

Laser tag game-mode cheat sheet

Pin it in the briefing room. Each mode lists the objective and the equipment it needs beyond the players' kits.

TEAM DEATHMATCH

- ☐ Objective: score the most hits; respawn at base
- ☐ Needs: players' kits, a remote, first aid kits at each base

CAPTURE THE FLAG

- ☐ Objective: take the enemy flag and bring it home
- ☐ Needs: a digital flag (it registers who carries it); smaller clubs can use Time Point

CONTROL POINT

- ☐ Objective: capture and hold ground; holding time decides
- ☐ Needs: a smart control point or a battle base in Blockpost mode

BOMB MISSION

- ☐ Objective: arm or defuse a bomb against the clock
- ☐ Needs: a nuclear case or a battle base in Bomb mode

VEHICLES AND BUILDINGS

- ☐ Objective: destroy enemy vehicles and bunkers
- ☐ Needs: DOME detonation devices on the vehicles or buildings

ZOMBIE

- ☐ Objective: survivors hold out against a growing horde
- ☐ Needs: the Zombie settings preset; colour-changing headbands show roles

AMBUSH

- ☐ Objective: trap routes and clear rooms
- ☐ Needs: mines and grenades

SHOOTING RANGE

- ☐ Objective: accuracy and speed contests
- ☐ Needs: electronic targets or a shooting-gallery kit

Online version, always up to date: <https://lasertagarmory.com/downloads/game-mode-cheat-sheet>

Full guide: <https://lasertagarmory.com/news/laser-tag-game-modes-and-scenario-devices> · Laser Tag Armory · <https://lasertagarmory.com/>