HELIOS PRO

BIG BOOK OF GAMES

MAKING THE MOST OF YOUR MEMBERSHIP SYSTEM

Version 1.0

WWW.LASERTAG.COM

HELIOS PRO

BIG BOOK OF GAMES
Table of Contents

Assassins

General

Assassins is played in the same manner as a Standard Solo game. Scoring and tags are the same as the Standard Solo game. However, for Assassins, if a player logs on to a Game Station, they can choose to accept a mission to "assassinate" another player, randomly assigned by the system.
NOTE: This game requires Game Stations. The game cannot work without them.

Definitions:

Mission	A duel between two players, initiated by a player's interaction with a Game Station.
Assassin	The player that initiated the duel.
Target	The randomly selected player who is to be targeted by the assassin in the duel.

Pack Colors:

Cyan Default Pack color	Everyone starts in this color.
Other colors (not cyan)	Players of the same color (for example, red) are in a duel with each other.

Scoring:

Event	For	Against
Assassin tags target	Assassin +1000	Target 0
Target tags assassin	Target +1000	Assassin -1000
All other tags (other players in the game)	+100	0

Game Play

If a player is not currently doing a mission, logging onto a Game Station will display a random player. This will be the alias of another player in the game. A random color will also be shown. This will be the color that the packs will change to if the mission is accepted. To accept this mission, the player uses the "slide to accept" arrow. (See picture below.)

If the player accepts the mission:

- He or she becomes the assassin for this mission (there can be more than one assassin at a time).

- The assassin's pack will change from the default game color (cyan) to the color displayed by the Game Station.
- The targeted player's pack will also change to the same color to signify they are now the target of a duel.
- An arena announcement, "Mission Accepted!", will be played.
- A mission timer will start (mission timers are set by a game parameter, see below).

If the "Assassin" tags the "Target":
- The assassin will be awarded 1000 points for completing the mission.
- The packs of both the assassin and the target player will return to the default color (cyan).
- An arena announcement, "Mission Complete", will be played.
- The mission timer will be reset.

If the "Target" tags the "Assassin":
- The target will be awarded 1000 points.
- The assassin will lose 1000 points.
- The packs of both the assassin and the target player will return to the default color (cyan).
- An arena announcement, "Assassination Failed!", will be played.

If the Mission timer expires:
- The packs of both the assassin and the target player will return to the default color (cyan).
- An arena announcement, "Mission Failed!", will be played.

Notes:
- There can be only a maximum 4 missions running at one time.
- Players in a mission can still tag and be tagged by all other players in the game.
- All other players in the game can still tag and be tagged by the players in a mission.
- In the event that the maximum number of missions has been reached (four), or there are no more available players for new missions, the Game Station will display an "Access Denied" message on the screen (see below.)

Game Station Screens

Idle Screen:

This screen shows a simple mission scoreboard. A player can log on to the Game Station in this state.

Mission Display Screen:

If a mission is available and a player logs on to a Game Station, this screen will be displayed. It shows the random target player alias and the random mission color. To accept the mission, the player touches the arrow on the screen and slides it to the right.

Access Denied Screen

If the maximum number of missions has been reached (four), or there are no more available players for new missions, this screen will be displayed.

Parameter Options

There are a number of parameters which can be modified to create games which play differently from one another. The following table shows a list of the parameters and what each one does:

Parameter	Description
Game Pre-Start Time	The amount of time after you start the game before the players packs will start
Deactivate Time	The time the player will be deactivated for if tagged.
Hand Sensor Control	Determines whether a hand sensor is Enabled or Disabled. The hand sensor is a safety feature of the Nexus pack and the recommended option here is Enabled
Tag Recognition	Enables or disables the audio feedback for players when they tag an opponent
Mission Time	Mission duration time.
Enable Bonus Features	Enables or disables the use or Bonus Features throughout the game. See the Control Centre Help File for more on this.
Enable Game Announcements	Enables or disables audio announcements throughout the game. See the Control Centre Help File for more on this.
Enable Show Player Scores	Enables or disables player scores being on their phasors throughout the game.
Enable Shields	Enables or disables the use of Player Shields. See the Control Centre Help File for more on this.
Enable Dynamic Handicapping	Enables or disables the Handicapping features, making the game more balanced between the skill levels of different players. See the Control Centre Help File for more on this.
Enable DMX Controls	Enables or disables DMX controlled lighting and devices.