



INDOOR LASER-TAG ARENA

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TRIGGER HAPPY

Play for up to 2 HOURS for less than £1 a game!! Details as follows:

1. Starts 6pm every TUESDAY evening with a kids and families (8+ years) session for **£7.50 per person** followed at 8pm by an adult (16+ years) session for **£9 per person**. Up to 30 players can take part in each session. Pay in advance to guarantee a place or take a chance on the night.
2. Play as many games (missions) as you want in two hours - around 7 to 10 with breaks.
3. To allow you time to get used to our guns and arena layout (not to mention the measure of your opponents!) the first couple of games will be simple everyone v everyone types with more complicated scenarios introduced as the evening progresses - see MISSIONS below for the types of games you could be playing.
4. We're a pretty democratic lot here at LASER FIGHTERS so we leave it up to you to decide what you want to do throughout the evening - that includes playing teams or solo games and going against mines, targets or HQs – even the arena sounds and visuals can be changed. Play in complete darkness if you wish!
5. **All TRIGGER HAPPY evenings start with a full safety briefing.** We recommend you wear comfortable clothes with trainers or shoes. NOT flip-flops or sandals. No phones, loose jewellery or valuables are to be taken into the arena although coats/jackets/bags/scarfs, etc can be left in the briefing room at the owner's risk.

MISSIONS

All our missions are listed below but the flexibility of our state-of-the-art arena and guns means they're only limited by your imagination. Let us know if you have your own game or scenario in mind and we'll do our best to make it happen. Everyone against the boss or the group leader is popular for some reason!

MISSION 1 - Solo Training This is the simplest and most popular of all the missions - you against the rest! The guns are set at solo, and players have unlimited lives and shots. The idea is to achieve the highest score in a pre-set time. Players score points for shooting at other player's guns and at a number of targets located in the arena. The best mission to help players familiarise themselves with the guns and the arena before introducing more complex scenarios.

MISSION 2 - Team Training This is the team version of MISSION 1 and again is one of the simpler mission types. Each gun emits one of two team colours and players score points by shooting opposition team members but penalised when shooting his/her own. Note: targets must only be engaged when green – regardless of the team colour.

MISSION 3 - Limited lives/amm0 This is similar to the first two missions but lives or shots (or both) are limited. When either is used up the gun automatically shuts down and the player's mission is over. Again, the object of this mission is to achieve the highest score for an individual (or team) in a predetermined time. Limiting the number of lives and/or shots, means a player could be eliminated early in the mission. Good way of introducing team-work and tactics. Watch out though – the targets may now be 'mines' and will get you if they can see you!

MISSION 4 - Last Man Standing A solo mission where each player has limited lives. The idea is for one player to be the 'last man standing', having eliminated all of the opposition. Although the last person left with an active gun wins, players are still positioned by points as some will tend to hide throughout the initial stages of the mission, only taking an active part towards the end when time is running out. This tactic is officially called 'camping-out' but some would call it cowardice!

MISSION 5 - Hunt The Medic A team game where one or more players on each team acts as a 'medic' with only one life but able to regenerate (restart) the other players. However, when the medic is knocked out, they cannot restart players and the game continues without them. The game ends when one of the teams is eliminated.

MISSION 6 - Assault the HQ Teams have to attack/defend each other's HQ's (used as targets/mines in earlier missions). HQ's are programmed to take a fixed number of hits - the mission finishes when an HQ is knocked out. Make sure you get your team tactics right – too many defenders and you'll never reach the opposition's HQ, too many attackers and your HQ will be a sitting duck!