

LaserZone Timewarp	Time Warp	Yes
LaserZone Timewarp VS	Time Warp	Yes
LaserZone Tournament	Standard	Yes
LaserZone Tournament 25	Z Emulation	Yes
LaserZone Tournament J4F1	Z Emulation	Yes
LaserZone Tournament J4F2	Z Emulation	Yes
LaserZone Tournament Minus	Z Emulation	Yes
LaserZone Tournament NO	Z Emulation	Yes
LaserZone Tournament Reloads	Z Emulation	Yes
LaserZone Tournament Test	Z Emulation	Yes
LaserZone Tournament VS	Z Emulation	Yes
LaserZone Tournament+1-1	Z Emulation	Yes
LaserZone VS 10	Standard	Yes
LaserZone VS 15	Standard	Yes
LaserZone VS 25	Standard	Yes

LaserZone Alien	Haunted House	Yes
LaserZone Base Assault	Standard	Yes
LaserZone Beacons Galore	Standard	Yes
LaserZone CTF	Capture The Flag/DM	Yes
LaserZone Colour Conquest	Conquest	Yes
LaserZone Colour Conquest 25	Conquest	Yes
LaserZone Colour Conquest 4Teams	Conquest	Yes
LaserZone Colour Conquest 5 Teams 25	Conquest	Yes
LaserZone DAD2 15	Dungeons And Dragons	Yes
LaserZone DM1 VS	Capture The Flag/DM	Yes
LaserZone Dead Aim	Dead Aim	Yes

**Edit Mission Type** ✕

Operator Description:

Customer Description:

Enabled:

Common Gen8 General Deac/Wake-Up Bases Zones Reloads

Team Configuration:

Level Group:

Destination Group:

Arena Music:

Battlesuit Music:

Video:

External DMX:

Price Tier:

Redemption:

Mutual Style:

Device Config:

Scorecard Configuration:

Achievements Enabled:

Tags:

Display Countdown:

Announcer:

Event File (TDF) Output Folder:

LaserZone Tournament Minus	Z Emulation	Yes
LaserZone Tournament NO	Z Emulation	Yes
LaserZone Tournament Reloads	Z Emulation	Yes
LaserZone Tournament Test	Z Emulation	Yes
LaserZone Tournament VS	Z Emulation	Yes
LaserZone Tournament+1-1	Z Emulation	Yes
LaserZone VS 10	Standard	Yes
LaserZone VS 15	Standard	Yes
LaserZone VS 25	Standard	Yes
LaserZone Wedlock	Wedlock	Yes
Laserzone team Test	Standard	Yes
Level Up (Individual)	Standard	Yes
Masters (MASTERS-07)	Standard	Yes

Additional Options

LaserZone Base Assault	Standard	Yes
LaserZone Beacons Galore	Standard	Yes
LaserZone CTF	Capture The Flag/DM	Yes
LaserZone Colour Conquest	Conquest	Yes
LaserZone Colour Conquest 25	Conquest	Yes
LaserZone Colour Conquest 4Teams	Conquest	Yes
LaserZone Colour Conquest 5 Teams 25	Conquest	Yes
LaserZone DAD2 15	Dungeons And Dragons	Yes
LaserZone DM1 VS	Capture The Flag/DM	Yes
LaserZone Dead Aim	Dead Aim	Yes

Edit Mission Type ✕

Operator Description:

Customer Description:

Enabled:  ▼

Common Gen8 General Deac/Wake-Up Bases Zones Reloads

Torch:  ▼

Laser Style:  ▼

Proximity:  ▼

Motion Config:  ▼

LaserZone Tournament Minus	Z Emulation	Yes
LaserZone Tournament NO	Z Emulation	Yes
LaserZone Tournament Reloads	Z Emulation	Yes
LaserZone Tournament Test	Z Emulation	Yes
LaserZone Tournament VS	Z Emulation	Yes
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LaserZone VS 25	Standard	Yes
LaserZone Wedlock	Wedlock	Yes
Laserzone team Test	Standard	Yes
Level Up (Individual)	Standard	Yes
Masters (MASTERS-07)	Standard	Yes

Additional Options

LaserBall Classic	LaserBall	Yes
LaserBall Mayhem	LaserBall	Yes
LaserZone Alien	Haunted House	Yes
LaserZone Base Assault	Standard	Yes
LaserZone Beacons Galore	Standard	Yes
LaserZone CTF	Capture The Flag/DM	Yes
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LaserZone DAD2 15	Dungeons And Dragons	Yes
LaserZone DM1 VS	Capture The Flag/DM	Yes
LaserZone Dead Aim	Dead Aim	Yes

**Edit Mission Type** ✕

Operator Description:

Customer Description:

Enabled:  ▼

Common Gen8 **General** Deac/Wake-Up Bases Zones Reloads

Playing Time:  ▼

Continuous Game:  ▼

Friendly Fire:  ▼

Lock-On Delay:  ▼

Lock-On Duration:  ▼

Shots Per Second:  ▼

Shot Active Time:  ▼

Stun Limit:  ▼

Referee Penalty:  ▼

Scoring For Missed Shots:  ▼

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LaserZone VS 25	Standard	Yes
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Masters (MASTERS-07)	Standard	Yes

Game Description	Base Type	Enabled
LaserBall Classic	LaserBall	Yes
LaserBall Mayhem	LaserBall	Yes
LaserZone Alien	Haunted House	Yes
LaserZone Base Assault	Standard	Yes
LaserZone Beacons Galore	Standard	Yes
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LaserZone DAD2 15	Dungeons And Dragons	Yes
LaserZone DM1 VS	Capture The Flag/DM	Yes
LaserZone Dead Aim	Dead Aim	Yes

Edit Mission Type ✕

Operator Description:

Customer Description:

Enabled:  ▾

Common Gen8 General **Deac/Wake-Up** Bases Zones Reloads

Down Time - Deac:  ▾

- Stun:  ▾

- Stun Safe:  ▾

Wake Up Delta - Sound:  ▾

- Lights:  ▾

- Able To Be Hit:  ▾

- Able To Shoot:  ▾

- Anti-Spam:  ▾

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LaserZone DM1 VS	Capture The Flag/DM	Yes
LaserZone Dead Aim	Dead Aim	Yes

**Edit Mission Type** ✕

Operator Description:

Customer Description:

Enabled:  ▾

Minimum Time Between Hits:  ▾

Base Recover Time:  ▾

Base Shutdown Time:  ▾

Hits To Destroy Base:  ▾

Times Each Base Can Be Destroyed:  ▾

Score For Each Base Hit:  ▾

Score For Each Base Destroyed:  ▾

Deny Score For Each Hit:  ▾

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LaserZone DM1 VS	Capture The Flag/DM	Yes
LaserZone Dead Aim	Dead Aim	Yes

**Edit Mission Type** ✕

Operator Description:

Customer Description:

Enabled:  ▾

Common Gen8 General Deac/Wake-Up Bases Zones Reloads

	Hit Type	Hit Enemy	Hit Own	Get Hit
Chest:	Deac ▾	100 ▾	-250 ▾	-50 ▾
Phaser:	Deac ▾	100 ▾	-250 ▾	-50 ▾
Left Shoulder:	Deac ▾	100 ▾	-250 ▾	-50 ▾
Right Shoulder:	Deac ▾	100 ▾	-250 ▾	-50 ▾
Back:	Deac ▾	100 ▾	-250 ▾	-50 ▾

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Laserzone team Test	Standard	Yes
Level Up (Individual)	Standard	Yes
Masters (MASTERS-07)	Standard	Yes

Additional Options

Mission Types Teams/Groups/Devices Gen8 Options Other Configuration

Game Description	Base Type	Enabled
LaserBall Classic	LaserBall	Yes
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LaserZone DAD2 15	Dungeons And Dragons	Yes
LaserZone DM1 VS	Capture The Flag/DM	Yes
LaserZone Dead Aim	Dead Aim	Yes

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Edit Mission Type

Operator Description:

Customer Description:

Enabled:  Ja  Nein

Common Gen8 General Deac/Wake-Up Bases Zones Reloads

Limited Shots

Initial Shots:

Allow Reload At:

When Exhausted:

Limited Lives

Initial Lives:

Allow Reload At:

When Exhausted:

Limited Power

Initial Power:

Allow Reload At:

Each Shot Uses:

Each Deac Uses:

When Exhausted:

Chest  Phaser

Allow Reload On:  Left Shoulder  Right Shoulder

Back

Non-Qualifying Reload:

Upon Success, Reload:

Auto Reload After:

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LaserZone Tournament NO	Z Emulation	Yes
LaserZone Tournament Reloads	Z Emulation	Yes
LaserZone Tournament Test	Z Emulation	Yes
LaserZone Tournament VS	Z Emulation	Yes
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Laserzone team Test	Standard	Yes
Level Up (Individual)	Standard	Yes
Masters (MASTERS-07)	Standard	Yes



Edit Team Configuration



Description:

Battlesuit Colour:

Teams

Individual Colours

Description	Colour
Red Team	Red
Green Team	Green
Yellow Team	Yellow
Blue Team	Blue
Cyan Team	Aqua
Purple Team	Purple
White Team	White
Pink Team	Pink
Orange Team	Orange
Team Fire	Fire
Team Ice	Ice
Earth Team	Earth
Team Rainbow	Rainbow
Team Crystal	Crystal
Neutral Devices	

Hinzufügen

Bearbeiten

Löschen



Operator can change device alignment

OK

Abbrechen

## Mission Groups

✕

Description:

Tags:

Level	Description	Total Missions	Prev Missions	Average
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Hinzufügen

Bearbeiten

Löschen

▲

▼

OK    Abbrechen

## Device Configuration

Description  
Base Assault

Standard	0.200	0.120	0.068
Strict			0.000

↑

Edit Mutual Style ✕

Description:

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**Deactivation Leeway**

When Firing Missile:  Seconds

When Zapping Opponent's Phaser:  Seconds

All Other Events:  Seconds

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