

Laser tag scenario device guide

What each device adds to a game, as our product and Innovations pages describe it.

DIGITAL FLAG

- ☐ Capture the flag plus six more scenarios (Flag Control, Confrontation, Military Base, Outpost, Hospital, Arsenal)
- ☐ Accepts only close-range shots; statistics over Wi-Fi or local play without a network
- ☐ Works with every generation

TIME POINT

- ☐ Four race-against-the-clock scenarios in a compact, budget body
- ☐ Voice prompts and an OLED display that names the winner

SMART CONTROL POINT

- ☐ Three scenarios: Capture control point, Battlefield point, Command post
- ☐ Only players close to it can capture it; shows a holding-time chart after the game

SMART BATTLE BASE

- ☐ Plays a support base, a blockpost or a bomb
- ☐ Set up with three buttons and an OLED menu; no computer needed

NUCLEAR CASE

- ☐ Arms by code, USB flash drive or both, each confirmed by a shot from a live player
- ☐ Three scenarios: The Judgment Day, The Dirty Bomb, The Secret Code

DOME

- ☐ Gives vehicles and buildings their own health so they can be destroyed
- ☐ Magnetic base or screw mounting; configured in the free configurator

CERBERUS MINE

- ☐ Hits every player within 12 m
- ☐ Triggered by movement, by a shot, by a nearby explosion or remotely

TRINITY GRENADE

- ☐ Hits everyone within 20 m indoors or 10 m outdoors
- ☐ No button that could trigger it by accident

CRATER, ARSENAL AND BASIC FIRST AID KIT

- ☐ Three devices on one rugged body: a bomb, an ammo replenisher and a respawn point
- ☐ Wall-mounted, one large button each

Online version, always up to date: <https://lasertagarmory.com/downloads/scenario-device-guide>

Full guide: <https://lasertagarmory.com/innovations/field-and-scenario-devices> · Laser Tag Armory · <https://lasertagarmory.com/>