



LASERWAR

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Team Death Match

Objective	<p>Team Death Match is the traditional laser tag game where the objective is to defeat the other team by either eliminating them or scoring more points by having less respawns in your Team. Typically, this is played with 2 teams pitted against each other.</p> <p>When playing in Corporate or School settings, it can be fun to play with 4 teams and play a number of knock out rounds to have the last team standing- or use points and a “ladder” system.</p>		
Number of Teams	2 - 4	Number of Players per Team	Unlimited
Game Time	<p>5 – 10 Minutes if playing by statistics (Preset is 5 minutes. Larger sizes or areas may need longer.) Untimed if playing by elimination.</p>		
Suggested Player Settings	Health Points	100	
	Number of Clips	10	
	Ammo per Clips	20	
	Weapon Damage	25 (4 hits to tag a player out)	
Devices Required	<ul style="list-style-type: none"> • Tagger and Headband each player • Medic Kit (Optional – extends play by allowing Players to recover health and respawn) 		
Tablet Preset Name (s) (Uses Suggested Settings)	<ul style="list-style-type: none"> • <i>Team Death Match – 2</i> (2 Teams) • <i>Team Death Match – 3</i> (3 Teams) • <i>Team Death Match – 4</i> (4 Teams) • <i>Team Death Match – Unlimited</i> (Unlimited ammo) 		
Variations	<ol style="list-style-type: none"> 1. Set up a Medic Kit in each Teams’ Base to allow Respawn for 2 Minutes. This allows all players to get used to the game and Respawn just before the 2 minutes is up. 2. Set the Respawn to run the whole time and not shut down. This makes for a high-energy game. The winning team is the team with the lowest number of Respawns. This is great for kids’ games or where you don’t want participants to “get out”. 		
How to Set up			
<ol style="list-style-type: none"> 1. Set out the boundary for the game 2. Set up bases for each team opposite each other. 3. Place optional Respawn devices in each base. Set to run for 2 minutes. 4. Select the game you wish to play on the tablet provided. 			
How to Play			
<ol style="list-style-type: none"> 1. Explain the rules and objective of the game 2. Split the teams into two (or three, or four). 3. Send the teams to their respective Bases. 			



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<ol style="list-style-type: none">4. Blow the whistle to start.5. There is no need to time – the Taggers will operate for the pre-determined time.6. Call everyone back and share the stats from the Tablet.	
Who Wins?	<p>The winning team either defeats all players in the opposite team or has more remaining Players in play at the end of an allotted time- or you can continue to play until only one team remains.</p> <p>In the unlimited Respawn variation, the Team with the least amount of Respawns is the winner.</p>
We Recommend	<ul style="list-style-type: none">• Ages 6+: Unlimited Respawn is great for kids of any age that just want to run around tagging other players. High energy workout. Winners can be chosen from their stats- accuracy, most hits etc if that's important. Great for all ages and when you don't want to worry about kids (or Pop) sitting out after being hit.• Age 10+: A 2-minute respawn period is allowed, followed by the proper Death Match game play where if you're hit, you're out. (Settings can be changed to 1 hit, you're out, to 4 hits you're out.) It's a bit more strategic, but if you get tagged, you have to sit on the sidelines until the winning team emerges!• Corporate events, School events, Vacation Care or Bucks/ Hens events: Competing 3 or 4 teams against each other in a competition is great fun over a longer period of 1-2 hours. (Ideally with about 3-6 players in each). Having teams helps build team engagement and you all get to have a crack at all the other players. Nothing like a bit of healthy competition. Keep a running ladder; Overall Ladder, BoG (Best on Ground) and other award tallies! (Kamikaze -most hit; Warrior – tags the most; Sniper – most accurate.)