

Battlefield Sports.com presents... Battlefield LIVE indoors

the indoor **Codex** the basics

Indoor Live-Play Codex (the basics)

by Peter & Nicole Lander



“Battlefield LIVE Indoor Live-Play Codex—The Basics”

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Designed and typeset by Nicole Lander

Codex Basics

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COVER PHOTO: C.O. Siren with two S*A*T*R Scorpion SMGs.



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Introduction

LIGHTS, CAMERA, ACTION!

As they say in the movies "lights! camera! action!" and Battlefield LIVE is certainly full of action. With indoor, or arena Battlefield LIVE, you can set up the scene with awesome lighting and sound effects. And, of course, you can include a profit center of taking photos, just like they do at theme parks.

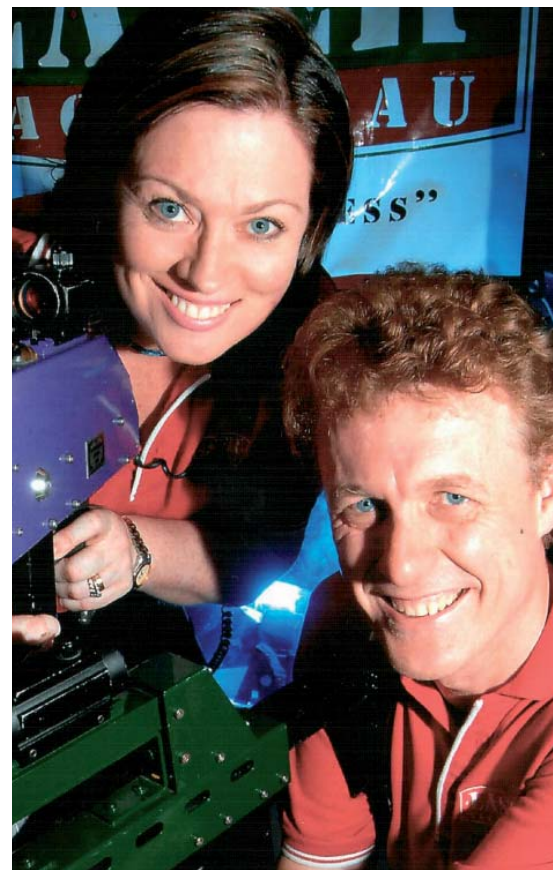
This is live gaming -- we provide you with the tools to entertain your customers. There are three parts to our system: **Gaming Guns**, **Gaming Inflatables** and **Live-Plays**. **Gaming Guns:** Our gaming guns shoot infrared "bullets" and have high-tech sensors which enable the games to be played just about anywhere, in purpose-built indoor arenas, mobile mazes, or as an add-on attraction to a bowling alley or skating rink. Our patent-pending S*A*T*R digital technology works well both indoors and outdoors. **Gaming Inflatables:** Our patent-pending gaming inflatables enables you to create a thrilling 3D maze. Made up of doorways, windows, as well as high and low walls. We connect them to form an "instant" arena. Many of our games are set in urban indoor environments that suit the use of the gaming inflatables. Our feature gaming inflatables such as the Pillbox make for a great center-piece of your arena. While the phasers and inflatables are cool props, the key to a really immersive entertainment experience is the "Live-Play".

Our **Live-Plays** are just like a screen play, they direct the action for gamers to participate in live action scenarios. Each Live-Play has a military or sci-fi theme, the mission objectives of one team often interfere with the opposition's objectives, thereby creating a mock war game. Each Live-Play includes mission objectives, briefing script/s (story line), descriptions of scenes and props, and if relevant, team backgrounds. Our system taps directly into the thrill of first person shooter video games and action blockbusters.

We've put together 5 basic Live-Plays to whet your appetite for indoor live gaming. The stage is set, the battle lines are drawn; time to experience a new brand of live gaming.

Yours sincerely,

Peter and Nicole Lander
Battlefield Sports. ●








Battlefield LIVE

CODES IN THIS CODEX

Throughout this live gaming codex we have used visual codes so you, the reader, can quickly get a summary of the game.

CODES

Table 1: Codes in this Codex

| CODE | INTEL |
|---|---|
|  | The first code indicates the game duration. |
|  | The second code indicates the type of terrain this game is best played in |
|  | The next code shows who wrote the game, the “byline”. |
|  | The next code shows how many teams this game is set up for. |
|  | There are three levels of difficulty in running Live-Plays. 1 star indicates a very easy game to run. 2 stars indicate an intermediate level of challenge. 3 stars depicts a very challenging game to direct (these are the live action role plays that incorporate actors under your direction). |



Elimination

The Elimination Live-Play scales well to virtually any size group depending on the size of your arena.

An elimination game is simply one team versus the other for a set period of time, typically 5 minutes.

You will discover that the larger the group, the less complex the Live-Plays have to be for the gamers to be challenged. But this game is still loads of fun for small groups.

It is always a 2-team competition with unlimited respawns. We usually run a series of 5 minute elimination games, back to back. The gamers just change ends between games. The games are automatically timed using the S*A*T*R digital laser tag system.

When designing your arena, the initial starting point of your teams is of vital importance. The teams must be out of sight of each other. Our gaming inflatables are awesome line of sight blockers, and they can easily be moved around to update the maze.

Friendly-fire is usually switched off with the “set-and-forget” S*A*T*R software. But it can be turned on for more advanced missions.

Battlefield LIVE Fun

We recommend kicking off your session with this Live-Play because even beginners are guaranteed to play the entire duration of the game. This is especially popular with birthday parties for young children.

For beginner sessions that consist of multiple groups often birthday parties we like to keep each group together to form part of one team. The Birthday “boy” (or girl) and his/her friends really like playing together for a much more positive experience. This sometimes means the teams are not exactly even.

Once the teams are at their starting points, the gaming guns are automatically turned on and set to the correct hit points (typically five) using the S*A*T*R Master Controller. Unlike



SCENE

This Live-Play can play out in just about any arena.

CHARACTERS

Team “Bravo” vs Team “Delta”

OBJECTIVE:

Both Teams: The objective is to eliminate as many members of the other team while ensuring that your own team suffers minimal re-activations.

RE-ACTIVATIONS

Unlimited. This is a timed match, however the number of re-activations are counted by the Medic Boxes and go towards determining which team wins.

VICTORY:

The winning team is the one that used the least number of re-activations.



Team Briefing

Attention Heroes!

Rebels have been spotted moving into the area.

HQ says you must advance and eliminate them.

Lots of re-enforcements are available from your base.

traditional indoor laser tag, we encourage lights on, so parents can see the action (from a vantage point of a mezzanine or the bleachers). Likewise we encourage the use of referees or marshals to supervise the game-play.

You will find coordinating the games much easier if each staff member has a two-way radio.

When a gamer is de-activated they are not out of the game. They must simply return to their starting point and get re-activated. This is easy. The gamer just presses a button of a medic box and they will be automatically re-activated. Their phaser will also say “re-activated” so the gamers will know the process has worked.

At the end of time, the team that has used the least amount of re-activations is declared the winner.

Basic Tactics - Aiming

The most basic skill is to learn how to aim effectively.

The first thing to realize is that you have to hit the sensors to tag; therefore you should aim at the sensors (either on the headband or the phaser). Even if you can see the gamer’s head or part of the phaser, you should in most cases hold fire until you can actually see the sensor.

Remember that shooting gives away your position and wastes ammunition, so you really only want to shoot in most cases when you are confident of making a tag.

Each week the scopes should be zeroed in to make sure that the scope and the lens assembly are in parallel, so the red-dot scope is correct out to any distance.

With red dot scopes, you should make sure you can see the reticle in the scope and keep it near the center.

You then put the dot just above the target’s sensor, and shoot!

Basic Tactics - Avoiding Tags

Actually the best way not to be tagged, is not to be seen!

If you move carefully and are constantly looking around and listening, you can often spot the opponent before

The Elimination Game is Fun!

No matter if you have a small group of 4 or a large group of hundreds of gamers, this Live-Play is fun.



they spot you. When moving, stop every few paces to look and listen.

The human eye is attracted to movement, so if you stop and hide before the opponent has spotted you, they will typically not see you.

Looking around, including behind - or above - you, is a good skill to attain.

New gamers tend to look at the ground in front of them or look forward to where they expect an opponent to be.

Opponents, however, are often not where you expect, so expect the unexpected.

Keep looking and listening all the time and stay alert!

If you do come under fire - hit the ground (or at least squat down so it is harder for them to get you).

The best cover is often vertically oriented objects such as our gaming inflatables. The bigger the inflatable, the more angles it cuts off, and therefore, better cover.

Anything that blocks light counts as cover.

Once your opponent knows where you are, you should try to move as soon as you're not pinned; sometimes you have to be brave.

Often retreating and approaching your opponent from another direction works well.

Tactics - Aiming & Avoiding Hits



2 out of 5 hit points

57 rounds in this 99 clip, press left button to reload

no reloads left

% accuracy

Indoor mode

**H is for hits
K is for kills**

| | | | | | |
|-------|----|-------|-----|------|----|
| HP | 2/ | 5 | A | 57/ | 99 |
| R | 0/ | 6 | H18 | K | 1 |
| A | 7% | 5 | 0 | Indr | |
| Ready | FA | 7.65V | | | |

Capture & Hold

The Capture & Hold Live-Play scales well to virtually any size group. The integrated S*A*T*R technology can manage larger than average numbers of gamers in the same arena playing without problem.

Each team starts approximately equal distance from the center objective. Typically the two teams start at opposite ends of the arena from each other, and out of direct line-of-sight.

The Referee or “C.O.” should follow the action so as to be at the center landmark for any final assault and to handle the count of “live” gamers at the objective at the end of the game.

The reason for having unlimited re-activations for 9 minutes and limited for the last minute so it guarantees everyone plays most of the Live-Play but allows the last minute of the game for one team to force a result.

Even though there is unlimited re-activations to the 9 minute mark, there is still a powerful penalty for gamers “dying” so the first minutes are not pointless.

Live-Play Designer’s Notes

This Live-Play creates a more dynamic game than a standard “defend the base” because both teams are continually moving up. When fought through a series of “rooms” a capture can be a very intense experience even for veteran live gamers.

It is recommended that this Live-Play be used frequently.

Game Tactics - Pin & Flank

One of the standard problems faced by infantry in an urban or indoor scenarios is how to effectively destroy an enemy force that is behind cover.

No matter how much you fire at the target, your rounds will not penetrate the cover.

If you simply advance forward, your opponents will pick you off as you try to cross a corridor or through a doorway.

In this situation you have basically two viable options.

One option is to slowly advance using suppression fire.



SCENE

While this Live-Play can play out in any maze, it is best suited to an arena with a key landmark/feature.

CHARACTERS

Team “Bravo” vs Team “Delta”

OBJECTIVE:

Both Teams: Control the designed area (ideally a landmark such as the inflatable Grand Pillbox). This area is usually marked by a flag.

RE-ACTIVATIONS

Unlimited first 9 minutes. Use the timed re-activations feature on the medic box.

VICTORY:

The team which has more survivors at the end of the game within 6 feet (2 meters) of the objective.



Team Briefing

“OK. Recruits we have received orders to secure “XXX” [insert your landmark of choice e.g. Grand Pillbox or whatever].

Our spies have reported that there is another squad attempting the same thing.

Our team needs to be in control of the objective in 10 mins time. Let’s move.”

The other option is to pin and flank the opposition, and this option takes some team work.

Generally all phasers can swap between single-shot and rapid fire by pushing the right (black) button.

So as one team-mate applies significant suppressive fire onto your opponents' position, another circles around through the other corridor to come upon the opposition from a different direction.

While the suppressive fire is not expected to do significant damage, it should force the opposition to keep their heads down.

So the plan is that the opposition will not be in a position to spot or effectively engage your team-mates doing the flanking.

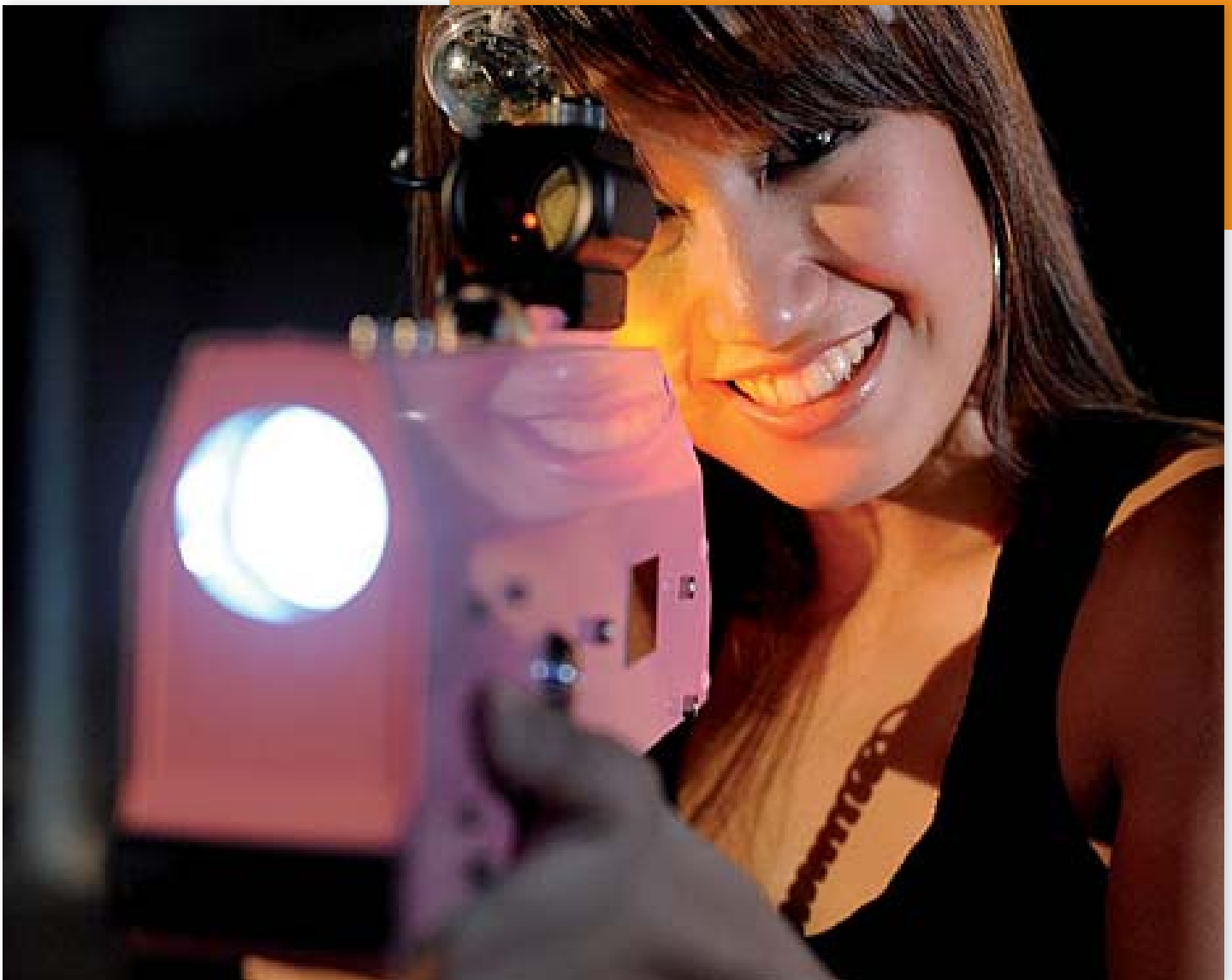
While the opposition is under suppressive fire the flankers - usually choosing the flank with the

most cover - move around the opposition's position to hit them from the sides.

You will find that most cover in live gaming is one directional, and therefore if you shoot at your opponents from two directions at once they will be exposed to effective fire.

The pin and flank movement is often used when gamers are working in pairs. One gamer pins and the other flanks, but can be used with large formation moves as well.

Tactics - Pin & Flank



Room Clearing

The Room Clearing Live-Play works well in an indoor arena or inflatable maze.

To make this game challenging there are no re-activations. This game is fast and furious. It usually goes for only 3 minutes.

Clans need to control three different rooms, one at the first minute mark, the second room at the second minute mark, and the third room at the third minute mark.

Usually all the gamers are eliminated within three minutes. But if there are any “left-overs” they are cleaned-up in the last couple of minutes.

The order of room clearing is the same for every time this mission is run. A ten second warning is usually given by the Referee, before each of the first, second, and third minute marks.

If there is more than one clan in the room/pillbox the points go to the Clan with the highest number of Gamers alive in the room. If it is even then no points are awarded for that minute mark.

Room Clearing - Game Tactics

Good hand-eye co-ordination is vital.

The ability to quickly target your opponent in your red-dot sight, especially, while on the move is a good skill to have. Typically the action is very fast.

Both Teams

Your clan must capture the enemy's position. They are dug-in.

It will take a relentless attack, room by room, to clear them out. We need to clear the first room at the 1st minute mark, the second room at the 2nd minute mark and the third room at the 3rd minute mark.

Ok clan; show us what you are made of.

This is it.
Move. Out.



SCENE

This Live Play is played out in a series of rooms

CHARACTERS

Team “Bravo” vs Team “Delta”

OBJECTIVE:

Control the designated Room 1 at the first minute mark. Control Room 2 at the second minute mark. Control Room 3 at the third minute mark.

RE-SPAWNS

NIL

VICTORY:

* 25 points - for the Clan who has control of the correct base at each minute mark
* 5 points - For each gamer killed on the opposite Clan.

Basic Tactics - Room Clearing



Terminator

The Terminator Live-Play is a classic. It works best with 10 or more gamers.

A Terminator live play brings a lot of action to the arena.

For every 5 gamers (rounded down) select one gamer to be the terminator. Terminators have 20 hit points and a big automatic weapon! The biggest in your arsenal!

The Terminator's job is to kill as many resistance as possible within 10 minutes. For a Terminator team to get a win, they must completely destroy the other team within 10 minutes. Terminators cannot be re-spawned.

All other gamers are resistance fighters with 2 hit points from their base (using a medic box). The resistance have the smaller gaming guns. Use a medic box at the base for re-spawns. The medic box will count the number of re-spawns they have used. The resistance deploy in the AO initially and when ready, the Terminators enter. You can play out this Live-Play over several rounds, giving different gamers a chance to be the Terminator. The winning Terminator/s are the ones who eliminated the most resistance when its was their turn to be the Terminator. Statistics are shown on the display. Or, if all resistance is de-activated, then the Terminator who eliminated them the fastest.



SCENE

This Live-Play works best in a maze with numerous rooms.

CHARACTERS

Terminator team vs the Resistance.

OBJECTIVE:

Terminator team: Eliminate the resistance.
Resistance: eliminate the terminator/s

RE-SPAWNS

None.

VICTORY:

Terminators: eliminate as many of the resistance as possible. If run over several rounds the Terminator with the most Tags & De-activations then Skynet will upgrade you to a T-1000.

Live-Play Designer's Notes

Terminator is suitable for gamers of all experience levels. It is truly a fun game.

It is often a "spray & pray" scenario. It is quite tongue in cheek.

The Resistance

A small group of lethal terminator machines have made a surprise attack on your base and you are now all running for your lives. You head for some local buildings/rooms for cover but you know the Terminators are only 30 seconds behind you. To win, your scattered group will have to fight a guerilla war of attrition to finally destroy the Terminator threat. . .



Terminator Team

You're back.
Go get 'em.

Relic Raiders

The Relic Raiders Live-Play works well for even very small groups. Before the participants arrive, hide several items around the playing area. The props can be themed to keep with the event. Ideas include:

- * a blue scarab (an Egyptian artefact prop) there is a design to print out from our web site, see www.Timescape.net/bluescarab.gif. Cut it out and color it in, then stick it on top of a small box

- * a toy treasure chest

- * a treasure map or secret letter (see the one pictured on the web site for ideas) or

- * Camo Loot bags (you can order these from us!).

Then team victory points are awarded for finding the loot.

Please note we ALWAYS recommend running team games, rather than handing out individual scores.

It is just way more fun with team scores, especially at a party. The team that finds the most loot, wins.

In the game briefing make sure each participant understands they cannot move a relic back to their base while deactivated.

If they get deactivated holding a relic, they must to drop it immediately.

Gamers are not to snatch a relic from another gamer on the other team. But they can pick it up off the ground after the de-activated players has dropped it.

This game should be run for no more than 7 minutes.



SCENE

While this Live-Play can play out in any maze, it is best suited to an arena with lots of hiding spots.

CHARACTERS

Raiders vs Raiders

OBJECTIVE:

Collect as many loot bags (or other treasure as possible)

RE-SPAWNS

Unlimited re-spawns for the first 5 minutes

VICTORY:

The team with the most loot!



Raiders

Your mission, if you choose to accept it, is to find as much loot as you can & return it to your base. You are all relic raiders—we are on a quest to raid as many tombs [for loot bags, Easter eggs, or whatever] as possible, but we are honor bound by a hero code. First: no running with loot when you are deactivated.

If you get deactivated holding a relic, drop it immediately. (Then return to your start point for a re-activation.) Second: do not steal relics from heroes on the other team while they are activated. But, of course, if they get deactivated and drop their loot then you are welcome to grab it!