

RULES

1. **HAVE FUN!!!** This is the whole purpose of lazer tag! The true winners are those who are the best sports, who enjoy the game, and help others enjoy it too.
2. **BE A GOOD SPORTSMAN.** Please be respectful and kind to all other players, including your opponents, so everyone can have fun. Also remember that good teamwork and strategy with your team mates can be the key to helping your team win.
3. **DON'T COVER UP YOUR RECEIVER DOME!**
4. **LAZER TAG IS A NON-CONTACT SPORT.** No physical contact is allowed. Please keep at least an arm's length away from other players to prevent injuries and equipment damage.
5. **SAFETY FIRST.** Watch where you are running; and don't go in streets, parking lots, streams, or dangerous areas.

6. **WHILE YOU ARE IN A GAME, KEEP YOUR HEADWRAP ON,** to show which team you are on, and that you are still “in.”
7. **WHEN YOU ARE TAGGED OUT:**
 - (A) **REMOVE YOUR HEADWRAP TO SHOW YOU ARE “OUT.”**
 - (B) **RETURN TO DEBRIEFING AREA.**
 - (C) **DO NOT HELP TEAM MATES BY TELLING OR SHOWING THEM WHERE OPPONENTS ARE, ETC.**
 - (D) **DO NOT ACT LIKE YOU ARE STILL IN THE GAME.**
 - (E) **LEAVE YOUR TAGGER ON UNTIL DEBRIEFING; BUT PLEASE TURN OFF RED-DOT SIGHTS.**
8. **RESPECT BYSTANDERS AND PLAY AREAS.** Don't hide behind bystanders or disturb them. Please be courteous to them, and keep your distance from them. Also, please respect the park, and be careful not to damage any things or plants in them.

TAGGER OPERATION

TO TURN ON: Pull the Trigger Once.

TO TURN OFF: Press the 2nd Function + Cancel Keys at the Same Time.

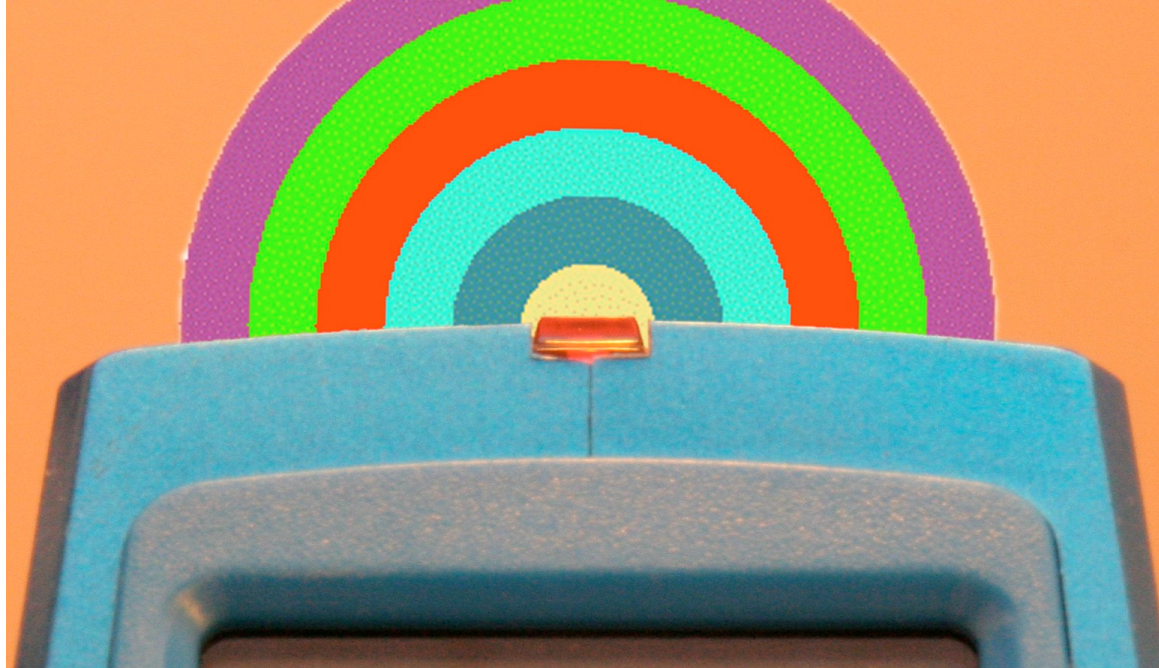
SHIELDS: Turn on and off with Shield Trigger (below main trigger). You can not be hit, or shoot, while your shields are on.

OVERHEATING: If you fire 10 shots very rapidly, or you launch a “Mega Tag” from a Deluxe, your tagger will “overheat.” You can not shoot during this time, or activate shields, but you can be tagged.

	Deluxe	IRT-2X Drone
Multiple Shots	Up to 10 per Trigger Pull (then Overheats)	Up to 3 per Trigger Pull
Reload	Pull Reload Lever	Automatically Reloads with a Sound & Pause
Aiming	Red Dot Sights (or Iron Sights on left)	Iron Sights
Turning Sound On/Off	Switch	Hold down 2 nd Function button for 2 seconds during a game, until beep.
Changing Display	Press “Display” Button	Press Up or Down Arrow
Mega Tags	Hold Function Key while pulling trigger 3X to build. Then pull trigger to launch.	N/A

AIMING THE DRONE “IRON” SIGHTS

Line up the red “post” on the receiver dome, in the slot above the LCD screen, with your target.



LEARN THE SOUNDS! The taggers communicate a lot of important information through their sounds. There are different sounds for when you are tagged, when you tag an opponent, when you are aiming at an opponent, when you are aiming at a team mate, when an opponent is nearby (“danger”), etc.

JOINING, DEBRIEFING, & HOSTING GAMES

To Play Lazer Tag Team Ops Games:

- (1) One Tagger “HOSTS” a game. This person selects the game to be played, and sets the options for the game.
- (2) All other Taggers “JOIN” the game. Their taggers gets the game instructions from the hosting tagger.
- (3) The Hosting Tagger starts the game after everyone has joined. They can also end the game early if needed.
- (4) At the end of the game, all the taggers get together, and then the Hosting Tagger “DEBRIEFS” the other taggers, by gathering the game data from them, combining it, calculating the rankings, and then sending out the rankings to all the individual taggers.

When Joining or Debriefing for a Game:

- (1) Everyone should stand in a circle close together, so that everybody's tagger can "see" the host tagger. (The taggers communicate through their red receiver domes, which have a small range.)
- (2) Join & Debrief games in a shaded area. If sun light is hitting your receiver dome, shade it with your hand, as it may overpower the infrared signals.

To Join A Game:

- (1) Stand in a tight circle with the other players. Don't block other players view of the hosting tagger.
- (2) Turn your Tagger On, by Pulling the Trigger Once.
- (3) Push the Up or Down Arrow until you see the "Join" Command; then Press "OK."
- (4) If it is a Team Game, Push the Up or Down Arrows to Select Your Team; then Press "OK."

- (5) After your tagger has successfully joined the game, it will tell you your team/player number (e.g, T2P3).
- (6) Stay in a circle near the hosting tagger until the game count down is started. Once the Countdown starts, RUN to get into your desired starting area.

Debriefing:

At the end of the game, the hosting tagger will “debrief” all the other taggers. All players/taggers must gather together in the debriefing area within 2 minutes of the end of the game. Stand in a circle (without blocking others), and the hosting tagger will automatically gather the game data from all the taggers, then send out rankings to all the taggers.

To Host a Game:

- (1) Turn your Tagger On, by Pulling the Trigger Once.
- (2) Press the Up or Down Arrow buttons until you see the HOST command, then press OK.

- (3) Select the Desired Game using the Up or Down Arrow buttons, then press OK.
- (4) Adjust the settings for the game as desired, with the Up and Down keys, while letting everyone else know what the settings are. (Holding the 2nd Function Key while pressing the Up and Down Arrow keys will cause the settings to change by 10s.)
- (5) Some of the options you may be able to set, depending on the game, are:
 - (a) The amount of time for the game. (1-99 minutes.)
 - (b) The number of tags each player can take before they are out. (1-99.)
 - (c) The number of reloads. Each reload contains 10 shots. 1-99 or unlimited.
 - (d) The amount of shields, measured in seconds, that each player has.
 - (e) Whether there is Team Tags (TT) or friendly fire.
 - (f) Medic Mode (MM) can be set to Yes or No. (Usually set to no.)
 - (g) The number Mega Shots.
- (6) Then, have other taggers stand in a circle with you, and join the game.
- (7) When everyone has joined, press 2nd Function + OK to start the game countdown. Have the other players leave the circle as soon as their countdown starts. The host must stay in the circle until the countdown on all other taggers has started.

For the Host to Debrief the Other Taggers:

- (1) At the end of the game, have all the taggers gather in a circle.
- (2) If you want to call an early end to the game, have all the taggers gather, then press 2nd Function + OK to end the game early.
- (3) If a player's tagger has been turned off, press "Cancel" when the host tagger is trying to "Find" that player, to cancel the host gun trying to gather game data from it.
- (4) Your tagger will automatically do everything else.
- (5) If the players want to see individual "versus" statistics against another specific player, if they navigate to that screen, and stand near each other, their taggers will share that information.

GAMES

**Lazer Tag Team Ops games support up to 24 players
(Up to 3 teams of up to 8 per team for team games)**

CLASSIC LAZER TAG (LTAG)

Description: The object of this game is to be the last player not tagged out. This is the only game that doesn't allow you to customize the settings, and which has no hosting or joining at the beginning of the game, and no debriefing, ranking, or head-to-head comparisons at the end of the game. It is started by pulling the trigger 2X.

Rules: All other players are your opponents. You are out after receiving 10 tags

CUSTOM LAZER TAG (CUST)

Description: The object of this game is to be the last player not tagged out, while scoring as many tags against your opponents as possible. This game is like Classic Lazer Tag, but all game options (including how many tags until you are out), are programmable. (Can be hosted by: Deluxe & IRT-2X.)

Rules: No Teams, all players are opponents of each other. Ranking is individual only. Individual ranks are based on receiving 2 points per tag landed on other players, and losing 1 point for every time you're tagged by another player.

2-TEAM CUSTOMIZED LAZER TAG (2TMS) AND 3-TEAM CUSTOMIZED LAZER TAG (3TMS)

Description: The object of these games is to have the most number of your team's players remain in the game, while scoring as many tags as possible on opposing players. This is a fully hosted game for 2 or 3

teams of up to 8 players per team. (Can be hosted by: Deluxe & IRT-2X.)

Rules: In these games, some of the other players are on the same team as you, while others are on one or two opposing teams. It is important that you work with your teammates in order to achieve a high team ranking. Do this by helping to protect any of your teammates who are in danger of being tagged out, and working with your teammates to tag the opposing players out as quickly as possible.

- Individual ranks are based on receiving 2 points per tag landed on players from other teams, and losing 1 point for every time you're tagged by a player from another team. Tagging your own teammate (Team Tags) costs you 2 points. Being tagged by your own teammates does not hurt your score.
- Team ranks are based on which team has the most players not tagged out when the game ends.

HIDE AND SEEK (HDSK)

Description: The object of this game is to score as many tags as possible on the other team while seeking them, and avoid taking tags while hiding from them. This game is for 2 teams of up to 8 players per team. (Can be hosted by: Deluxe.)

Rules: Players are divided into two teams. At any given time, one team is seeking while the other team is hiding. The teams switch between seeking and hiding every 60 seconds. When the switch happens, each TAGGER will then display “HIDE” or “SEEK” for 5 seconds to tell the player which mode they are in. When a seeking player tags a hiding player it scores points for the seeking player and his/her team. If a hiding player tags a seeking player, it helps the seeking player by giving him/her one more tag he/she can take until he/she is tagged out. Ranking is individual and team:

- Individual ranks are based on receiving 2 points per tag landed on players from other teams, and losing 1 point for every time you're tagged by a player from another team. Tagging your own teammate

(Team Tags) costs you 2 points. Being tagged by your own teammates does not hurt your score.

- Team ranks are based on the total scores of all players on the team.

HUNT THE PREY (HUNT)

Description: The object of this game is to score as many tags as possible on the team while you are hunting, and avoid taking tags from the team you are hiding from. This game is for 3 Teams of up to 8 players on each team. (Can be hosted by: Deluxe.)

Rules: This game is like Hide and Seek, but with the added complexity that players are divided into three teams. At any given time, your team will be hunting one team while hiding from the other team. Every 60 seconds the hunting direction switches so that you must now hide from the team you were just hunting and hunt the team you were just hiding from. All TAGGER units will be alerted just before the switch with a sound effect, and then for 5 seconds after the switch the TAGGER units will display “SWAP” and the new teams to “HUNT” and “AVOID.”

Ranking is individual and team:

- Individual ranks are based on receiving 2 points per tag landed on hiding players while you are hunting them, and losing 1 point for every time you're tagged by a hunting player while you are hiding from them. Tagging your own teammate (Team Tags) counts as 2 points against you. Being tagged by your own teammates does not hurt your score.
- Team ranks are based on the total scores of all players on the team.

2-KINGS (2KNG) AND 3-KINGS (3KNG)

Description: The object of these games is to tag out the opposing team's King while protecting your own King. This game is for 2 or 3 Teams of up to 8 players on each team. (Can be hosted by: Deluxe.)

Rules: The Kings on any of the teams are not known to the other teams, the only clue is that the King's TAGGER will not send out an IFF signal. This prevents enemy players from sniffing for his IFF signal, but also makes it easier for them to determine that he is in fact the King once they do find him. These games may require individual players to sacrifice their own individual ranking for the greater good of the team, this is the nature of the game...protect your King even if it means being

tagged out.

The host is always the King of Team 1, and the first player to join each of the other teams is the King of that team. The Kings are fully capable of tagging other players (including other Kings) and defending themselves by raising shields. The Kings cannot request or receive Medic Mode assistance. Ranking is individual and team:

- Individual ranks are based on the number of tags you have landed on the other Kings. Tagging your own King counts as 4 points against you. If your King is tagged out before the game ends, you will rank last.
- Team ranks are based on how long each King lasted before being tagged out. If more than one king lasts until the end of the game, the team whose King took the fewest tags wins.

ZONE GAME NOTES

In Zone games, the host tagger becomes the ZONE TAGGER. The Zone Tagger does not participate in the game as a player although it still performs all set-up and programming functions and performs the debriefing at the end of the game. The Zone Tagger creates the Zone by

generating a 360° infrared light field using its Receiver Dome. The Zone Tagger should always be stationary during a game and positioned on a stable surface with the Receiver Dome pointing straight up and level with the ground. The Zone Tagger should be located in a place so that the Zone can fill a large area, without obstructions that may create dead spots within the Zone. All tagger units in the game sense the Zone using their Receiver Domes. Tagger units accumulate Zone Time whenever they can sense the Zone. Multiple players may be in the Zone at the same time. A player may remain in the Zone as long as he/she is not “Neutralized.” When a player takes a Tag from any other player, whether he/she is in the Zone or not, the tagged player becomes “Neutralized” for 15 seconds. The neutralized tagger will display “NEUT” with a fifteen-second countdown. A neutralized player cannot tag other players, be tagged by other players, raise shields or add Mega-Tag power. A neutralized player must leave the Zone within 5 seconds of being tagged and remain completely out of the Zone while neutralized. If a player stays in the Zone or returns to the Zone while neutralized, the Zone will become Hostile to that player. A Hostile Zone will cause a player to take multiple tags from the Zone at a pace fast enough to be completely tagged out of the game within just a few seconds.

NOTE: You will still accumulate Zone time if you are in the Zone with your shields raised. You will NOT accumulate Zone time however, if you are neutralized with your shields raised and are in the Zone.

OWN THE ZONE (OWNZ)

Description: The object of the game is to accumulate as much Zone Time as possible. There are no Teams, all players are opponents. (Can be hosted by: Deluxe and IRT-2X.)

Rules: Own the Zone is a strategic individual game where all players are opponents. Players should focus on getting into and staying in the Zone as long as possible without getting tagged, rather than attacking other opponents. The player with the most Zone Time wins the game. It should be noted that multiple players can be in the Zone at the same time, as long as they can avoid getting tagged. Ranking is individual only and is based only on the player's accumulated Zone Time.

2-TEAMS OWN THE ZONE (2TOZ) AND 3-TEAMS OWN THE ZONE (3TOZ)

Description: The object of the game is to accumulate as much collective Zone Time as possible for the whole team. These games are for 2 or 3 teams of up to 8 players on each team. (Can be hosted by: Deluxe & IRT-2X.)

Rules: These two games are played in the same way as the Individual game of Own the Zone except that the players are divided into teams.

- Individual Ranking is based on total Zone time each individual player accumulates.
- Team Ranking is based on total Zone time of all players on a team as a group.

It is recommended that the Team Tags option be left to “N” (No) for team Zone games, as any “ricochets” or reflections inside the Zone (especially when playing indoors) may cause you to accidentally tag everyone on your entire team with a single badly aimed tag and force them all to leave the Zone.

HUNT THE TAG MASTER (TAGM)

Description: The object of this game is for the TAG MASTER to battle against up to 8 of his most feared opponents! The TAG MASTER is alone on Team 1 while his opponents join forces on Team 2 and go for the hits! This game is fully hosted for 1 team of up to 8 players versus the TAG MASTER who stands alone. (Can be hosted by: IRT-2X.)

Rules: The Host is the TAG MASTER and gets as many tags-until-out and reloads as the entire opposing team gets. For example, if there are 8 players opposing the TAG MASTER, then the TAG MASTER gets as many tags-until-out and tags to launch at his opponents as all 8 of them put together. Ranking is individual and team:

- Individual ranks are based on receiving 2 points per tag landed on players from the other team, and losing 1 point for every time you're tagged by a player from the other team. Tagging your own teammate (Team Tags) costs you 2 points. Being tagged by your own teammates does not hurt your score.
- Team ranks are based on whether or not the TAG MASTER makes it

to the end of the game without being tagged-out. If he does, then Team 1 (the TAG MASTER) takes first place. If he doesn't, then Team 2 (the opponents) takes first place.

RESPAWN GAME NOTES

In Respawn games, the Host Tagger becomes the RESPAWN TAGGER. This is used to create a RESPAWN ZONE which puts players back into the game after they have been temporarily removed from it by taking too many tags. Once a player is tagged 10 times he becomes Neutralized and cannot launch tags, take tags, or raise shields until he is respawned back into the game by returning to the Respawn Zone. Players do not receive any additional reloads, shields, Mega-Tags, or tags-until-out when they respawn.

RESPAWN

Description: The object of the game is to be the last player standing! This game is fully hosted for up to 24 individual players. There are no

teams, all players are opponents of each other. (Can be hosted by: IRT-2X.)

Rules: Join up to 24 players and don't get tagged out. In this fast paced game, every tenth time a player is tagged, he/she becomes neutralized and must retreat back to the RESPAWN ZONE as fast as possible to be able to get back into the game! Ranking is individual only:

- Individual ranks are based on receiving 2 points per tag landed on other players, and losing 1 point for every time you're tagged by another player.

2-TEAM RESPAWN (2TRS) AND 3-TEAM RESPAWN (3TRS)

Description: The object of these games is to compete against each other to determine who is the best LAZER TAG Team! This game is for 2 or 3 teams of up to 8 players per team. (Can be hosted by: IRT-2X.)

Rules: Just like the individual RESPAWN game, every tenth time a player is tagged, he/she becomes neutralized and must retreat back to the RESPAWN ZONE as fast as possible to be put back into the game!

Ranking is individual and team:

- Individual ranks are based on receiving 2 points per tag landed on players from other teams, and losing 1 point for every time you're tagged by a player from another team. Tagging your own teammate (Team Tags) costs you 2 points. Being tagged by your own teammates does not hurt your score.
- Team ranks are based on the total combined points of all the members in the team.