



INDOOR LASER-TAG ARENA

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TRIGGER HAPPY TUESDAYS

1. 5pm to 7pm every TUESDAY evening for families 8yrs+. **£8.95 per person – must be pre-booked and paid for in advance.**
8pm to 10pm every TUESDAY evening for adults 16yrs+. **£10.95 per person – must be pre-booked and paid for in advance.**
2. Play as many games as you want in two hours.
3. To allow you time to get used to your vests and the arena layout (not to mention the measure of your opponents!) the first couple of games will be simple everyone VS 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.
5. **Trigger Happy starts with a full safety briefing.** We recommend you wear comfortable clothes with trainers or shoes. NOT SANDALS OR FLIP-FLOPS. No phones, loose jewellery or valuables are to be taken into the arena. Coats/jackets/bags/scarfs, etc... can be secured in lockers (free of charge) or left in the briefing room at the owner's risk.

MISSIONS

MISSION 1 – Solo Training - This is the simplest and most popular of all the missions – you against the rest. The vests 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 vests and at the power pods 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 vest emits one of six team colours and players score points by shooting the opposition team members but penalised when shooting their own team members.

MISSION 3 – Limited Lives/Ammo - This is similar to the first two missions but lives or shots (or both) are limited. When either is used up, the vest 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.

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 vest 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 the time is running out. This tactic is officially called 'camping-out' but some call it cowardice!