

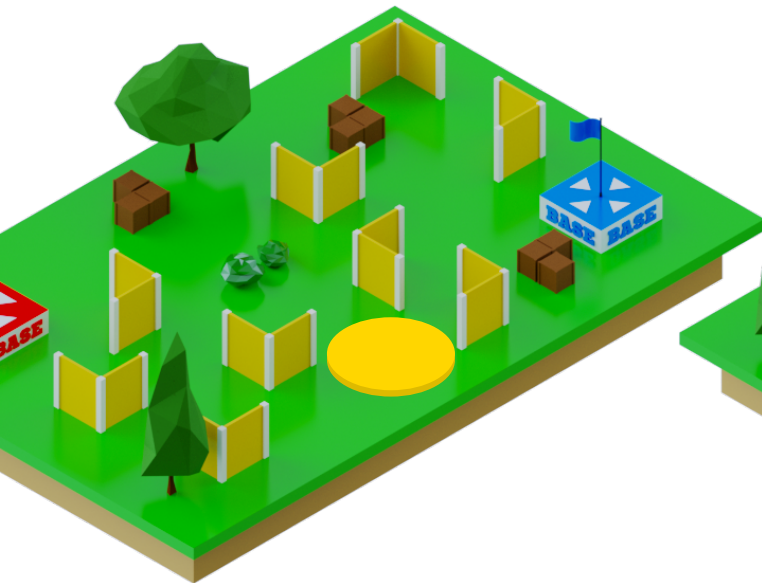
# OUTDOOR LASER TAG SCENARIOS



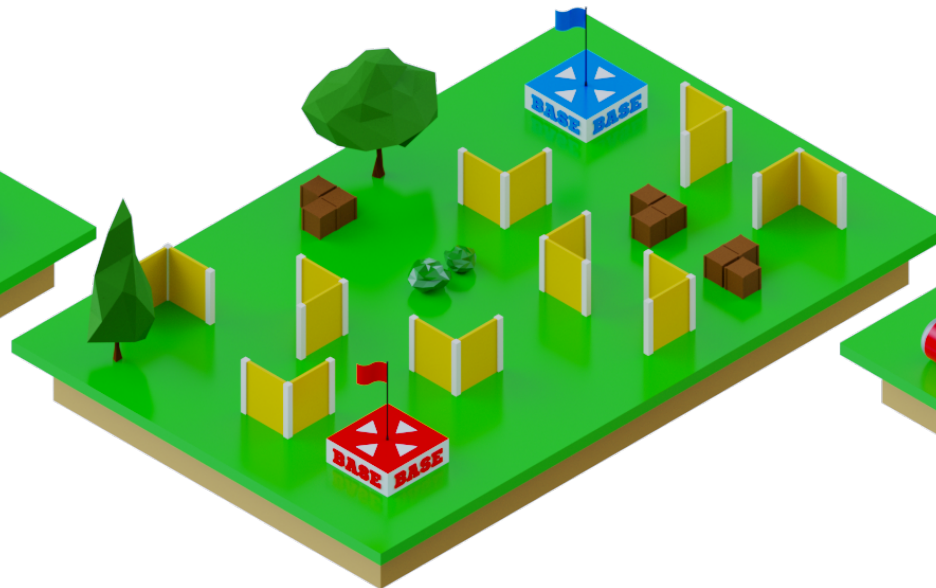
# RECOMMENDATIONS FOR SETTING UP PLAYGROUNDS



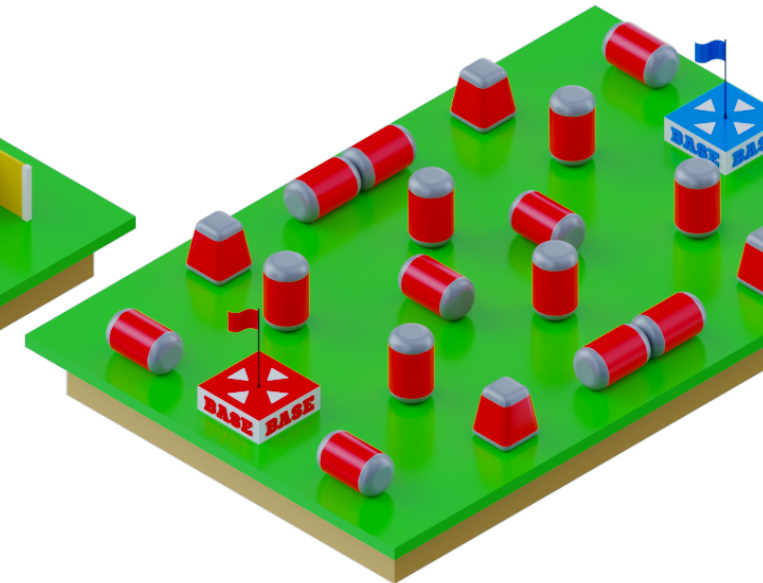
**10-11 GENERATION**



**4-9 GENERATION**



**SPORTS PLAYGROUND**



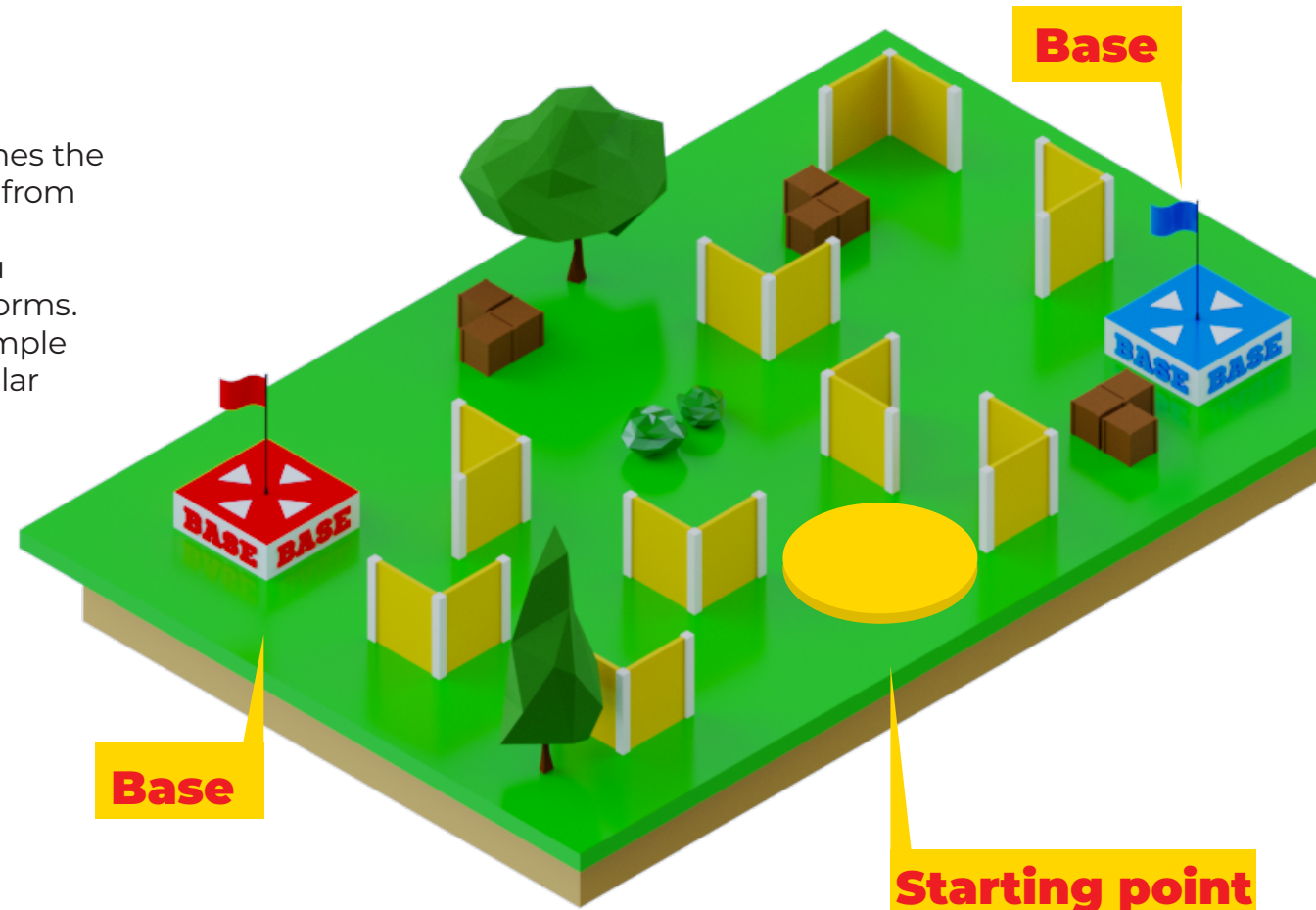
# RECOMMENDATIONS FOR SETTING UP PLAYGROUNDS



## 10-11 GENERATION

The laser tag equipment in Generation 10-11 combines the best technical solutions and rental club experience from across the world.

We've put together a list of suggestions to help you maximize the capabilities of modern laser tag platforms. Your games will run smoothly if you follow these simple criteria, and players will return to the club on a regular basis.



## THE START POINT AND THE BASES ARE EQUIDISTANT

Typically, laser tag instructors hand out equipment, offer instructions, and divide players into teams before leading them to the respawn locations, where the game begins. The equipment is distributed close to where the clients congregate, which is often far from the bases and playground. Near the gazebo or meeting location of the players. There are two instructors on the playground; each team has its own instructor. You will be able to provide your clients your entire attention in this manner.

Things are getting more interesting in the 10-11 generation. It is sufficient to collect all players in one place, but closer to the centre of the playground, set up a portable table there, take out a laptop with a Wi-Fi router. You can also run games directly from your laptop by setting the network card to access point mode – this will be your technical launch, briefing and equipment handover area. If the players quit the game and there are no resurrection locations in the scenario, they will return to you in the start area, where they will observe the game using a notebook and dynamic metrics. This is an intriguing and useful feature not only for the players, but also for the instructors. Dynamic statistics allow you to keep track of the game's progress and set up criteria for when win conditions are met. As a result, just one instructor is required on the playground when playing with the 10-11 generation. Meanwhile, the second instructor can focus on the clients in the gazebo, photographing the game, equipment, and providing further service or play as needed. In fact, 10-11 generation saves the instructor effort and allows the game processes to be automated. The players will disperse to the bases after the taggers are activated at the start area and wait for the countdown to start from the bases. Another plus is the precise control of settings and the swift change of game scenarios.

And having the start point closer to the centre of the playground speeds up the game, makes it easier for players to get to the centre of the playground, increases interest in the game and player communication through viewing statistics and most importantly, increases engagement. Players look at the stats, draw conclusions and trying harder on the battlefield.

Every Alphas Generation 11 player can use their phone to keep track of their own battle data and earn ranks and medals.

## RESPAWNS ON THE DIAGONAL OF THE PLAYGROUND

Instructors and club owners often arrange the bases in a straight line, avoiding diagonals. There is plenty of territory, why save it? However, owners of arena laser tag have long understood that laying the bases diagonally is the more logical and right option for any place. This expands the comfort zone while also maximizing the utilization of the playground. Rather than extending the range of the line of sight, it is preferable to construct well-conditioned and more protected areas.

## STATISTICS – IN A FEW SECONDS

Remember to pre-register your participants; each team is given a sign-up sheet with the player's phone number, name, and signature for safety reasons. In this way, you collect data for your client base from all players and not just one customer. And the proper maintenance of your player database via LASERWAR CRM and data management via SMS or WhatsApp, Viber will tie your customers to the club forever. Why not duplicate the statistics to these messengers after the game? The players will appreciate that. Your number will always be at their fingertips – as you will be added to their contacts books via messengers. It's a real backdoor to endless orders. So, we figured out the registration and spent 5 min on instructing the players – very good. Announce the scenario and start the battle. After the game, everyone knows to go to the playground center. You can show them the final figures once everyone has arrived there. You can also keep track of your progress while playing the game. Real-time statistics are used in Generations 10 and 11, which implies that all key indicator data is updated every second. Statistics benefit new laser tag clubs by increasing club attendance and recurring sales of your services. Photos get more views and reposts than any other type of advertisement when shared on social media. If you add competitions and offer rewards to the best achievers each week, month, and year, the competitors will have no chance.

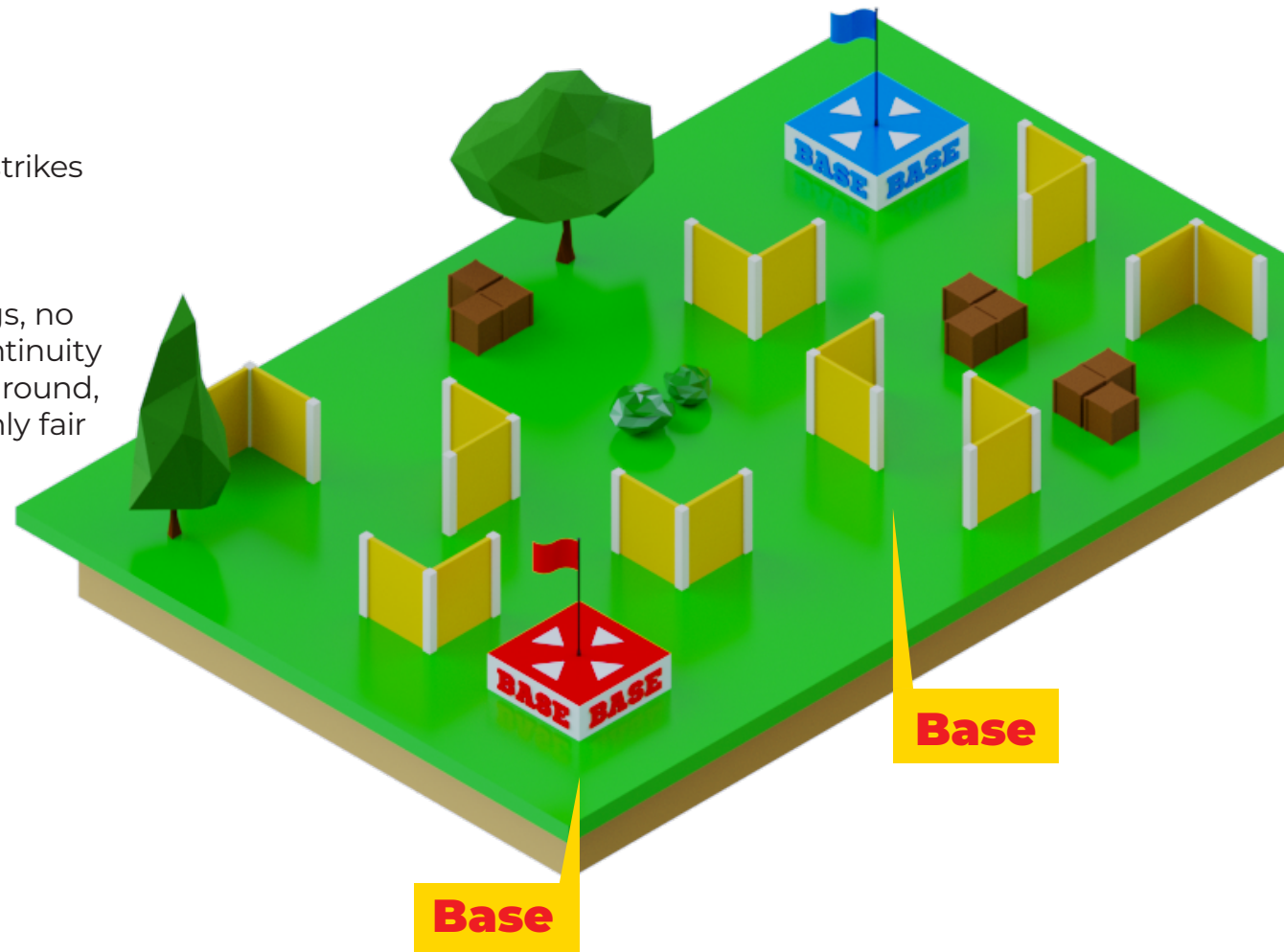


# RECOMMENDATIONS FOR SETTING UP PLAYGROUNDS



## 4-9 GENERATION

Above all, the Generation 4-9 laser tag equipment strikes the ideal balance between the price and quality. These platforms have already been used in millions of games, by hundreds of thousands of players, and thousands of rental clubs worldwide. Stable, no bugs, no crashes - we maintain compatibility and setting continuity from the 4-th to 9-th generation. At the same playground, different generations of electronics can be used. Only fair play and the persistence of the struggle.



## **STARTING POINT**

With 4-9 generations of electronics, the owner has a lot of alternatives when it comes to equipment placement: you may create balanced playgrounds or focus the players' attention on a single square. It's entirely up to you to choose the type of your playground.

## **ADDITIONAL DEVICES**

The arrangement of game objects is determined by the game's goal. Do you want speedy assaults? Then a Digital Flag in the center of the playground will come in handy. Do you want both teams to play thoughtfully? Then an Explosive Device Simulator or a LASERWAR bomb will make you reconsider all of your mischievous actions.

## **STATISTICS AFTER THE GAME**

Offline statistics are used by generations 4 through 9. As a result, it's critical to situate the instructor's base such that players may easily access it after the game. This must also be considered when designing the laser tag playground.

## **CONTROLLED PLAY**

The bare instructor's minimum required to manage all events. You'll be able to fix any problem and alleviate any client's suffering on the playground. The players will only have to enjoy the laser tag battle.

## **GAME TRANSPARENCY**

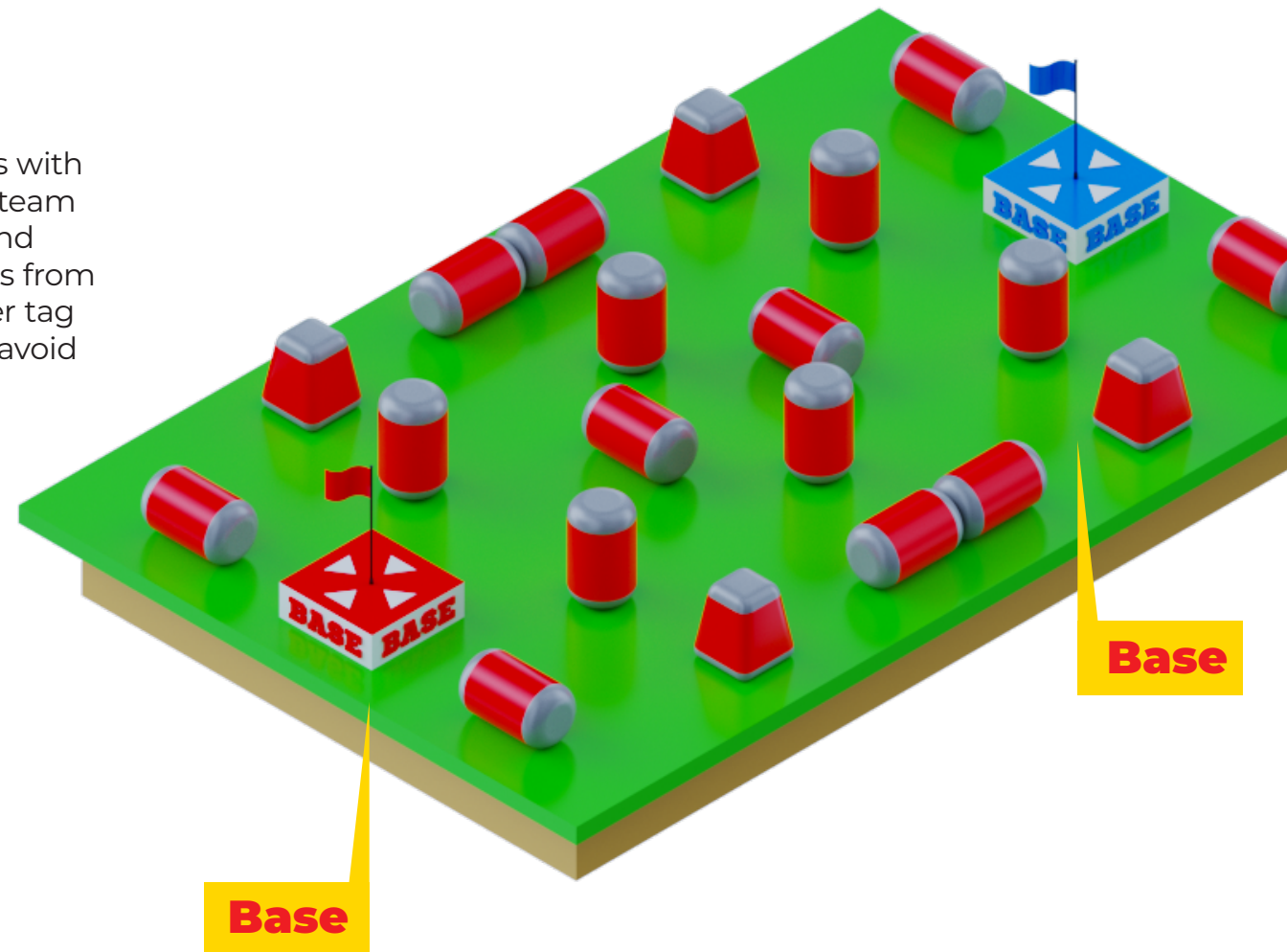
The playground must be visible from all sides. On the playground, instructors should be able to see every square, and a separate person should stand where game objects are positioned to watch both the devices and the players. Monitor the game process by placing the devices in a clear line of sight. Always.

# RECOMMENDATIONS FOR SETTING UP PLAYGROUNDS



## SPORTS PLAYGROUND

Sports playgrounds are unique playing playgrounds with distinct qualities. Every detail is important here: no team should be allowed to gain an advantage. Balance and impartiality are what distinguish sports playgrounds from any other ground. If you're planning on hosting laser tag competitions, these pieces of advice will assist you avoid making costly blunders.



## **INFLATABLE FIGURES**

These inflatable figures are now commonplace in sports laser tag competitions. The figures are simple to assemble, transport, and relocate, as well as safe for players and robust to game loads. Figures are an important aspect of any mobile laser tag site if you want to make it sportier. Alternative choices for laser tag playgrounds and fast-mounted figures will appear in the future. In sport, the concepts of diagonal bases are not maintained; instead, it is more necessary to arrange the figures and unify the game aspects according to the sports federation's standards.

## **PLAYGROUND WITHOUT SHOT-THROUGH PASSAGES**

When choosing the layout of inflatable figures or other game obstacles, it is necessary to take into account that the range of the shot of the sports tag allows you to hit the enemy on the opposite side of the playing field. Therefore, straight zones shot from corner to corner should be avoided. To do this, the positions of the pieces are shifted in a staggered manner, overlapping through the holes. This will make the game more dynamic and honest.

## **DEVICE PLACEMENT**

The unification of sports laser tag sets it apart from others. The rules, the game settings, and the device placement have all been standardized for a long time. All that's left is to obey the regulations and organize successful competitions. Ask the Sports Laser Tag Federation for the rules and regulations of the games - our specialists will be sure to help you get into the sports movement. In addition, the generation 10 and 11 apps will allow users to register in advance and play nonstop without interruption. As a result, the number of persons playing per unit of time increases.

## **CONTROLLED PLAY**

Instructors are frequently positioned behind the figures on the playground to guarantee that the laser tag devices are captured according to the rules. The instructors may intervene in the game if necessary. It's crucial to remember this when making plans. If the latest generation of laser tag equipment is employed, the software's Digital Flags are unbiased and will always mark a true winner.

## **STANDARD TAGGERS**

In sport there has to be a classic tool – a tool that gives the same performance. The unique LASERWAR equipment suits these requirements best of all. Predators are for adults, Phoenixes are for kids and Hornets are for a different discipline. The weapons provide excellent possibilities for your business. Moreover, sport is more than a business, it is a healthy way of life and a contribution to the future of kids, including your own. The biggest worldwide laser tag events and leagues are already taking place in conjunction with LASERWAR.

## **PLAYGROUND BOUNDARY**

The boundary of the laser tag sports playground must always be gated. Boundaries, whether in the form of a fence, a ground boundary, or a twilled ribbon, are required. There should be no arc running. Everyone is on an equal basis and follows the rules of the game. The sports playground is frequently located in a gym or a football playground. In this case, fencing is not required. However, attention to details and safety are essential. This is where the activity differs from traditional laser tag. The playground boundary is necessary for both spectators and fans.





## DEACTIVATE ALL OF THE OPPOSING TEAM PLAYERS

The players are divided into 2 balanced teams. The only goal is to keep alive while shooting the opposite team. There is no way to resurrect with additional equipment in traditional team combat, such as first aid kits, combat bases, or medic kits.

If you are deactivated, you return to the gathering point and wait for the round to end. A low-paced scenario, suitable for pauses and breaks between other scenarios. The round should last no more than 10 min. to ensure that the game is not disrupted too much. The length of the round varies substantially depending on the location and the amount of participants.

Additional devices, such as arsenals, radiation or anomaly points dramatically enhance gameplay over a vast area.



# TEAM BATTLE



### PLAYERS

4-56 players



### ROUND TIME

5-10 min



### DIFFICULTY

★ ★ ★ ☆ ☆



### SETTINGS

Classical



### GAME PACE

Low game pace

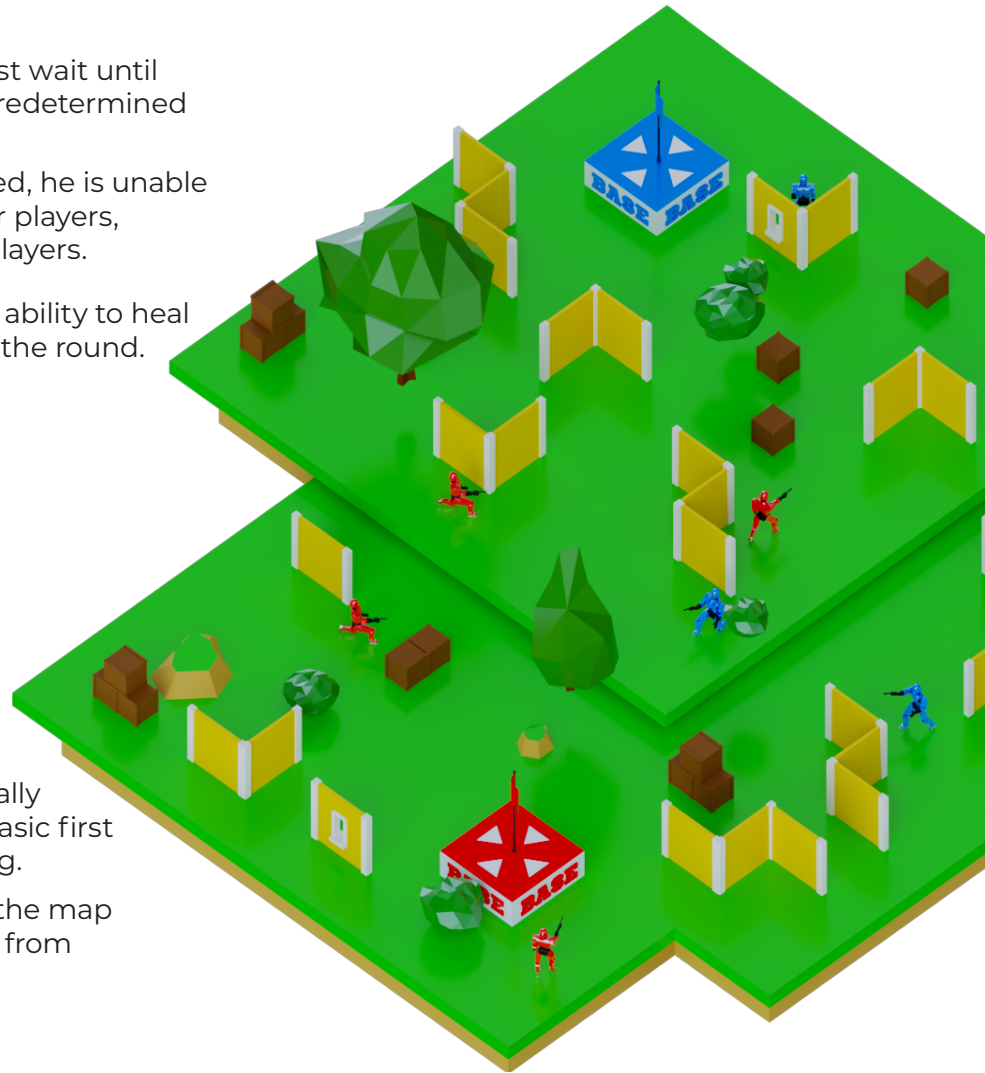
## FEATURES

- The deactivated player must wait until the end of the game at a predetermined location.
- When a player is deactivated, he is unable to communicate with other players, including opposing team players.
- Only the instructor has the ability to heal a player and send him into the round.

## DEVICES

In the scenario, you can additionally use the smart first aid kit 2.0, a basic first aid kit for ammunition dispensing.

They can become key points on the map and will require special attention from players.



**SMART FIRST AID KIT 2.0**



**BASIC FIRST AID KIT**



**ARSENAL**

## TIPS FOR THE INSTRUCTOR

- 1** All players should be on an equal footing.
- 2** Players can be mixed: kids and parents can play in the same team, mixed age groups are allowed.
- 3** Safety procedures must be explained, the equipment must be zeroed, and the playground must be displayed before to the start.
- 4** Mark all rounds with any means available, such as a whistle or a megaphone.
- 5** During the game, keep a close eye on the players. Explain how to use laser tag equipment and offer support.
- 6** After the game, make sure to congratulate both teams on their desire to succeed.
- 7** If the game is too one-sided after two consecutive rounds, it is possible to rebalance the teams with the players' permission.



## CAPTURE AND HOLD AS MANY CONTROL POINTS AS POSSIBLE

The scenario is based on the Battlefield PC game. A maximum of four teams may participate in the battle. Everyone's task is to capture and hold the control points as long as possible without letting opponents near them. The number of points may vary, but setting an odd number is better – this makes it easier to determine the winner. The points will be distributed in an area that is equidistant from where the teams started.

Simply shoot the top panel in the center to capture the point; the point will get a signal and light up with the color of the team. After that, a countdown will start to show team's hold time.

The maximum total point hold duration for each team is determined in the options. When one of the teams has held the point for the required amount of time, the point will change to the winner display mode and begin flashing the appropriate color. Such a point cannot be recaptured, and it is out of the game. The game's outcome is displayed on the top panel.



# CAPTURING CONTROL POINTS



### PLAYERS

4-126 players



### ROUND TIME

6-24 min



### DIFFICULTY

★ ★ ★ ☆ ☆



### SETTINGS

Classical, sports, kids



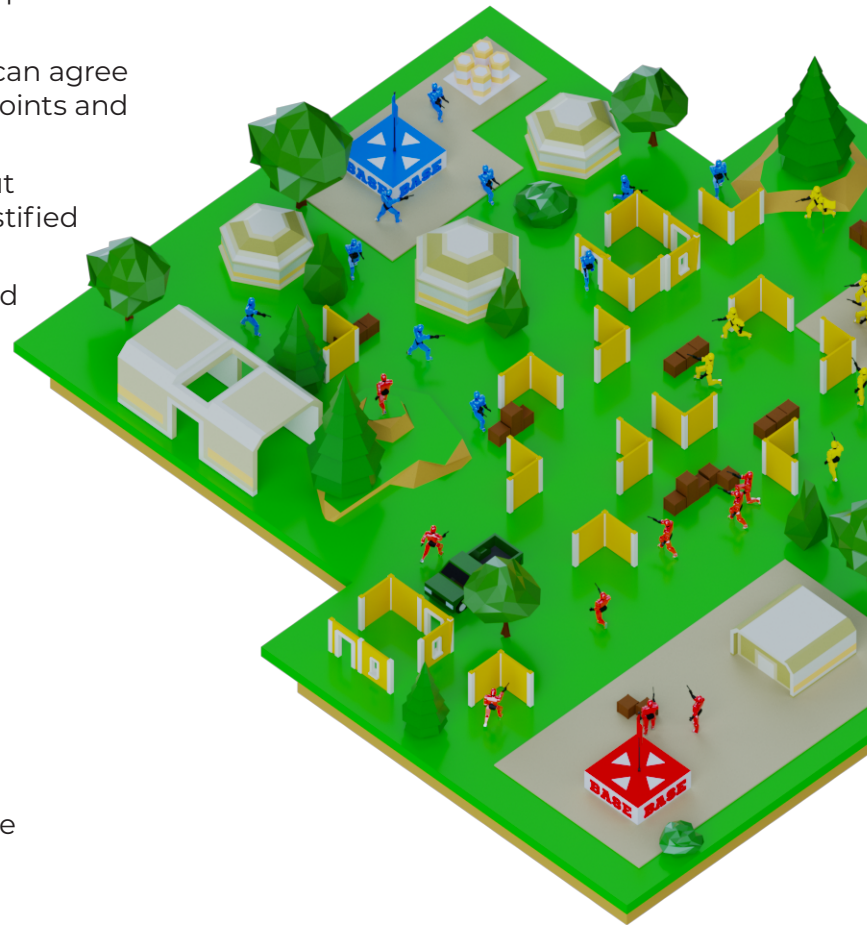
### GAME PACE

High game pace



## FEATURES

- The most crucial aspect of the game is not to deactivate opponents but to capture control points.
- Before the game begins, players can agree on roles such as who will «rush» points and who will cover the back.
- There's no reason to shoot without thinking; every action must be justified in terms of game mechanics.
- The status of Control Points should be reported: the current owner and the device to be attacked should be indicated.



## DEVICES

Control points include the Chameleon, Command Post, Smart Battle Base and Digital Flag.

First aid kits or battle bases can be installed on the players' teams to restore the players' hp.



**CHAMELEON**



**COMMAND POST**



**SMART BATTLE BASE**



**DIGITAL FLAG**



**SMART FIRST AID KIT 2.0**



**UNIVERSAL POINT**

## TIPS FOR THE INSTRUCTOR

- 1** Check that all of the devices you'll be using are charged before the game.
- 2** Conduct a thorough briefing on how to capture Control Points.
- 3** Explain the safe play rules.
- 4** Explain to the players the game's objectives.
- 5** Keep an eye on what's going on the playground.
- 6** The game becomes more intriguing as the number of teams increases. It is suggested that an odd number of Control Points be used.

Anomaly and radiation points can also be placed in the area to increase complexity.





## **CAPTURE AN ENEMY OBJECT AND DESTROY THE ENEMY OR HOLD BACK THE ATTACKER PREVENTING THEM FROM TAKING THE OBJECT**

This scenario is appreciated by laser tag fans for its excellent dynamics. Two teams, one is tasked with defending a building or a height, the other is tasked with storming the object and eliminating all enemy players. The attackers have an advantage: with the help of a first aid kit, they can «come to life» at their base. The defenders are in a good position and have a well-thought-out strategy. A particular amount of time is allotted for capturing a height or a building. The assault team wins if they destroy the opponent and occupy the building before the assault time runs out. The defenders win if they can resist the attack.

The time it takes the assaulters to defeat the opposing team is kept track of. Then, in the second round of this scenario, if both sides have had a successful assault, this time will be compared.

This scenario has a high tempo for one team and a low tempo for the other. So keep a watch on which team is the most exhausted, because that team will be the one to defend the building first.



# **ASSAULT**



### **PLAYERS**

10-30 players



### **ROUND TIME**

10-20 min



### **DIFFICULTY**

★★★★☆



### **SETTINGS**

Classic, military and tactical

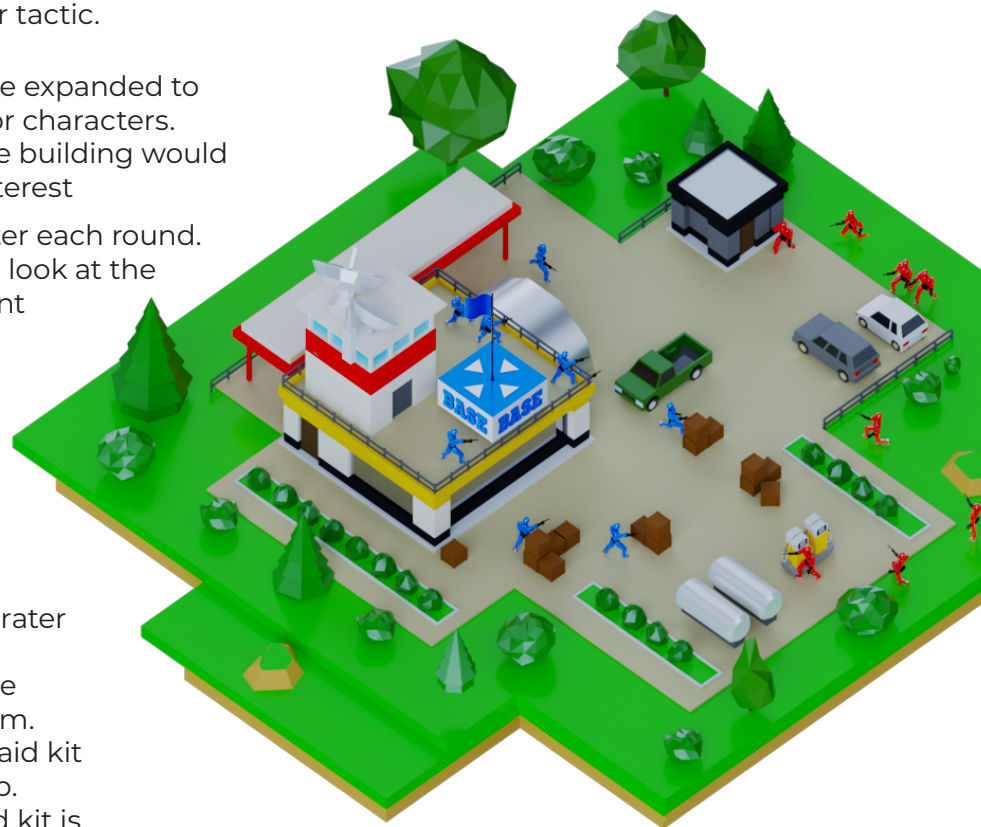


### **GAME PACE**

Average game pace

## FEATURES

- Planning plays a key role in this scenario: if there is no teamwork, you are unlikely to win
- There must be several ways to win: if one does not work, try another tactic.
- The scenario can simply be expanded to include any new devices or characters. A bomb or hostages in the building would add significantly to the interest
- Be sure to swap teams after each round. The swap will allow you to look at the playground from a different perspective.



## DEVICES

The use of an Explosive Device Simulator, Cerberus mine and Crater bomb is highly desirable in the scenario. Some must plant these bombs, others must defuse them. The attackers must have a first aid kit to replenish ammunition and hp. As for the defenders the first aid kit is provided at the organizers' discretion.



**SMART FIRST AID KIT 2.0**



**ARSENAL**



**EXPLOSIVE DEVICE SIMULATOR**



**CERBERUS**



**CRATER**



**TRINITY GRENADE**

## TIPS FOR THE INSTRUCTOR

- 1** Make sure to show the players the area as well as possible attacks and defences.
- 2** Explain in detail how laser tag devices work in the scenario and how to handle them.
- 3** It is advisable to have an additional instructor near bombs and mines: controlling the activation and deactivation of devices is essential.
- 4** Traps can be made at building entrances: place Cerberus mines that will deter attackers.
- 5** The introduction of hostages to the game is performed by the instructors. This will also have a positive impact on the gameplay control and variety.

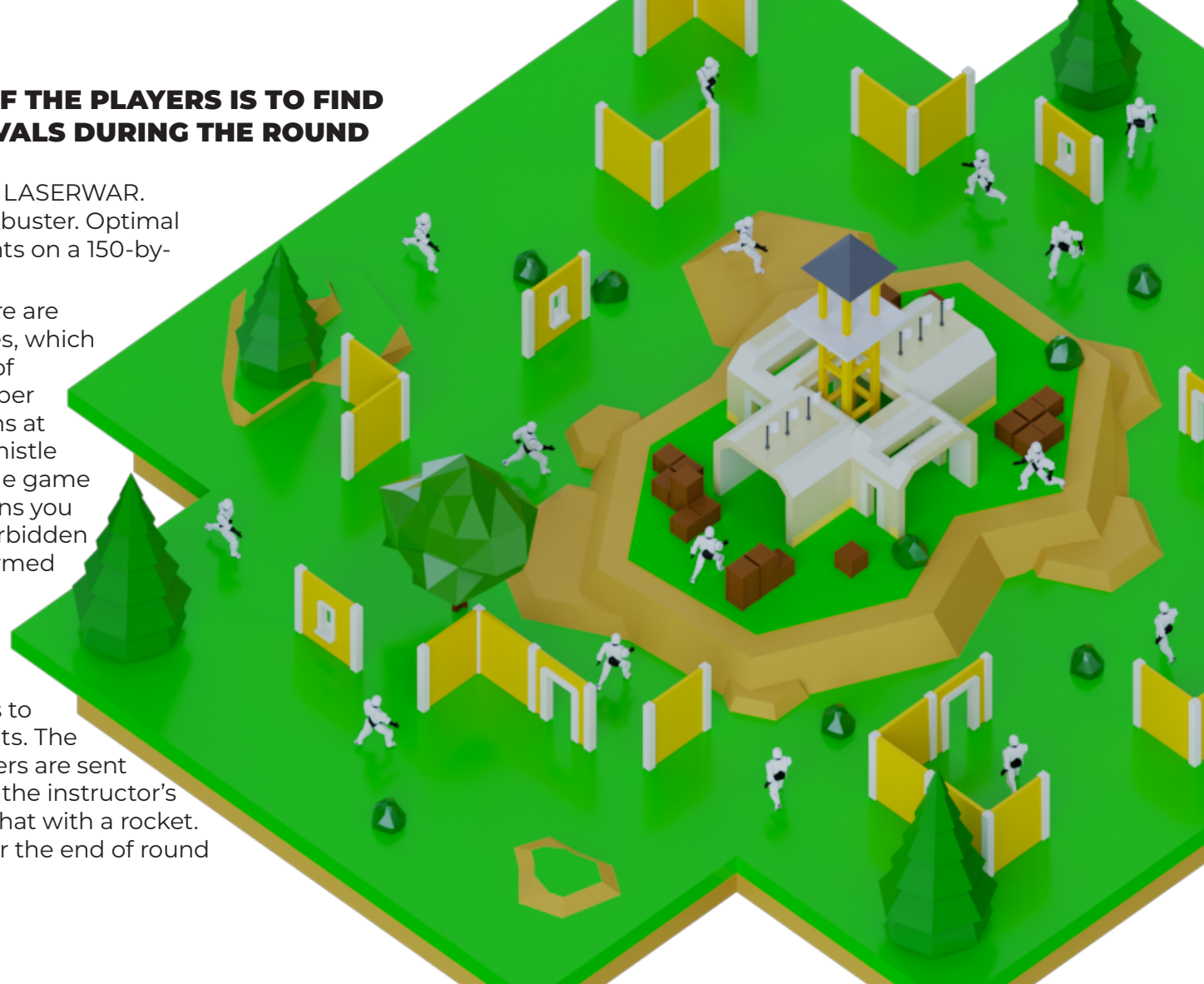


## A SURVIVAL GAME. THE TASK OF THE PLAYERS IS TO FIND WEAPONS AND DEFEAT ALL RIVALS DURING THE ROUND

An exclusive scenario invented by the developers of LASERWAR. The plot is based on the eponymous fantastic blockbuster. Optimal conditions for such a game are at least 10 participants on a 150-by-150-m playground.

In the centre of the playground and on its sides there are warehouses with sets of weapons and useful devices, which will come handy for the fighters. The total number of weapons must be exactly twice as high as the number of players. On a signal, the participants take positions at equal distances around the warehouse. Then the whistle blows and the players rush to the warehouses for the game sets. You have to act very quickly to take the weapons you will later use in a battle with your opponents. It is forbidden to take away weapons from other players. Having armed themselves, Hunger Games participants take up positions on the ground as they wish. After a while, the judge signals the beginning of the battle by firing a colored missile.

After that, it's every man for himself. The only task is to survive on your own and eliminate all your opponents. The winner receives the main prize. The eliminated players are sent to an agreed place. To keep track of those players is the instructor's task. If a player is eliminated, the instructor signals that with a rocket. If more than one player is left on the battlefield after the end of round time, no one gets the prize.



# HUNGER GAMES



### PLAYERS

20-40 players



### ROUND TIME

20-30 min



### DIFFICULTY

★★★★☆



### SETTINGS

Military tactical



### GAME PACE

Low game pace



## FEATURES

- The scenario is ideal for national team games where there is no clear team composition.
- Players can form temporary alliances to achieve victory.
- The survivor is always pleased to receive a branded prize from the organizers.
- A «berserk» organizer can be released into the game to deactivate players and encourage them to be active in the game.
- A special evacuation zone can be provided. 1 min before the end of the round, all players must be in that zone. Such a move will increase the chances of determining a winner.



## DEVICES

As special equipment, all individual devices are fine: laser tag grenades, knives, artefacts, mines. It is important to focus the players' attention not only on weapons, but also on additional devices: one well-thrown grenade can turn an entire game upside down.



**LASER TAG  
KNIFE**



**ARSENAL**



**ARTIFACTS**



**CERBERUS**



**CRATER**



**TRINITY  
GRENADE**

## TIPS FOR THE INSTRUCTOR

- 1** Be sure to keep an eye on the emotional mood of the players: the scenario is meant to entertain, not antagonize each other.
- 2** Deactivated players gather in a special place and wait for the end of the round. To make the wait less time-consuming, you can set up a laser tag shooting gallery and have a little competition.
- 3** Careful attention must be paid to game equipment: don't lose your knives, grenades, sights and pistols. Give out everything in person and receive the equipment back yourself.
- 4** Equipment sets can be made thematic.
- 5** In the centre you can additionally put an Explosive Device Simulator, the survivor will have to pick up the password to it to score victory.





## PREVENT ZOMBIES FROM ENSLAVING YOU AND YOUR TEAMMATES

A scenario inspired by Hollywood horror stories: living people fighting against a group of walking dead. But in this case zombies are armed with laser tag guns, with increased health, ammo, rapidity of fire and damage. A player who is killed by a zombie turns himself into a living dead man and joins the opposing team. As in the Team Deathmatch scenario, the opponents fight until one of the teams is completely eliminated. The zombie apocalypse scenario is available on all the latest firmware from LASERWAR. When the Zombie mode is activated, the game set produces a growl. The zombie's «voice» will also be heard periodically during the game.



# ZOMBIE APOCALYPSE



### PLAYERS

20-40 players



### ROUND TIME

10-20 min



### DIFFICULTY

★ ★ ★ ☆ ☆



### SETTINGS

Classical, military tactical



### GAME PACE

Average game pace

## FEATURES

- A change of sides is mandatory for this scenario. In this way the players will better understand the strengths and weaknesses of each team
- Styling and entourage. These two things will make for an unforgettable scenario. Set up treasure hiding places and give out special costumes to each side. A flood of impressions is guaranteed



## DEVICES

They can become key points on the map and will require special attention from players.



**CHAMELEON**



**COMMAND POST**



**SMART BATTLE BASE**



**DIGITAL FLAG**



**SMART FIRST AID KIT 2.0**



**UNIVERSAL POINT**

## TIPS FOR THE INSTRUCTOR

- 1** Choose zombie players for the first round based on the previous scenario. Whoever loses the previous one becomes the first zombie. Then the players can be alternated.
- 2** Be sure to explain that zombies have a slight advantage in terms of settings, so it is better to fight them together.
- 3** A good zombie plays, growls and scares the rest of us. Tell the players about that to achieve maximum entourage.
- 4** The best zombie can be rewarded with club merchandise, and his photo is sure to be pinned on the honor board.





## GET THE TREASURE AND ESCAPE OR APPREHEND THE CRIMINALS AND ELIMINATE

This game is a confrontation between prisoners and the police. Prisoners escape from prison. Their task is to find treasure boxes hidden in advance without being caught by the police. Police officers must prevent fugitives from taking possession of treasures and neutralize intruders.

The peculiarity of the scenario is that the fugitives enter the game with an unloaded weapon, while the police begins the chase a few minutes after the round starts. In order to replenish the ammo, criminals need to find an ammo «stash». It is prohibited to take the source of ammo with you.

Once they have loaded the weapons, the former prisoners start looking for the treasure, while the police continue to pursue and try to take their rivals out of the game. At the same time, members of the fugitive team do not return to the game and wait for the end of the round at an agreed place, and the police can restore life at the «cemetery», where there is a device with the function of revival.



## ESCAPE



### PLAYERS

20-40 players



### ROUND TIME

10-20 min



### DIFFICULTY

★★★★☆



### SETTINGS

Classical, military tactical

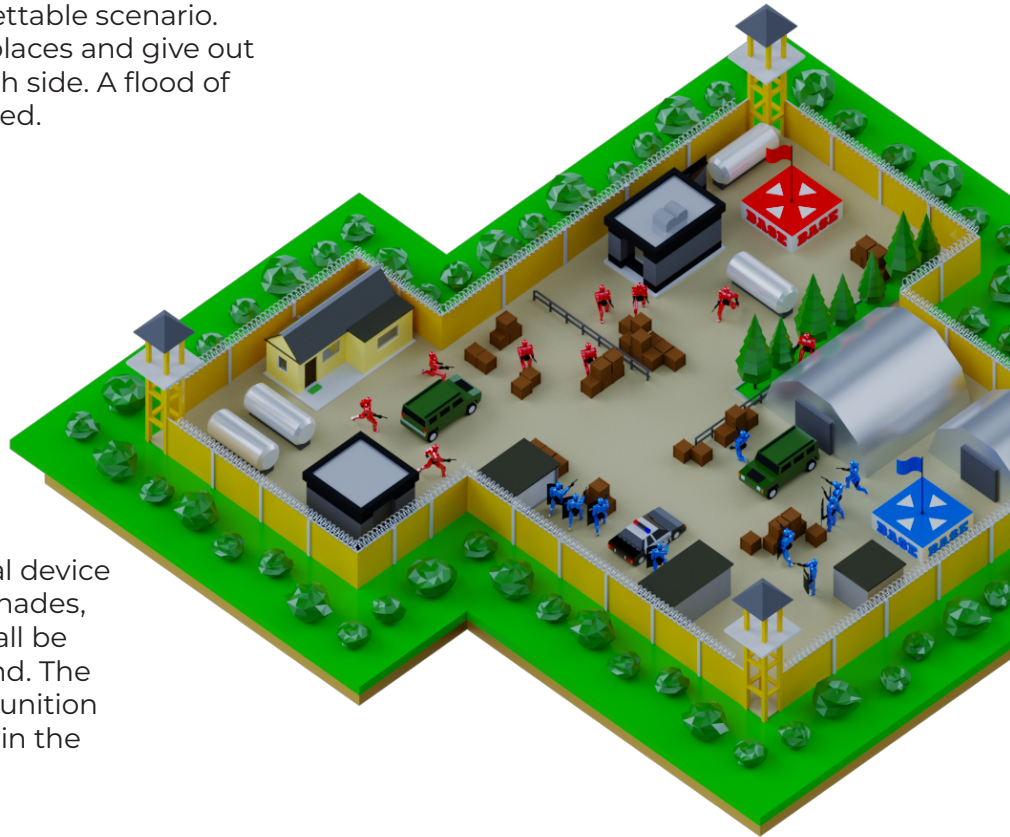


### GAME PACE

Average game pace

## FEATURES

- A change of sides is mandatory for this scenario. In this way the players will better understand the strengths and weaknesses of each team.
- Styling and entourage. These two things will make for an unforgettable scenario. Set up treasure hiding places and give out special costumes to each side. A flood of impressions is guaranteed.
- Command posts are perfect as a treasure trove. You can also put devices in them that will recover ammunition for prisoners.



## DEVICES

In this scenario, any individual device will suit. Knives, laser tag grenades, mines, command posts can all be played with on the playground. The use of the Arsenal with ammunition replenishment is mandatory in the Tank.



**LASER TAG  
KNIFE**



**ARSENAL**



**ARTIFACTS**



**CERBERUS  
MINE**



**CRATER**



**TRINITY  
GRENADE**

## TIPS FOR THE INSTRUCTOR

- 1 Playing as a fugitive is a little more difficult. That is why it is better to put the best-trained fighters on the team from the beginning.
- 2 Deactivated players do not recover, which means that the cost of a mistake is high. This should be explained to the players.
- 3 Prisoners and police officers are bound to come face to face. Provide for this in your playground.
- 4 The «deactivated are silent» rule works in this scenario. If a player is out of the game, he has no right to prompt a fellow player.
- 5 Don't drag out the rounds, or the players on the respawn will get bored.

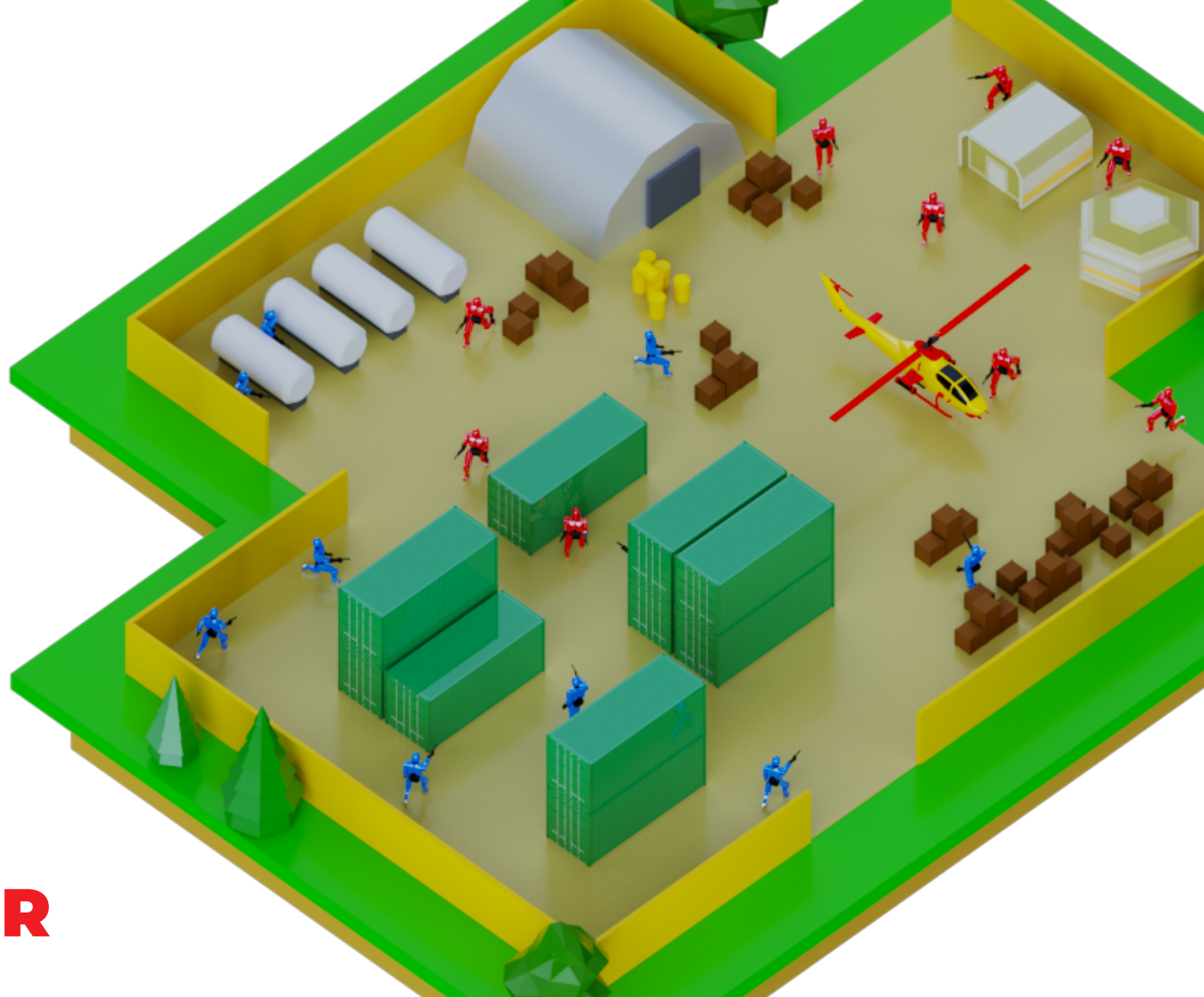




## DEFUSE THE BOMB/PREVENT DEFUSING THE BOMB

For all fans of Counter Strike, laser tag has a special scenario that plays out the classic Bomb/Defuse principle. «Counter-terror» is a scenario that has retained the atmosphere of a PC game and the heat of passion of the two sides. In a scenario like nowhere else, stylization is important: if you decorate the laser tag area in the style of one of the Counter Strike maps, the emotions and smiles in the game are assured.

The gist of the scenario is simple. Two teams – terrorists and counter-terrorists – take the war path. At a predetermined location, the terrorists plant an explosive device. They activate the bomb and prevent their opponents from defusing it. Counter-terrorists need to defuse the explosive device and eliminate opponents. Players can revive themselves on team respawns using first aid kits.



# COUNTER-TERROR



### PLAYERS

10-30 players



### ROUND TIME

10-20 min



### DIFFICULTY

★ ★ ☆ ☆ ☆



### SETTINGS

Military tactical, sports

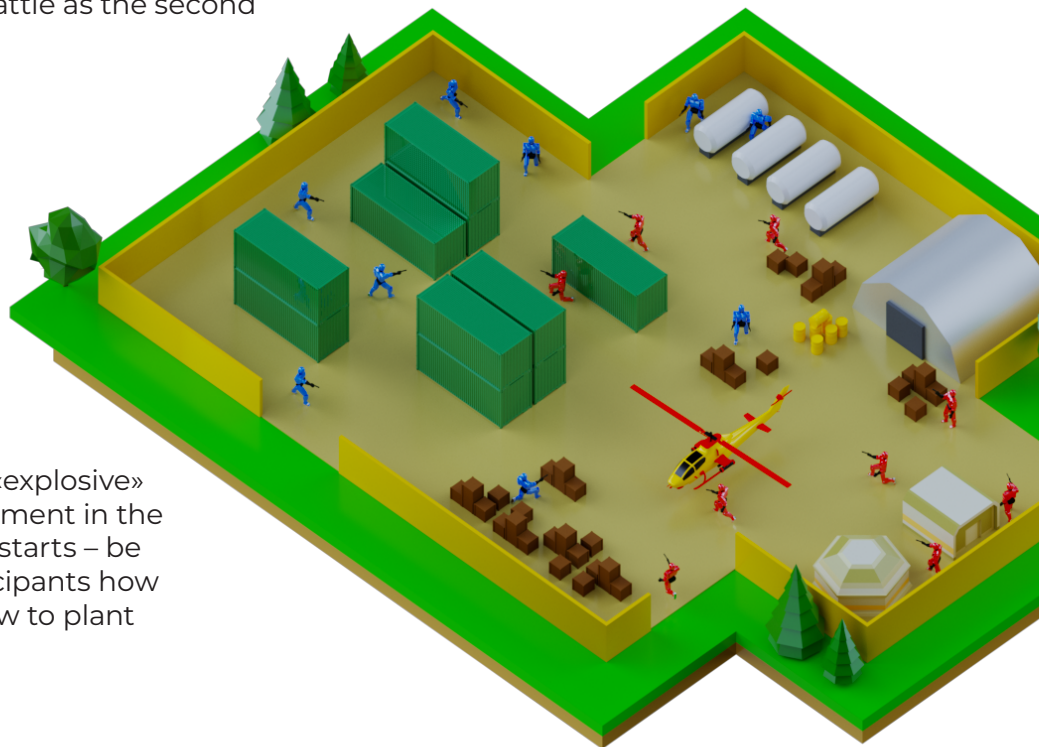


### GAME PACE

Average game pace

## FEATURES

- A scenario in which some defend and others attack. Swapping sides is mandatory.
- It is possible to complicate the scenario if the terrorists first have to find the bomb and then plant it.
- The scenario is easy to play out. A perfect solution after Team Battle as the second scenario on the list.
- The Counter Terror game theme comes first. Decorate your playground in the style of a CS card and clients will return to you again and again.



## DEVICES

It is mandatory to use the «explosive» LASERWAR range of equipment in the scenario. Before the game starts – be sure to explain to the participants how to work the bombs and how to plant and defuse them.



**LASER TAG  
KNIFE**



**ARSENAL**



**ARTIFACTS**



**CERBERUS  
MINE**



**CRATER**



**TRINITY  
GRENADE**

## TIPS FOR THE INSTRUCTOR

- 1** Remind the players and the main task of the scenario. Sometimes in the heat of battle, players forget that it is not a long firefight that brings victory, but a precise manoeuvre to the device
- 2** Defenders have the advantage in this scenario. Perhaps it can be mitigated by the game settings
- 3** Each team should play as terrorists and special forces: in this way, players will better understand their strengths and weaknesses
- 4** When defusing, care must be taken to ensure that the player is kept alive throughout the bomb defusing process



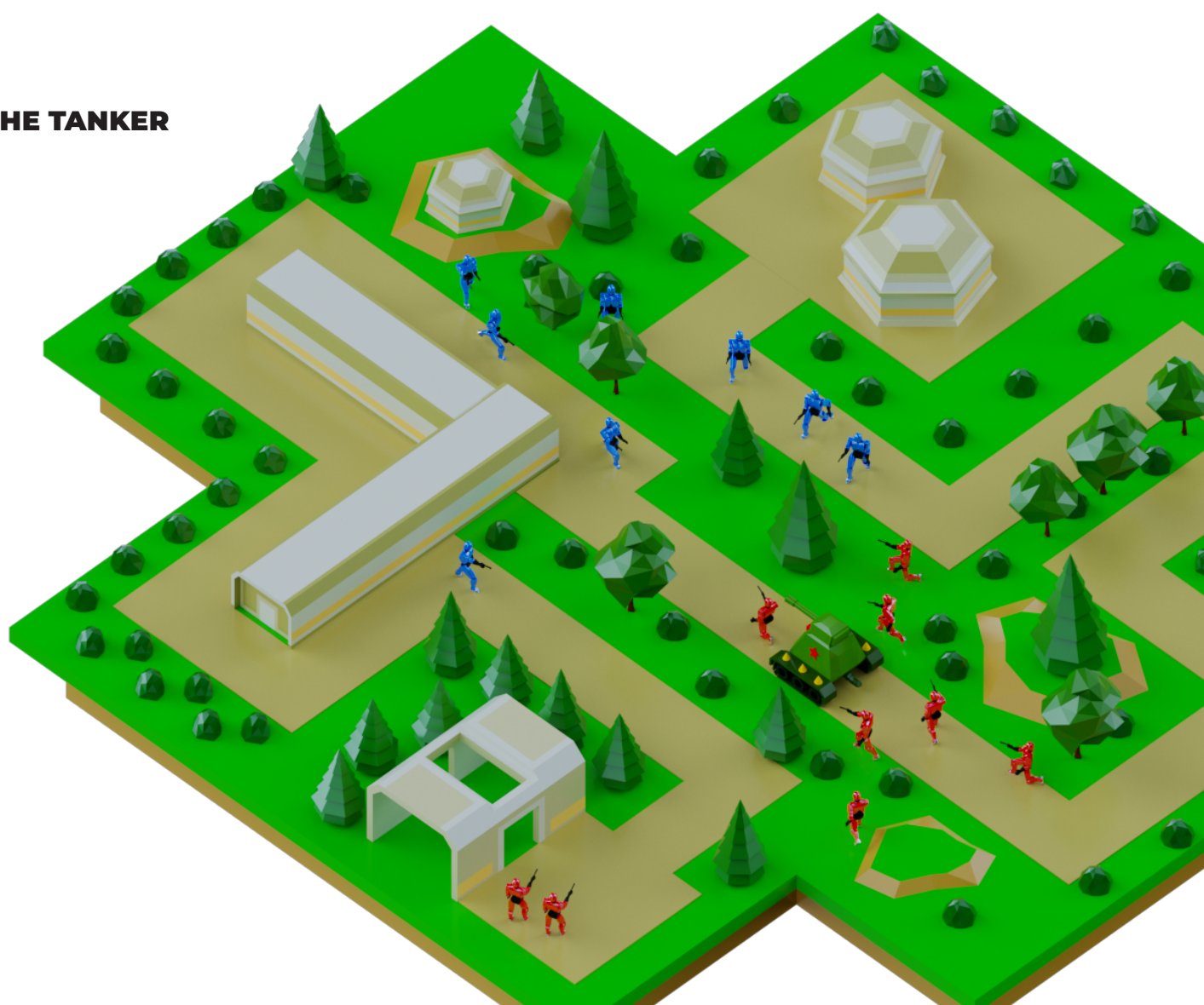
## DESTROY THE TANKER/DELIVER THE TANKER ALIVE TO THE RIGHT POINT

Terrorists and special forces are engaged in the fight. Terrorists want to transport a stolen battle tank through peaceful territory. The Special Forces have to stop them and ambush the bandits.

A tank can be a cart with high sides, where a tanker who is not allowed to leave the car is sitting. The tanker has a large number of bullets, 200% of life and kills opponents with three shots. The helmet on this player's head covers three front bandage sensors.

The tank follows a predetermined route from the terrorist base to a dedicated square next to the special forces base. It is in this square that terrorists must bring their tanker alive to win the battle. Special forces must destroy the tanker at all costs.

The tank is driven by another player in the terrorist team. Once that player is killed, the instructor commands: «The tank is hit» After that, the hit player runs to the base and the tanker shoots at the enemy. Any ally alive can now drive the tank further.



# TANK



### PLAYERS

10-30 players



### ROUND TIME

10-20 min



### DIFFICULTY

★ ★ ★ ☆ ☆



### SETTINGS

Military tactical



### GAME PACE

Low game pace



## FEATURES

- The scenario is not for newcomers: it is perfect for seasoned players.
- The teams will have a couple of rounds to find their strategy. The first 2-3 rounds should preferably be left out.
- It is important to think about the tank's route in advance and explain to the players how to capture it.
- Ideally, all players from the two teams should take on the role of the tanker.



## DEVICES

First-aid kits, arsenals, grenades, tripwire mines are ideal for the scenario. It is advisable to opt for «disruptive» devices and devices that replenish health.

The tank can also be optionally equipped with the Dome 3.0 armored detonation system. If pyrotechnics are also included, the tank explosion will be a memorable experience.



**SMART FIRST  
AID KIT 2.0**



**BASIC FIRST  
AID KIT**



**ARSENAL**



**CERBERUS  
MINE**



**CRATER**



**TRINITY  
GRENADE**

## TIPS FOR THE INSTRUCTOR

- 1** Constantly monitor the rules: how a tank is captured, whether a live player is pushing it, whether the tanker is alive, whether there is an opportunity to hit the tank.
- 2** If the Special Forces are unable to deactivate the tanker for several rounds, prompt them for places along the route where the tank is most vulnerable.
- 3** Explain to the terrorists that whoever pushes the tank is just as important as the tanker himself. Victory can only be achieved together.
- 4** Traps can be made in the way of the tank: Cerberus mines, craters, IFB – use these devices to increase the complexity of the scenario.





## CAPTURE THE OPPOSING TEAM'S FLAG AND TAKE IT TO THE HOME BASE

The players are divided into two teams with an equal number of participants and occupy positions on their bases. Each team base has a first-aid kit and a flag of the appropriate color. The task is to capture the enemy flag and deliver it to the home base.

1. A killed player can only be revived on the home base.
2. If a player is killed while carrying the opponent's flag, the loot is placed on the ground where the flag bearer was killed. The flag can be picked up by the victim's ally – then he will continue to carry it to his base. If the flag is picked by the enemy, it returns to the home base.

Another option is to play a scenario with only one flag. One team is defending it, while the other is seeking to get control. Before the start of the game, you can also hand out cards that indicate where the flag is set. The teams will then have to navigate the terrain and first find the object and then engage in a confrontation.



## CAPTURING THE FLAG



### PLAYERS

10-30 players



### ROUND TIME

5-10 min



### DIFFICULTY

★ ★ ☆ ☆ ☆



### SETTINGS

Military tactical, sports



### GAME PACE

High game pace

## FEATURES

- A scenario with a high game pace. Keep an eye on player fatigue and alternate capturing the flag with other scenarios.
- The flag can be located on team respawns, but it can also be hidden. Have each team find their flag first and bring it to the base.
- Someone runs, someone shoots: in this scenario it is important that the players distribute their roles, otherwise there will be no victory.
- More instructors are needed to control the players: sometimes captures happen at the same time, multiple locations need to be monitored.



## TIPS FOR THE INSTRUCTOR

- 1** You have to run: for the instructor, this scenario is just as dynamic as for the players.
- 2** You have to be careful of the player who is carrying the flag. If he is deactivated, it must leave the flag in place.
- 3** Explain to players that if an ally fails to carry the flag, it can be picked up by any live fighter on the team.
- 4** Capturing the flag should not be easy: a key object should not be captured in a couple of minutes.

## DEVICES

The Digital Flag can be used in the scenario as optional equipment. Devices can be placed on team respawns.



**CHAMELEON**



**COMMAND POST**



**SMART BATTLE BASE**



**DIGITAL FLAG**



**SMART FIRST AID KIT 2.0**



**UNIVERSAL POINT**



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