



Scouts

16th Wyre Forest (St Michaels)
www.saintmichaelsscouts.org.uk



User Guide

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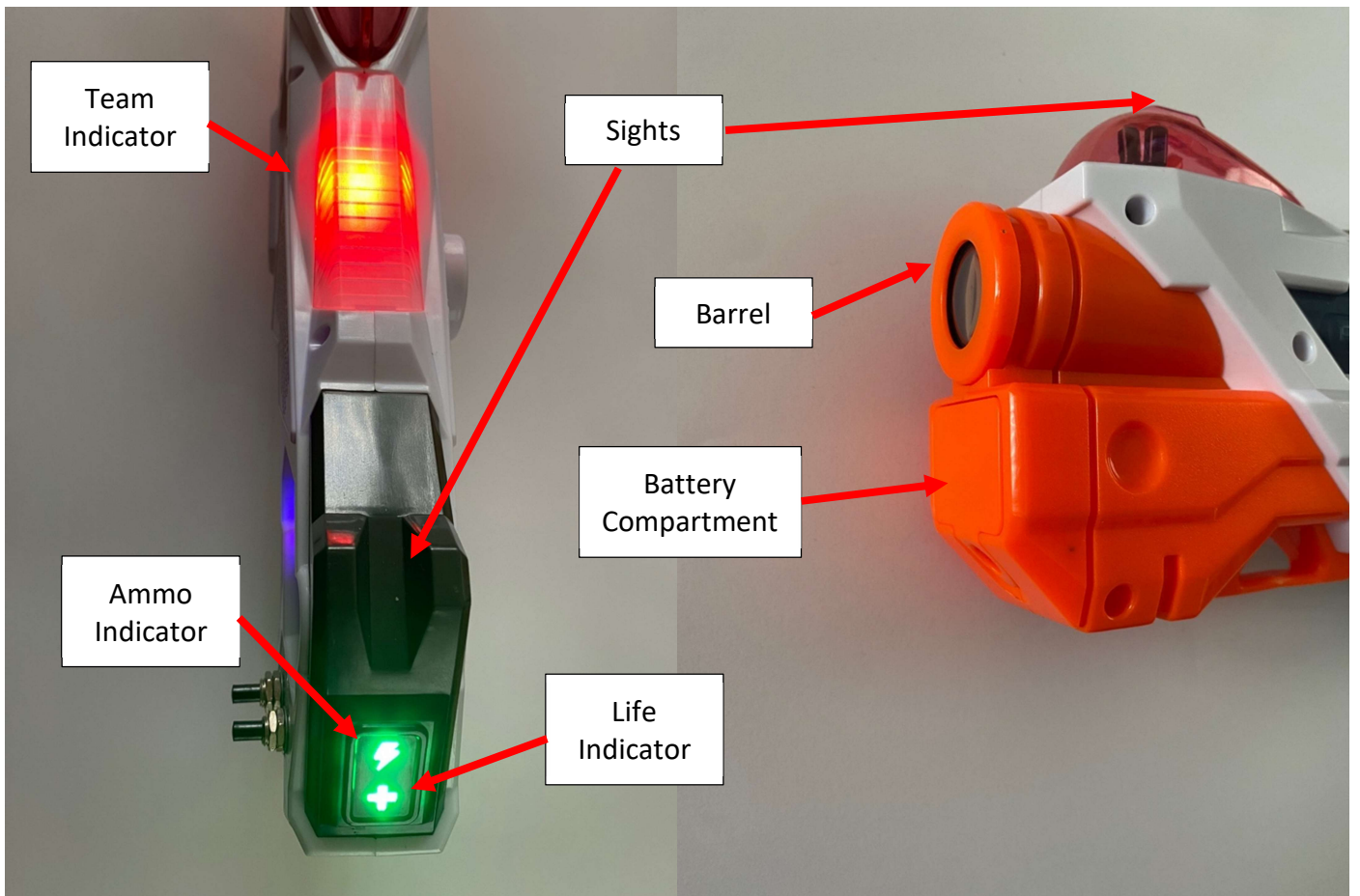
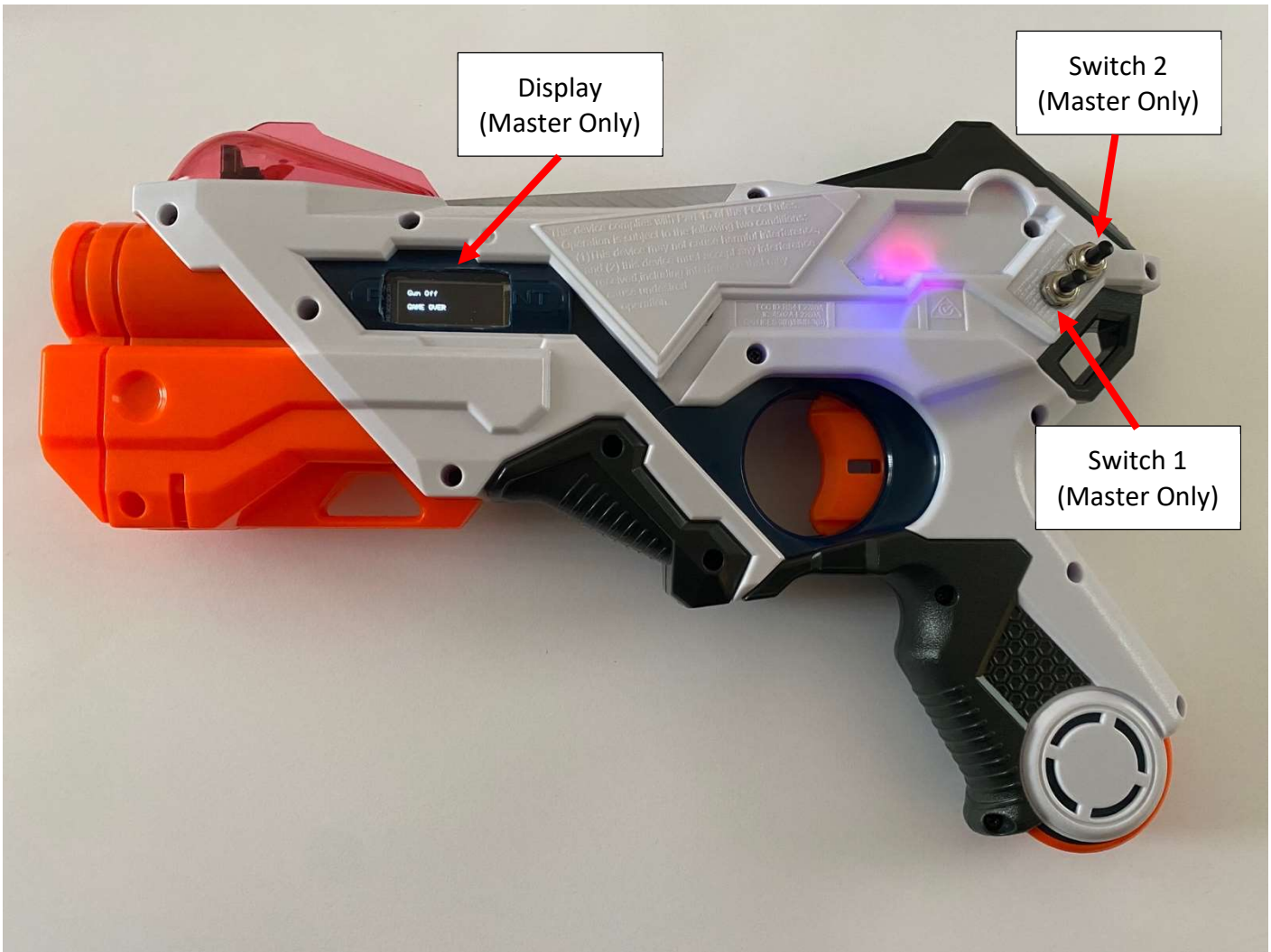
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1. Set Contents

1 x Master Gun
25 x Player Guns
3 x Team Flags (Red, Blue & Purple)
1 x Laser Tag Heaven Flag (Green)
4 x Power Key
1 x User Guide

2. Gun Features





3. Batteries

Each gun takes 4 x AA batteries. Each gun is supplied fully charged fitted with 4 rechargeable batteries which should be good for 2 – 3 hours continuous play.

If you want to replace the batteries to extend play time unscrew the battery compartment at the front of the gun and pull out the battery tray. Replace the batteries then refit the tray and cover.

When the batteries are low the gun will freeze and stop functioning.

NOTE: You MUST return all the rechargeable batteries supplied at time of hire otherwise you will be charged for replacement batteries at a cost of £8 per gun

4. Power

To turn on the guns use the supplied keys in the key slot on the right hand side of the guns. When the key slot is pointing to the red dot the gun is off, to turn on turn the key a ¼ turn clockwise so the key is pointing towards the green dot then remove the key. You will hear the power up sound and the hit indicator will start flashing.

To power off use the key to turn the switch back to the red dot.

5. Master Gun Functions

The master gun controls the setup of all the other guns and initiates the games. During games it can act as the referee gun with the ability to disable or reactivate guns mid game. It can also play as a normal player gun to join in with the game.

a. Master Gun Menu

To enter the menu press and hold switch 1, once in the menu use switch 1 and switch 2 to scroll through the menu and the trigger to select. To exit the menu scroll to “Exit” and pull the trigger.

The menu structure is below:

- | | |
|----------------|--------------------------|
| - Assign Teams | - Load Defaults |
| - - Red | - - Set 1 |
| - - Blue | - - Set 2 |
| - - Purple | - - Set 3 |
| - - Back | - - Back |
| - Gun Control | - Join Team |
| - - Activate | - - Red |
| - - Deactivate | - - Blue |
| - - Back | - - Purple |
| - Game Control | - - Back |
| - - Start Game | - Admin |
| - - - Cancel | - - Activate Copy Mode |
| - - - Confirm | - - Deactivate Copy Mode |
| - - End Game | - - Wipe Gun |
| - - - Cancel | - - - Cancel |
| - - - Confirm | - - - Wipe |
| - - Back | - - Back |
| | - Exit |

b. Setting up Guns

When the guns are first powered on they have no settings loaded and need to be configured to be ready to start a game. The hit indicator on the front of the gun will be blinking to indicate a blank gun.

There are 3 setting modes you can load from the master gun.

Setting 1 – Team Death Match	Setting 2 – Capture the flag	Setting 3 – Solo Death Match
Lives = 10	Lives = 10	Lives = 10
Clips = Unlimited	Clips = Unlimited	Clips = Unlimited
Rounds = 20	Rounds = 20	Rounds = 20
Respawn = Off	Respawn = After 1 Minute	Respawn = Off
Friendly Fire = Off	Friendly Fire = Off	Friendly Fire = On
Game Length = Unlimited	Game Length = Unlimited	Game Length = Unlimited
Trigger Delay = 400ms	Trigger Delay = 400ms	Trigger Delay = 400ms
Reload Delay = 2 Seconds	Reload Delay = 2 Seconds	Reload Delay = 2 Seconds
Hit Delay = 5 Seconds	Hit Delay = 5 Seconds	Hit Delay = 5 Seconds

To load the settings enter the menu on the master gun and scroll to Load defaults. Press the Trigger to enter the setting menu and select Set 1, Set 2 or Set 3. Pull the trigger to send the settings to the guns.

Settings are sent over wireless so you don't need to point the master gun at each gun in turn. The guns just need to be turned on and within range (approx. 10m) of the master gun.

If the setting is successful the hit indicator will stop blinking and the life indicator will light up green. The gun is now configured ready to be assigned a team.

c. Assigning Teams

Each gun must be assigned a team to be able to enter a game. There are three teams available, Red, Blue & Purple. For Setting 1 & Setting 2 guns will only be able to shoot guns not on the same team as them. For Setting 3 any gun can shoot any gun regardless of team.

To assign teams enter the menu on the master gun and scroll to Assign Teams. Press the Trigger to enter the teams menu and select Red, Blue or Purple. Pull the trigger while aiming at the target of the gun you want to assign the team of. If successful the team indicator on top of the gun will light up in the teams colour.

The gun is now ready to enter a game.

d. Starting a Game

There are two ways to start a game. You can either activate all guns at once or you can activate guns individually.

To activate all guns at once guns must be in range of the master gun (approx. 10m) and have settings and a team loaded (i.e. The team indicator is showing a team colour and the life indicator is lit green)

To start the game enter the menu on the master gun and scroll to Game Control. Press the Trigger to enter the game menu and select Start Game. Pull the trigger the scroll to confirm and pull the trigger again. The guns will then activate and the game will begin.

You may want to take each team to a separate location, activate their guns then start the game on a whistle blast so that the teams are separate when the game starts.

To activate guns individually enter the menu on the master gun and scroll to Gun Control. Press the Trigger to enter the gun menu and select Activate. Pull the trigger while aiming at the target of the gun you want to activate.

e. Ending a Game

There are two ways to end a game. You can either deactivate all guns at once or you can deactivate guns individually.

To deactivate all guns at once guns must be in range of the master gun (approx. 10m).

To end the game for all guns enter the menu on the master gun and scroll to Game Control. Press the Trigger to enter the game menu and select End Game. Pull the trigger the scroll to confirm and pull the trigger again. The guns will then deactivate and the game will end.

To deactivate guns individually enter the menu on the master gun and scroll to Gun Control. Press the Trigger to enter the gun menu and select Deactivate. Pull the trigger while aiming at the target of the gun you want to deactivate.

To start the next game if you are playing the same game again you can just start the game or manually activate each gun and they will reactivate with the same settings and teams as before. Otherwise start from point b again to set new settings and teams.

f. Gun Control during a game

You may want to activate or deactivate a gun mid game e.g. to respawn a dead player or to remove a player from the game for cheating. You can use the gun control menu as described above in starting and ending a game to individually activate or deactivate a gun at any point

g. Playing with the Master Gun

It is possible to use the master gun like a normal gun to join in with a game. To do this enter the menu and scroll to Join Team. Press the trigger to enter the join menu and scroll to select the required team and press the trigger to select. The master gun team indicator will light up in the team colour.

If you join a team before starting the game for all in the game control menu the master gun will activate at the same time as the rest of the guns. If you activate the guns individually using the gun control menu once all the other guns are activate you will need to start the game from the game control menu on the master gun for the master gun to activate.

You cannot shoot while in the main menu so make sure you exit the menu to allow the master gun to function.

h. Troubleshooting a gun that is not working

If you have a gun that is not working once you have started the game follow the process below:

1. **Wipe the faulty gun** – Enter the menu and scroll to Admin. Press the trigger to enter the admin menu and scroll to Wipe Gun, press the trigger and scroll to confirm. Point the master gun point blank at the target on the faulty gun and pull the trigger. It may be worth cupping your hand around the barrel and target to avoid any stray signals wiping another gun by mistake. The faulty gun will be wiped and reset to the empty state (i.e. hit indicator flashing)
2. **Copy the settings from the master gun** - Enter the menu and scroll to Admin. Press the trigger to enter the admin menu and scroll to Activate Copy Mode. Point the master gun point blank at the target on the faulty gun and pull the trigger. It may be worth cupping your hand around the barrel and target to avoid any stray signals affecting another gun by mistake. The faulty gun will enter copy mode and all the LEDs will flash red. Point the faulty gun at the target of the master gun (or any other gun that is currently working in the game) and pull the trigger on the faulty gun. If successful the faulty gun will beep and return to the hit indicator only blinking.
3. **Reassign the team** – Follow the instructions above to assign the team to the faulty gun. If you activated all guns at once using Start Game the gun should activate as soon as you assign the team and it can now enter the game.
4. **Activate the Gun** – If you activated each gun individually at the start of the game you will need to follow the process above to individually activate the gun once you have assigned the team.

6. Game Play

a. Rules of the game

- Players may not cover the target on the front of the gun with their hand
- The gun must remain in front of the player (i.e. cannot hide it behind their back or in their pockets etc)
- Laser tag is a non contact game, there must not be any physical contact between players or using the guns to physically hit another player
- No player may touch the gun of another player (i.e. to force it away or use two guns at once)
- When advancing towards another player the gun must be facing in the direction of travel
- Players may duck behind physical objects with the gun (e.g. trees) to hide from oncoming shots
- No lying on top of the gun to block the target
- If playing capture the flag a player must drop the flag when dead

b. Game Suggestions

Team Deathmatch – Using Setting 1

Split the players into 2 or 3 teams and start each team from a separate location. In the middle set up an area for dead players (Laser Tag Heaven). When the game starts try and eliminate all the players from the opposing teams. Each player has 10 lives and once dead will be out of the game. Last team standing wins. Dead players should go to laser tag heaven.

Capture the Flag – Using Setting 2

Split the players into 2 teams. Set each team up with a base and place in the base the teams flag. In the middle set up an area for dead players (Laser Tag Heaven). Each team has to try and defend their flag by killing attacking players. Once placed the team are not allowed to touch their own flag and can only prevent an attacker from taking it by killing them. A player can carry an opposing teams flag as long as they are alive. Once dead they must drop the flag. The flag must remain in the new position and cannot be returned to it's starting base. The first team to capture the other teams flag and get it back to their base wins. When a player dies they must go to laser tag heaven. Players will re enter the game automatically 1 minute after they die. You can play the same game with Setting 1 and players will remain dead and not be able to re-enter the game.

Protect the President – Using Setting 1

Split the players into 2 teams. Designate one player to be the president in each team, ensure each team knows who the other teams president is. This is played the same as the team death match however once the president is dead the game is over and the other team wins. You can if you choose to respawn players who are not the president using the Gun Control -> Activate menu on the master gun. We suggest having the team flags spread apart and dead players need to go to their teams flag. The referee can walk between the team flags and respawn any players waiting at the flag when they arrive.

Solo Death Match – Using Setting 3

Same as team death match apart from all players are playing solo and can shoot all other players. Last player standing wins.

c. Shooting

To shoot line up the front sight between the rear sights and aim this at the red target dome on the top of other guns and pull the trigger. There is a delay of 400ms before you can shoot again.

If you get hit your hit indicator will light red on the front of the gun and you will be unable to shoot or get hit again for 5 seconds. Once the hit indicator goes off you can shoot again.

Guns have unlimited ammo but only 20 rounds in each clip after which you will need to reload. If you pull the trigger and you hear the empty sound and the ammo indicator is solid red you have run out of rounds and need to reload.

d. Reloading

You can reload at any time so long as the current clip is not full. Press the reload button on the bottom of the handle. The gun will beep and start reloading. Once the reload is complete you will hear the reloaded sound. Reloading takes about 2 seconds during which time you cannot shoot but can still be shot.

e. Life and Ammo Indicators

On the back of the gun are the Life (+ symbol) and Ammo (Lightning bolt) indicators.

Life Indicator

Green = More than 3 lives remaining
Green Flashing = 3 Lives left
Yellow = 2 Lives Left
Yellow Flashing = 1 Life Left
Red = Dead

Ammo Indicator

Green = More than 6 rounds left
Green Flashing = 5 – 6 Rounds left
Yellow = 3 – 4 Rounds left
Yellow Flashing = 2 Rounds left
Red Flashing = 1 Round left
Red = Empty

f. Getting Hit

When you get hit the hit indicator on the front of the gun will light red. You will not be able to shoot or get shot again till the indicator goes off (approx. 5 seconds). Each gun starts with 10 lives. Once these have all gone the gun will play a game over sound and the hit indicator will flash, the team indicator will go out and the live and ammo indicators will turn solid red.

If playing with Setting 2 the gun will remain dead for 1 minute and will then automatically reactivate. If playing with Setting 1 or 3 the gun will remain dead until re-activated by the maser gun.

7. Tips for running a game

- Explain all the gun functions to the players at the start of the session. Manually activate a couple of guns and demonstrate how to shoot and reload and show what it sounds like when a gun dies.
- Have a clearly defined laser tag heaven area (use green flag to mark it) where all dead players must return to so you can keep track of who is still alive.
- If playing team death match make sure you know how many are on each team so you know when there is only one team left.
- Ask the young people if they have ideas for different games. Please feedback any good different games you come up with.
- Deactivate all guns between games to avoid interruptions while trying to explain the next game.
- Bring a whistle to use to signal the start and end of games.

8. Care & Maintenance

- The guns are based off Nerf Laser Ops Pro guns which are toy guns and not commercial quality. They are fairly robust but are made of plastic so avoid dropping or bashing them on hard surfaces. If they are dropped the gun may reset to default. If this happens follow point 5.h above.
- Avoid putting the barrel in the ground as this may block the infrared transmitter. If this happens wipe away and dirt and clean the lens with a damp cloth
- The guns are not water proof. While they will withstand a brief light shower please do not use in the rain
- If the guns get muddy wipe them over with a clean damp cloth
- Ensure all guns are switched off before putting away

9. Risk Assessment

Risk Assessment

Name of activity / event / location	16th Wyre Forest (St Michaels) Laser Tag	Date of risk assessment	02/05/2022	Name of who undertook this risk assessment	Mark Atkinson
		Date of next review	02/05/2023		

Hazard Identified? / Risks from it?	Category	Who is at risk?	How are the risks already controlled? What extra controls are needed?	What has changed that needs to be thought about and controlled?
Hazard – something that may cause harm or damage. Risk – the chance of it happening.	Category to help organise risks	Young people, Leaders, Visitors?	Controls – Ways of making the activity safer by removing or reducing the risk from it. For example - you might use a different piece of equipment or you might change the way the activity is carried out.	Keep checking throughout the activity in case you need to change it...or even stop it! This is a great place to add comments which will be used as part of the review.
Activities: Trips, falls, collision, twisted ankle.	Activities, General	All Present	<ul style="list-style-type: none"> Leader to check the meeting space and consider hazards, underfoot conditions and light levels at the time of the meeting. Clearly define the boundaries of games and ensure that they are understood by all. Clearly explain the rules of games and use of equipment and ensure that they are understood by all. Have an agreed return to base / end of game signal. Leaders, adult helpers and young people clearly define what is acceptable and what is not. Consequences of unacceptable behaviour are clearly explained. Ensure adequate supervision of the game. 	

Additional information can be found in the Safety Checklist for Leaders and other information at scouts.org.uk/safety

HQ Template Published August 2020



Risk Assessment

			<ul style="list-style-type: none"> Ensure young people know where they can go for help (nominated adult) if they need help during the game 	
Laser Guns	Activities, Laser Tag	All Present	<ul style="list-style-type: none"> Guns not to be used as a baton or to strike other opponents, must only be fired from standing or lying position. No running with raised guns Immediate removal from game where students don't follow guidelines. Laser guns shoot IR which is harmless 	
Possible confusion / collision	Activities, Laser Tag	All Present	<ul style="list-style-type: none"> Briefing to include caution on approach, appropriate footwear, no running with gun raised for firing. Explain rules clearly, and highlight any potential hazardous areas. Reduce risk by encouraging stealth tactics rather than running. 	

Additional information can be found in the Safety Checklist for Leaders and other information at scouts.org.uk/safety

HQ Template Published August 2020



10. Terms of Hire

- Hire is charged at £50 per session + £50 deposit payable on or before collection
- Deposit may be paid via a post dated cheque dated for the end date of the hire
- Deposit will be returned on return of the guns with no damage
- All damage is chargeable depending on the scale of damage
 - £2 for loss of key
 - £6 for loss of flag
 - £8 for loss of battery set
 - £40 for full gun replacement
 - Minor repairs will be charged on a cost basis
- Guns to be collected and returned to either 16th Wyre Forest Scout HQ (Mitton Close, DY13 9AD) or to Mark Atkinson (Garland Rd, DY13 8RT) depending on the day/time
- Collection and return days/location to be arranged at time of booking
- It is the responsibility of the hiring group to ensure parental permission is obtained for their young people to take part in laser tag as per HQ guidelines:
<https://www.scouts.org.uk/volunteers/running-your-section/programme-guidance/general-activity-guidance/laser-games/>