

PHASORS 4 HIRE

Games
booklet

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GAMES PROGRAMMED INTO THE PHASORS

GAME	Pre-start Time	Default Mission Time	Lives	Ammo	Deac Time (seconds)	Shot Speed (shots/sec)	Tag Own Team	Elim Game (Yes/No)	Auto Fire (Yes/No)
1	15	12	Unlimited	Unlimited	6	2	Yes	No	Yes
2	15	12	Unlimited	Unlimited	4	4	Yes	No	Yes
3	15	12	10	Unlimited	8	1	Yes	Yes	No
4	15	12	15	25	8	1	Yes	Yes	No
5	15	12	2	Unlimited	6	2	Yes	No	Yes
6	15	12	6	90	6	2	Yes	No	Yes
7	15	12	Unlimited	90	6	2	Yes	No	Yes
8	15	12	2	30	6	2	Yes	No	Yes

GAME: is the game number you use on the Game Control Remote to set the corresponding game settings.

Pre-Start Time: is the number of seconds before the Phasors will activate after receiving the start signal

Default Mission Time: is the number of minutes the Phasors will operate for.

(You can over-ride this with the Game Control Remote)

Lives: is the number of lives you have before you can no longer fire the Phasor.

Ammo: is the amount of ammo you have before you can no longer fire your Phasor until using an Ammo Dump.

Deac Time: is the number of seconds your Phasor stops working when you are tagged by another player.

Shot Speed: is the amount of shots you can fire per second.

Tag Own Team: is whether or not you can tag your own colour. All games are currently set to YES.

Elim Game: is whether or not it is an Elimination Game. If YES then when you lives run out you are out of the game, if NO then you can respawn the Phasor using the Game Control Remote in Mode 1 (Ref Mode) and by pressing the 8 button.

Auto Fire: when set to YES means you can hold the trigger in and the Phasor will automatically fire, if NO then you must pull the trigger to fire each shot.

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INSTRUCTIONS FOR MISSION CONTROL REMOTE:

MODES: To change modes on the Remote by pressing the * key and each time you press the * key you will progress to the next mode. If the display turns off, it has activated the battery save mode, to re-activate the display press the * key again and it will return to the mode you were last in.

MODE 1: Is the REF MODE. This mode is used to when refereeing a game.

By Pressing the following buttons in Mode 1 (Ref Mode) does the following:

2 – Shuts down the Phasor (*Ends the game on the Phasor*)

8 – Re-spawns the Phasor. (*Gives that Phasor full lives again as long as it's not an Elimination game.*)

MODE 2: Is Game & Colour Set Mode. This mode is used to set the Phasors to their colour and the game setting you would like that Phasor to play. For some of the suggested games in this manual you will need to set different Phasors to different games. When a Phasor is in it's idle state (Not playing a game) it displays the game number on the display (eg **Pr 01**) and flashes the lights the colour that Phasor is currently set to.

To set the Mission Control Remote to a certain game you need to go to MODE 2 and then press the # key. You are then able to set the game number from 01 to 08 by typing in the game number using the numerical pad. To play game 5 you would press 0 and then 5. The display should now show **2. 05**

Now by pressing the number 1 you will send a signal to the Phasor to change it's lights to **RED** and the game number displayed on the Mission Control display.

OR

By pressing the number 2 you will send a signal to the Phasor to change its lights to **GREEN** and the game number displayed on the Mission Control display.

ALWAYS double check the display on the Phasor to see that the right game number has been set on the Phasor. If it is set to game 3 then you will see **Pr 3** on the Phasor's Display.

MODE 3: Is the Game Start Mode. In this mode you can start games for their default game time or set your own game time.

To start a game you press any numerical key and the Phasor will start. If the display in MODE 3 displays three 0's (000) then the game will last for its default set time.

To change the game time and over-ride the Default Game Time you need to press the # key and type in your preferred game time from 001 to 999 by using the numerical pad. 001 is one minute and 999 is nine hundred and ninety nine minutes. So for a 20 minute game you would set it to 020.

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KING PIN

OBJECT OF THE GAME:

To eliminate the opposing team's King Pin Player.

HOW IT WORKS:

One player on each team is started in Elimination Mode and is the KING PIN. They have 10 lives, once their 10 lives are gone the other team wins.

HOW TO SET IT UP:

Each team has ONE King Pin and that person is started in Elimination Mode with 10 lives and 999mins of game time. Set these two people to **GAME 03**.

The rest of the players, the soldiers, on each team are started in Reload game mode with only two lives and unlimited Ammo. Set these players to **GAME 2**.

THINGS TO REMEMBER

As the soldiers only have a limited number of lives you need to have somebody using the Mission Control Remote to "Re-spawn" the Soldiers. You can have a different location for each team to Re-Spawn or just have one person doing the Re-Spawning. You Re-Spawn players by setting the Mission Control Remote to MODE 1 and pressing the Number 8 Key. REMEMBER: If the display turns off, you need to press the * key to reactivate the Mission Control Remote and then press the 8 key.

VARIATIONS:

You can try this game with multiple King Pins on a team.

You can play it without telling the other team who the other team's King Pin is.

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THE BOX

OBJECT OF THE GAME:

Get the box to your teams' safety zone as many times as possible in the allotted time.

HOW IT WORKS:

Each player only has two lives (**GAME 5**), once out of lives players must return to the center of the field to a person using the Mission Controller to Re-Spawn players (*Mission Control Remote needs to be set to MODE 1 and use the 8 key to Re-Spawn Players*)

If your Phasor is deactivated you must place "THE BOX" on the ground, you may only carry it when your Phasor is active. If you are waiting for your Phasor to re-activate, you must keep a one meter distance from the box.

You can not throw or kick or pass the box. When you wish to pass the box you must place it on the ground and only an active player may pick it up.

Once the box reaches one team's safety zone that team earns one point and The Box should be returned to the centre of the playing field, each team should return to their own Safety Zone until the Ref blows the whistle and then game commences again.

VARIATIONS:

- Play for different amounts of time
- Have two boxes and you must get both back to the safety zone at the same time.

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NORMAL TEAM GAME

OBJECTIVE:

To deactivate as many opposition players as possible.

HOW IT WORKS:

All players are started on an Unlimited Lives/Ammo Game Format (**GAME1**). You must deactivate as many of the opposing players as possible. Once the game time runs out players group together to add up scores.

Total the scores on all the Red Phasors and this is the Green Team's Score

Total the scores on all the Green Phasors and that is the Red Team's Score.

(To display the hits on a Phasor while it is in idle mode you pull and hold the trigger)

Team with the highest score wins.

VARIATIONS:

- Play it with a limited life game and use the Mission Control Remote to Re-Spawn players. **GAME 5**
- Play an Limited Ammo Game if you have hired the Ammo Dumps. **GAME 6 / GAME 7 / GAME 8.**
- For a fast game you can even use **GAME 2** and players would then have a 4second deac time and be able to fire 4 shots a second.

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ELIMINATION GAME

OBJECTIVE:

To Eliminate the opposing team out of the game.

HOW IT WORKS:

All players are started in Elimination Mode (**GAME 3**). Once a players 10 lives are gone they are out of the game and must return to a designated safety zone for players who are out of the game.

The winner is the team left standing at the end of the game.

VARIATIONS:

- Set the game time to a small amount of time, say 10mins. The game still works the same way but score it on points rather than which team is left standing. Once the 10mins is up add up the Red Phasor Hits to get Green Teams Score and add up Green Phasor Hits to find out Red Team's Score.
- If you have hired the Ammo Dumps you can use Elimination Game (**GAME4**) and in this game the players have 15 lives and 25 shots. When the Ammo runs out they must go to an Ammo Dump to replenish their Ammo which helps keep people moving around the field.

LAST MAN STANDING

OBJECTIVE:

To Eliminate the opposing players out of the game.

HOW IT WORKS:

All players are started in Elimination Mode (**GAME 3**) or (**GAME4**) if you have Ammo Dumps. Once a players 10 lives are gone they are out of the game and must return to a designated safety zone for players who are out of the game.

The winner is the "Last Man Standing", the only person who's Phasor is still active.

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AMMO DUMP DESTRUCTION

OBJECTIVE:

To deactivate the other teams Ammo Dump.

HOW IT WORKS:

Each player is loaded up on the 2 life, Limited Life game. **(GAME 5)**

Each team is awarded with an Ammo Dump Deactivation Key. *(These come plugged into the Ammo Dumps)*

A player may only travel with the Ammo Dump Key while active.

Players must freeze when deactivated.

Players may only pass the key to other players while both players' Phasors are active or while they are in their team's Safety Zone.

When a player has lost both their lives they must return to their teams Safety Zone. If the player loses their second life while they hold the Ammo Dump Key they must return, with the key to the Safety Zone and can only pass the key to somebody else there.

HOW TO SET IT UP:

Ammo Dumps should be placed on the edge of that team's Safety Zone pointing back into the Safety Zone. Opposing players are not to enter the other team's Safety Zone.

All player should be loaded on the two life limited life game. **(GAME 5)**

VARIATIONS:

- No variations at this stage