item left on.

### DPD Collection/ Returns Only:

- Remove the sender DPD labels
- Find the return labels in your booklet & peel off the backing
- Stick well in the same place as the sender labels you removed.
- Cable tie each corner of the boxes before returning, double check each tie has gripped correctly. If there are extra cable ties please use them all.
- You will receive a text on the day of your collection, please do not change the collection date.

### DPD Collection/ Returns Only



Please pack your boxes similar to the photos above.  
Securing all the lids for DPD collections only.

# NEW TECH & CHANGES

If you have hired before you may see some changes with this hire.

We are doing our bit for the earth and making the Laser Tag hire experience much better!

1. We have removed all headbands and wires and replacing the front sensor with a top of the range 3 point sensor covering 270 degrees and up to 100m range.
2. All our boxes are now from 100% recycled plastic.
3. We have cut our plastic, paper and tape usages by 90%.
4. Deliveries are made by electric vans where we can.
5. New & improved tech in our master controllers and medic boxes with up to 70% recycled parts.

## THE LASER TAG PHASER

Red dot sight, use this to help aim.

New 270 degrees sensor point with ranges up to 100m

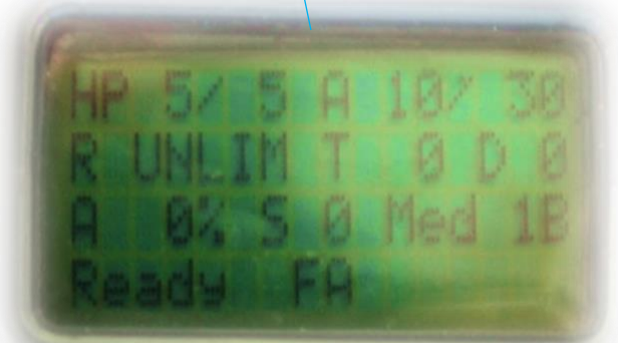
Change fire mode by pressing the **BLACK** button and reload by pressing the **RED** button.

Trigger – Pull this and the phaser will fire.



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

A = Ammo  
T = Tags  
D = Deactivations  
1B = Team Blue  
1A = Team Red



# MASTER CONTROLLER

We advise after you have turned on all the equipment for the first time press the middle red button to end the game. So when the players pick up the phasors they do not shoot and make noise while you explain the instructions.

Press the black button to scroll over the timing options.

Press the green button to start the game.

Press the red button to end the game.

Tip: If you are playing in a large battlefield when you press the red or green button hold the controller in the air and stand in the middle of both teams to allow the radio signal to reach everyone.



# MEDIC BOXES

The medic boxes are used for most games. Put the red or blue medic box in their team base. The medic boxes reactivate the players when they have 0 lives. A player just holds their phasor over the medic box (please do not hit the box) and wait a second or two. Their phasor will say 'reactivate' and let them back in the game with full health.

# SPARE PHASOR

See a phasor with a black or green 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 – Most Popular

<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 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 the 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.

## 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

<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 capture the other teams flag and take it back to your base.
<b>REACTIVATIONS</b>	NONE (No medic boxes)
<b>VICTORY</b>	The winners are the team with both flags in their base. Half points for one flag at the end of the game.

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.

Players 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. Note – This is NOT Capture the Flag – DO NOT run off with the flag.
<b>REACTIVATIONS</b>	UNLIMITED for the first 12 minutes. Then remove medic boxes
<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. 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 play 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

<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 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."***



# VIP

<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>	Deactivate the other teams VIP
<b>REACTIVATIONS</b>	UNLIMITED for everyone apart from the VIP
<b>VICTORY</b>	The winners are the team with their VIP still alive.

Each team selects a VIP in their bases, hidden from the other team.  
So everyone knows we advise for the VIP to put their colour flag on their head held down by the headband.

The VIP cannot reactivate. As soon as one of the VIP gets deactivated then the game is over. Whichever team with their VIP still alive wins!.

Please make sure there is no contact within the game. We normally say for the players to keep a 2 – 3 meter distance.

For each team they should have some players defending their VIP and some attacking, normally half and half.

If a player is not a VIP they can reactivate as many times as they like.



# LAST TEAM STANDING

<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>	Deactivate the other team
<b>REACTIVATIONS</b>	None
<b>VICTORY</b>	The winners are the team still alive

Great game to wrap up the day. Very simple and similar to the first game of elimination.

Every player has 5 lives. When they loose their 5 lives they are completely out and the last team standing wins!

When they are out cheers your team along.

# BATTERY LIFE

**PLEASE DO NOT CHARGE THE EQUIPMENT WHEN TURNED ON**  
**\*DO NOT CHARGE THE MASTER CONTROLLER\***

All equipment was fully charged before arrival and all the equipment will last for around 8 hours of continuous use.

If you are going to use them a lot, it is best to turn them off between sessions.

## HOW TO CHARGE THE EQUIPMENT

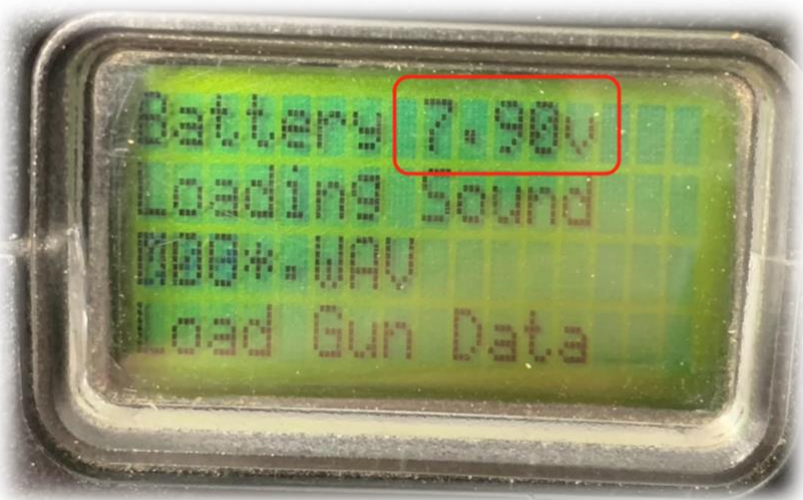
For most hires we will provide you with a charger.

When you turn on a phasor, on the start up screen it will show the voltage reading.

"8v" is fully charged and "7.0v" or below is when you should charge it, only if you want to play more during your hire.

Please only charge the equipment if you really need to.

If equipment is left on and completely dies it will not charge as the battery will need replacing.



# DOMINATION GAME

SCENE	This game can be played just about anywhere; in or outside
TEAMS	Team 'BRAVO' vs Team 'DELTA'
OBJECTIVE	Take control of the box.
REACTIVATIONS	Unlimited
VICTORY	The winners are the team who can take control of the box the longest.

You can use the Domination Box to play either indoors or outdoors. Here's how you can add some thrill to your laser games:

- Place the Box in the centre of your battlefield (about equal distance between the red team and blue team base). Or within an emplacement.
- Set the game time for 10 minutes (or 5 minutes, or whatever you like)
- Gamers cannot move the box.
- If the red team players tag the box and it flashes red.
- If the blue team players tag the box then it will flash blue
- The timer inside the box works how long each team was in control.
- At the end of the game time the team which had control for the most time, wins!

The box will flash that team colour and say "Bravo Team is Victorious!" (or "Blue Team is Victorious") or "Alpha Team is Victorious!"



This domination box is an extra purchase.

# Inflatables – Laser Tag 4 Hire

**ONLY TO BE USED ON A SMOOTH SURFACE (NOT CONCRETE)**

**Please DO NOT fully inflate the inflatables, only 80%.**

**The valve needs to be springing or air will come out.**

**You may need to twist this to stop air from going in and out.**

1. Locate the black pump and carefully attach the pipe to the inflate side of the pump.

(Inflate as shown in photo)



2. Locate the grey circle with a twist cap.

Attached the pipe to the inflatable, line up the two strings and push and twist to connect.

3. Once inflated let a bit of air out by pressing in the plug making sure you do not turn it.

**Please do not let anyone sit, jump, stand on the sides. Please do not drag the inflatables.**



4. Deflate

Once finished with the inflatables attached the pipe to the deflate side of the pump and then attach onto the grey circle again on the inflatable.



5. Please make sure the inflatable is fully deflated. Make sure you have detached the pipe before turning off the pump on each inflatable. This allows no air to return back into the inflatable.



6. Follow the remaining photos to see how to fold the inflatables away.



**Please make sure the inflatables are securely in the boxes and that the pipe is not trapped.**



# ADVANCED SETTINGS

## (We DO NOT Recommend This For Beginners)

### Please Read Carefully Changing These Settings Is Not Advised!

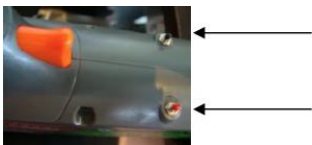
Please note all equipment has the same software so you are able to change phasors to medic boxes and master controller to phasors etc.

#### Changing the spare into an advance controller

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 buttons (This will unlock the settings. If you then see "Difficulty at the top of the screen please turn the gun off and on again (without holding the buttons).
2. Push the right black button, next the trigger.



- A. Phaser reset: NO (Pull trigger to confirm)
- B. Device Role: SCROLL TO –Controller- (Pull trigger to confirm)
- C. Both Teams Game 1 - (Pull trigger to confirm)
- D. Outdoor Mode - (Pull trigger to confirm)
- E. Warning SND ON - (Pull trigger to confirm)
- F. Low Volume - (Pull trigger to confirm)
- G. Unlock Use With Caution - (Pull trigger to confirm)

You can now adjust the settings on the kit. Scroll to the different options using the red or black button and pull the trigger to confirm.

You will have to point the new advance master controller at the guns you can changing, if you do not want a gun changed then move it far away or turn it off.

If you need to put teams back to the correct settings then select the team (red is A and blue is B) then shoot each gun with the controller after selecting the team you want them to be.



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