

CYBERTAG SCENARIOS

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CYBERTAG SCENARIOS

23 preset scenarios are available in CYBERTAG software. The scenario editor allows to increase this number. Thanks to flexible settings you can now personalise a game. The scenario editor instruction is available at the link below. CYBERTAG scenarios are different and have different settings, time and damage, game events. We created a short summary for each scenario, so players will not get confused among the myriad of scenarios. The summaries contain the description of main settings, events, actions and scenario settings. They can all be altered, so you can modify the preset game options to suit players' preferences.

BEST OF THE BEST

Victory conditions: the player who scores more points wins

Number of teams — 1

Game duration — 10 minutes

Shock duration — 2 seconds

Invulnerability duration — 1 second

Rebirth time duration — 10 seconds

Number of lives — 10

“Wound” area — the whole player

Hit zones damage
(left/right/back/blaster) — 1/1/2/1

Friendly fire — on



In the Best of the Best scenario it's every man for himself. Points are awarded when a player hits an enemy or kills him. The killed player can recover automatically in 10 seconds' time (rebirth time). A player who has scored the biggest number of points is marked in a special way. His vest and blaster change their glow colour and start flickering. The leadership may pass between players during the round. Just before the end of the game all the players' vests start flickering for 10 seconds. The player who scores the biggest number of rating points is the winner.

CONFRONTATION

Victory conditions: the team that scores the biggest number of rating points wins.

Number of teams — 2

Game duration — 10 minutes

Shock duration — 2 seconds

Invulnerability duration — 1 second

Rebirth time duration — 10 seconds

Number of lives — 10

“Wound” area — the whole player

Hit zones damage
(left/right/back/blaster) — 1/1/2/1

Friendly fire — off



In the Confrontation scenario 2 teams compete. The team that scores the highest number of rating points wins. Rating points are awarded when a player hits his enemy or kills him. The killed player can recover automatically in 10 seconds' time (rebirth time). Just before the game is over all the players' vests start flickering for 10 seconds.

TAG

Victory conditions: the team that scores the biggest number of rating points wins.

Number of teams — 2

Game duration — 10 minutes

Shock duration — 2 seconds

Invulnerability duration — 1 second

Rebirth time duration — 10 seconds

Number of lives — 10

“Wound” area — the whole player

Hit zones damage
(left/right/back/blaster) — 1/1/2/1

Friendly fire — off



In Tag players are divided into 2 teams. The team that scores the highest number of rating points wins. Points are awarded when a player hits his enemy or kills him. The killed player can recover automatically in 10 seconds' time (rebirth time). Compared to Confrontation, there is no classic game death in this scenario. If a player's health drops down to a zero mark, he is automatically transferred to the other team. This way, at the end of the round all the players become members of one team. After that, the next round will start automatically, in it the players will be divided into 2 teams. Just before the game is over all the players' vests start flickering for 10 seconds.

CONFRONTATION - BASE CAPTURE

Victory conditions: the team that scores the highest number of rating points wins

Number of teams — 2

Game duration — 10 minutes

Shock duration — 2 seconds

Invulnerability duration — 1 second

Rebirth time duration — off

Number of lives — 5

“Wound” area — the whole player

Hit zones damage
(left/right/back/blaster) — 1/1/2/1

Friendly fire — off



In this scenario, there are two teams that fight for capturing rival bases and getting rating points. The players score points if the enemy is hit or killed or the enemy base has been captured. Players are not automatically revived, so it is recommended that you use CYBERTAG energizers. In this scenario IGBs perform the functions of bases. To capture the base, you have to shoot at it. The player who hits IGB causes damage to this base and score points. To fully capture the base, you must deprive IGB of all its health points. The player who has captured the base improves his rating. Fifteen seconds after capturing the base, it is restored and returns to the game. After the specified time has elapsed, the winner is determined.

INVINCIBLE

Victory conditions: the team that scores highest wins

Number of teams — 2

Game duration — 10 minutes

Shock duration — 2 seconds

Invulnerability duration — 1 second

Rebirth time duration — off

Number of lives — 5

“Wound” area — the whole player

Hit zones damage
(left/right/back/blaster) — 1/1/2/1

Friendly fire — off



In the Invincible scenario there are 2 competing teams. The team that scores the highest number of rating points wins. Points are awarded when a player hits his enemy or kills him. The killed player does not recover automatically, therefore Energizers must be used during the game. An additional base placed at the centre of the playing field makes the scenario different from the Invincible. It gives Invulnerability to players every minute. However, to be “invincible” a player should stand near the base. A player is invincible for just a few seconds, so it is essential to make good use of this time. Just before the game is over all the players’ vests start flickering for 10 seconds.

RATING BATTLE

Victory conditions: the player who scores highest wins

Number of teams — 1

Game duration — 10 minutes

Shock duration — 2 seconds

Invulnerability duration — 1 second

Rebirth duration — 10 seconds

Number of lives — 10

“Wound” area — the whole player

Hit zones damage
(left/right/back/blaster) — 1/1/2/1

Friendly fire — on



The game process in the Rating Battle scenario is similar to that of the Best of the Best scenario. Players compete for rating points. Points are awarded if a player hits his enemy or kills him. In case a player is killed his score is lowered by 10 points. The killed player can recover automatically is 10 seconds' time (rebirth time). If you killed an enemy, you'll be given rating points. Your health will also be recovered. Having killed an enemy, the player will restore his health to the initial 10 points. Therefore, the more you kill, the harder it is for others to kill you. Just before the game is over all the players' vests start flickering for 10 seconds.

THE LAST HERO

Victory conditions: the player who scores highest wins

Number of teams — 1

Game duration — 10 minutes

Shock duration — 2 seconds

Invulnerability duration — 1 second

Rebirth duration — off

Number of lives — 10

“Wound” area — the whole player

Hit zones damage
(left/right/back/blaster) — 1/1/2/1

Friendly fire — on



In the Last Hero scenario it's every man for himself. They are awarded when a player hits his enemy or kills him. The killed players do not recover automatically; they wait until just one player remains in the game. The last participant that survives is titled the Last Hero, and is given 100 rating points, his vest changes the colour of its glow. After that, a new round starts for all the participants. Just before the game is over all the players' vests start flickering for 10 seconds.

ONE SHOT

Victory conditions: the team that scores highest wins

Number of teams — 2

Game duration — 10 minutes

Shock duration — 2 seconds

Invulnerability duration — 1 second

Rebirth duration — off

Number of lives — 1

“Wound” area — the whole player

Hit zones damage
(left/right/back/blaster) — 1/1/1/1

Friendly fire — off



There are 2 teams in One Shot, each player has just 1 health unit. Irrespective of the hit zone, the damage received by the player equals to 1. Therefore, there is a rule in the scenario: one shot — one death. Players do not recover automatically, so it is recommended that Energizers should be used for this scenario. A player scores rating points for each killing. The team that scores the biggest number of rating points wins. Just before the game is over all the players' vests start flickering for 10 seconds.

CONTROL POINTS

Victory conditions: the team that scores the highest number of rating points wins

Number of teams — 2

Game duration — 11 minutes

Shock duration — 2 seconds

Invulnerability duration — 1 second

Rebirth duration — off

Number of lives — 5

“Wound” area — the whole player

Hit zones damage
(left/right/back/blaster) — 1/1/2/1

Friendly fire — off



There are 2 teams in the Control Points scenario, they compete for rating score. Points are awarded when a player hits his enemy, kills him, or captures a control point. Players do not recover automatically, so it is recommended that Energizers should be used for this scenario. IGB functions as the Control Points in this scenario. In order to capture the IGB a player needs to shoot at it, after that countdown of retention time begins. To finish capturing, the IGB must be retained for 5 minutes. Each second of holding the IGB adds 1 score point to the player that captures it. The game is over when players of one team have captured 3 Interactive Game Bases. Just before the game is over all the players' vests start flickering for 10 seconds.

BOMB PLANTING

Victory conditions: the team that scores the highest number of rating points wins

Number of teams — 2

Game duration — 10 minutes

Shock duration — 2 seconds

Invulnerability duration — 1 second

Rebirth duration — off

Number of lives — 5

“Wound” area — the whole player

Hit zones damage
(left/right/back/blaster) — 1/1/2/1

Friendly fire — off

The game is concentrated around the players' IGBs. On the one hand, the IGB can give a virtual bomb to a player, on the other hand, the IGB can be blown up by the enemy. In this scenario, there are 3 possible states of the IGB (game base):

1. The Game Base glows yellow — no bomb has been given to a player, the enemy has not planted a bomb.
2. The Game Base glows violet — a bomb has been given to a player, the enemy has not planted a bomb.
3. The Game Base glows red — the enemy has planted a bomb, the Game Base needs to be diffused.

To receive a bomb, the player needs to fire his blaster at the Interactive Game Base. The colour of the Game Base will change from yellow to violet and the player will now be able to plant the bomb at the enemy's base. When a player reaches the enemy's Interactive Game Base and shoots at it, the colour of the Game Base becomes red, and the explosion countdown begins. If the Game Base is not diffused by a player that shoots at it within 20 seconds, it explodes. A player that plants a bomb scores 50 rating points. For a successful Interactive Game Base explosion one is awarded 100 rating points, for successful disarming — 25 rating points. A player with a bomb is not marked additionally with a special colour, therefore, it is difficult for the enemies' team to trace him. If a player with a bomb gets killed, he can recover with the help of the Energizer, and he will keep the bomb. If players with bombs from both the teams get killed, the new round starts. Just before the game is over all the players' vests start flickering for 10 seconds.

FLAG CAPTURE

Victory conditions: the team that scores the highest number of rating points wins

Number of teams — 2

Game duration — 10 minutes

Shock duration — 2 seconds

Invulnerability duration — 1 second

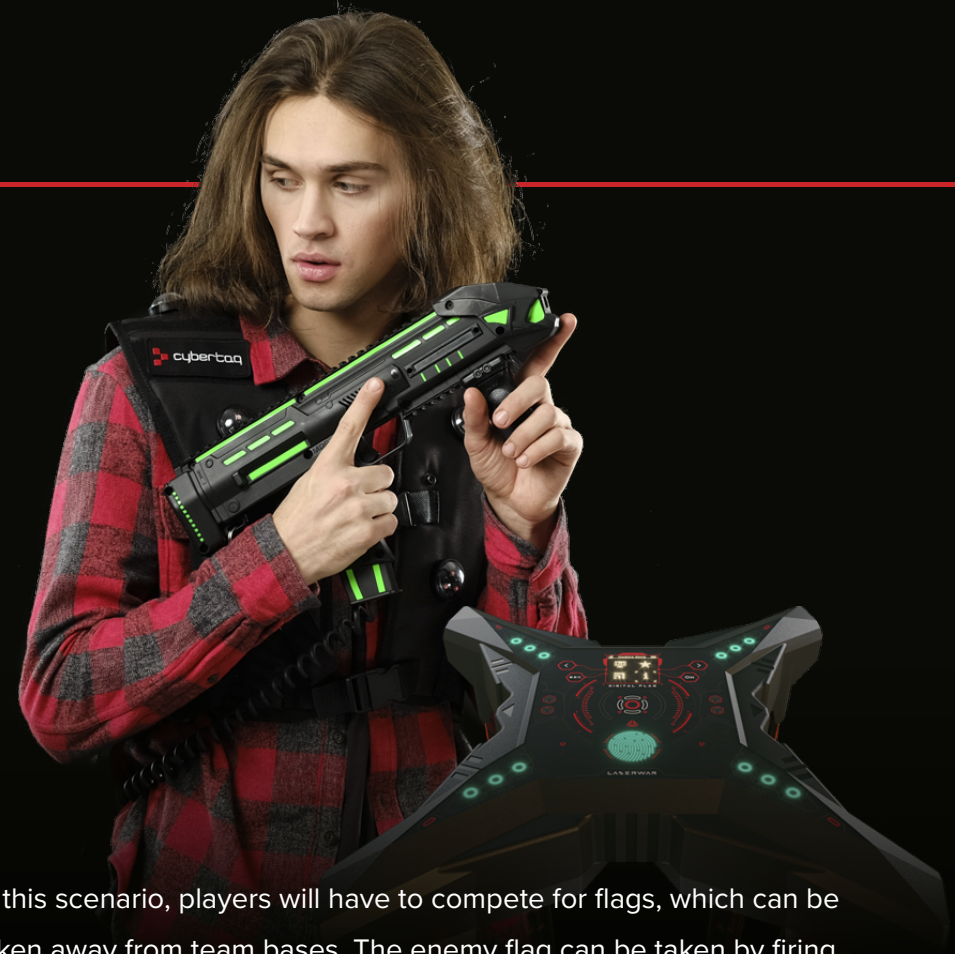
Rebirth duration — off

Number of lives — 5

“Wound” area — the whole player

Hit zones damage
(left/right/back/blaster) — 1/1/2/1

Friendly fire — off



In this scenario, players will have to compete for flags, which can be taken away from team bases. The enemy flag can be taken by firing from the blaster at the IGB. The player that takes a flag will have a different vest colour. The Interactive Game Base will change the colour of its glow too. After that, the player will have to take the flag to his base and shoot at the Game Base. Only after he has done this, the player will be awarded score points. In the game, the flag can be intercepted by the enemies and returned back to their base. Therefore, it is important to pay attention to players' colours. Just before the game is over all the players' vests start flickering for 10 seconds. The team that brings more flags thus scoring the highest number of rating points wins.

ENERGIZER CONNECTION

Shock duration — 2 seconds

Invulnerability duration — 1 second

Rebirth duration — off

Number of lives — 1

"Wound" area — the whole player

Hit zones damage
(left/right/back/blast) — 1/1/2/1

Friendly fire — off



"Energizer connection" is in fact not a scenario. This is a template that you can use as finished work, you can edit and save it. "Energizer connection" can be added to your ready-made scenarios. In this template 2 and more IGBs are available. By default, we have "Energizer that can revive players every 5 minutes" (1) and "Energizer that will revive the player if you press the button" (2). As the name shows, the first one will produce IR shots and revive players every five seconds. When using the second Energizer, the player will be able to regenerate himself by pressing the button. It's important to keep in mind that each IGB belongs to a particular team. If there are two teams and you want to add an energizer to the script that does not belong to any of the teams, you should assign it to a third team that is objectively not present in the game. In this case, the players of the two existing teams will be viewed as "rivals" by IGB.

CHAOS

Victory conditions: the team that scores the highest number of rating points wins

Number of teams — 2

Game duration — 10 minutes

Shock duration — 2 seconds

Invulnerability duration — 1 second

Rebirth time duration — 10 seconds

Number of lives — 5

“Wound” area — the whole player

Hit zones damage
(left/right/back/blaster) — 1/1/2/1

Friendly fire — on



The players are divided into two teams. The players don't know their allies: The base color setting is the same for both teams. The only way to figure out the player's team is to shoot at him. For each command, the hit color is different: By default: green is for one team, blue for the other. The "finish off" color is the same for all players. You can score rating points for accurate hits, you may also lose your score points if you shoot at the player belonging to your team. It is therefore important to determine who plays in your team at the very beginning of the game. At the end of the game, the player's vests start blinking for 10 seconds. The team that has the highest number of rating points wins.

LONELY ZOMBIE

Victory conditions: score the highest number of ratings points

Number of teams — 1

Game duration — 10 minutes

Shock duration — 2 seconds

Invulnerability duration — 1 second

Rebirth time duration — 10 seconds

Number of lives — 5

“Wound” area — the whole player

Hit zones damage
(left/right/back/blaster) — 1/1/2/1

Friendly fire — on



The scenario rules are simple and straightforward. In this scenario it's every man for himself. You score points for hitting and killing the enemy. The peculiarity of the scenario is that there's a zombie. Any player can be the zombie. If the zombie kills another player, the latter has a different color, loses the rating, and becomes a zombie. But the worst thing is to be the zombie in the end: When the game ends, the player loses one thousand ratings points.

The player who gets the highest number of rating points wins.



cybertaq

F. Spartans

SPARTANS

Victory conditions: the team that scores the highest number of rating points wins

Number of teams — 2

Game duration — 10 minutes

Shock duration — 1 second

Invulnerability duration — 1 second

Rebirth duration — off

Number of lives — 15

“Wound” area — the whole player

Hit zones damage
(left/right/back/blaster) — 1/1/2/1

Friendly fire — off



One of the belligerent options of the game. The players are divided into two teams. The task of the first team is to defend its base from the attacks of the enemy. The task of the second team is to break the defense and destroy the base. If one of the players from the first team gets killed, he automatically becomes the other team's player. You score points for hitting and killing the enemy. The team that scores the highest number of rating points wins.

BASIC FLAG CAPTURE

Victory conditions: the team that scores the highest number of rating points wins

Number of teams — 2

Game duration — 10 minutes

Shock duration — 2 seconds

Invulnerability duration — 1 second

Rebirth duration — off

Number of lives — 5

“Wound” area — the whole player

Hit zones damage
(left/right/back/blaster) — 1/1/2/1

Friendly fire — off



You have already been introduced to the "Flag Capture" mode. The difference is that you can't make a mistake. The team wins the round if a player captures the flag and brings it to the home base. If the player is killed the flag is returned to the base. Traditionally, laser fighters are awarded scores for kills and hits.

FOOTBALL

Victory conditions: the team that scores the highest number of rating points wins

Number of teams — 2

Game duration — 10 minutes

Shock duration — 2 seconds

Invulnerability duration — 1,5 seconds

Rebirth duration — off

Number of lives — 5

“Wound” area — the whole player

Hit zones damage
(left/right/back/blaster) — 5/5/5/5

Friendly fire — on



The players are divided into two teams. There is one player whose vest diodes are orange. This player should bring "the ball" to the enemy base and score "a goal" by shooting at IGB. The player with "the ball" can "pass the ball" to his teammate by shooting at that teammate one time. In this case he restores his teammate's health points. Players can also take "the ball" from the player by shooting one time at their teammate. In this case the shooter's health won't be restored. Rating points are awarded for all gaming activities. The team that scores the highest number of rating points wins.

ENERGY BATTLE

Victory conditions: the team that eliminates all players of the enemy team and destroys their base wins

Number of teams — 2

Game duration — 10 minutes

Shock duration — 2 seconds

Invulnerability duration — 1 second

Rebirth duration — off

Number of lives — 5

“Wound” area — the whole player

Hit zones damage
(left/right/back/blaster) — 1/1/2/off

Friendly fire — off

Each team has a base which revives killed players, the number of rebirths is limited.

Each player can take lives (energy) of the opponents by killing them. Stored lives can be passed over to the base, increasing the number of rebirths for allies. The transmission of lives to the base is performed by shooting at it.

The maximum amount of lives carried by one player - 5. If the player has taken several lives and didn't make it to the base, all carried lives are lost.

The more lives the player has the higher is the frequency of flickering of his game set.

The score for hitting and killing the opponents increases proportionally with acquired lives.

The player gets scores for passing over the lives to the base and loses scores for revivals.

The players can strike the enemy IGB, decreasing the amount of energy on it.

The game ends when one of the teams is out of energy of the base and all the players are dead.

The goal of the game is to take all the energy of the enemy team.

EXTERMINATION

Victory conditions: the team which destroys all the players from the enemy team wins.

Number of teams — 2

Game duration — 10 minutes

Shock duration — 1,25 second

Invulnerability duration — 1,2 second

Rebirth duration — off

Number of lives — 5

“Wound” area — the whole player

Hit zones damage
(left/right/back/blaster) — 1/1/2/off

Friendly fire — off



The players are divided into 2 teams. Each team has a base which revives players. The number of revivals is limited and depends on the amount of lives of the base. The players can attack the enemy base, dealing damage to it and decreasing the number of revivals for the enemies. The captured base restores in 1.5 minutes. For winning the round, all players from the enemy team must be dead simultaneously, even if their base is still able to revive.

FIREFIGHT

Victory conditions: the team which destroys all the opponents wins.

Number of teams — 2

Game duration — 10 minutes

Shock duration — 1 second

Invulnerability duration — 1 second

Number of lives — 5

Damage area — the whole player

Hit zones damage
(left/right/back/blaster) — 1/1/2/off

Friendly fire — off



The players are divided into 2 teams. Each player has 5 lives. The revival happens automatically in 10 seconds` time. The goal is simple — to kill all the players from the enemy team.

RADIATION (WITH 3 IGBS)

Victory conditions: the winner is the last surviving player

Number of teams — 1

Game duration — 10 minutes

Shock duration — 1 second

Invulnerability duration — 1 second

Rebirth duration — off

Number of lives — 5

Damage area — the whole player

Hit zones damage
(left/right/back/blaster) — 1/1/2/off

Friendly fire — on

First the players hide, the countdown of 30 seconds starts, no kills allowed, the vests are not lit. During this time, the story is told that there was a radioactive leak at the nuclear power plant, the rescue team has flown to get you, but there is only one seat in the helicopter left. Therefore, there is only one to be saved - the last survivor.

Then the game starts, all players are allowed to kill each other, and IGBs revive everyone.

After 2.5 minutes of the game, a random IGB becomes radioactive: blinks yellow for 10 seconds, then turns green and starts to kill everyone, revival is available at the remaining IGBs. It goes on until all IGBs are radioactive.

When all IGBs become radioactive, the game continues until the last surviving player is left.

The goal of the game: be the last to stay alive and get the biggest score.

The number of lives of players: 5, after radiation damage the number decreases to one.

ZOMBIE APOCALYPSE

Victory conditions: the player who scores more points wins

Number of teams — 2

Game duration — 10 minutes

Shock duration — 1 second

Invulnerability duration — 1 second

Rebirth duration — 5 second

Number of lives for humans — 10

Number of lives for zombies — 15

Damage area — the whole player

Hit zones damage for humans
(left/right/back/blaster) — 4/4/8/off

Hit zones damage for zombies
(left/right/back/blaster) — 3/3/6/off

Friendly fire — off



In order for this scenario to work, you will need an IGB for each team (humans, zombies).

At the beginning of every round players are automatically divided into 2 teams: humans and zombies. The number of zombies is twice less than humans but a zombie is harder to kill than a human.

When a human is killed, he turns into a zombie, and vice versa.

The round lasts until all players are in one team. After the round's end, players are given 15 seconds to disperse.

During the new round players are randomly divided into teams again.

Players who were originally on the winning team score 50 points.

FEEDER

Victory conditions: the team that bring all players to their side wins

Number of teams — 2

Game duration — 10 minutes

Shock duration — 2 seconds

Invulnerability duration — 1 second

Rebirth duration — off

Number of lives — 5

Damage area — separate zones

Hit zones damage
(left/right/back) — 1/1/2

Friendly fire — off



Players are randomly divided into 2 teams. When stop and don't move. After that, allies or enemies must touch them and bring to their base. If the player restored with an returns to their allied base, they get their health IGB or Energizer. If they are brought to enemy another team. The team which brought all players to its side win the round. When the round ends, players get 10 seconds to disperse. In a new round players are randomly divided into teams again.

 laserwar.com

 +371 26834489, +371 25947194

 info@laserwar.com, manager@laserwar.com

 Meiranu street 3, Riga, LV-1073, Latvia