

OPERATION LASER TAG

Blaster Operation (without an iphone cradle)

Turn the blaster on.

Select “indoor” or “outdoor” play based on where you are playing (see the switches on the side of the blaster)

To play without teams (every person for themselves): Pull the trigger and a 10-second beeping countdown will begin. At the end of the countdown, the blaster will say “good luck” and the game begins. Your objective in non-team games is to blast all other players and be the last person left in the game.

For team play: Press the reload bar to toggle through team selection options. For each press of the reload bar, the blaster will cycle through teams saying, “Solo,” “Team 1,” “Team 2,” “Team 3.” When you hear the team you want, pull the trigger to select that team, and begin the game. Your objective in a team game is to eliminate all opposing teams. Your blasts will not affect anyone on your own team. (friendly fire does not count)

Do not select “Solo” for a team game, as you will not be able to blast any other players, nor will they be able to blast you.

For games both with and without teams: Each player can be hit 10 times before they are out of the game. On the 10th hit, the blaster will indicate you’ve been eliminated by saying “you’re out.”

Blaster Controls

Reload Bar – Team selection, reload and blaster selection. Blasters have 10 shots before they need to be reloaded. Push the reload bar once to reload the blaster. Blasters can be reloaded as many times as desired. Press and hold the reload bar to switch between single shot and rapid fire blaster.

Shield Button – Push button to activate shield. While shield is on players cannot be tagged, and cannot tag anyone else. Push the button again to deactivate shield. Shield can be activated for 10 seconds at a time. Total shield time is 15 seconds per game.

On - Off button Indoor - Outdoor Mode Receiver/Hit Indicator



Trigger

Shield Trigger

Reload Bar