► LIVE-PLAY (NOUN)

► The script for a live action scenario, including mission objectives, descriptions of scenes and props (such as which gaming guns will be used), and if relevant, team backgrounds.

○ GAMING ○ GOES ○ LIVE

Battlefield LIVE JNR

DEATH MATCH

15	ANY	GAME DESIGNED BY PLAN	ANY	2 TEAMS

SCENE:	This Live-Play can play out in just about any terrain.
TEAMS:	Team "Bravo" versus Team "Delta"
OBJECTIVE:	BOTH TEAMS: The objective is to kill as many members of the other team while ensuring that your own team suffers minimal casualties.
RE-SPAWNS:	Unlimited. Rather this is a timed match, however the number of re-spawns are counted by the referees and go towards determining which team won.
VICTORY:	The winning team is the one that used the least number of re-spawns.

Death Matches are always two-team competitions with unlimited re-spawns. Death Match Live-Plays scale well to virtually any size group. Because of the integrated anti-cheating technology, Battlefield LIVE can operate with very large numbers of gamers on the same battlefield playing the same Live-Play without prob-lem. You will discover that the larger the group, the less com-plex the Live-Plays have to be for the gamers to be challenged.

We usually run two 15 minute Death Matches, back to back. The gamers just change ends between games one and two. At the end of the second game there is time to go back to the armory to have a quick food and drink break. Typically this is about 10 minutes long.

Then at the quarter past the next hour, gamers get their new mis-sion briefing and we are back out on the battlefield to play another two 15 minute battles.

In a forest field, the initial deployment of two teams is of vital importance. Here are the guidelines:
- The teams must be out of sight of each other
- The teams should be at least 150 feet (approx 50 meters) apart and never more than 500 feet (150 meters) apart.
Within the restrictions above, the

Gamers' Briefing (both teams)

Live-Play C.O. Calling Over…
Opposition forces have been spotted moving into your area of operations. Your orders are to advance to contact and eliminate as many enemies as possible while minimizing friendly casualties. However substantial friendly reserves are available from your base.
Live-Play C.O. Out.

teams should start as close together as possible.

Gamers should be spread out in an extended line (to minimize friendly fire and generally to have a better game with gamers not excessively bunched up).

To achieve the line of sight requirement, use a low ridge line when available otherwise use buildings or foliage.

The choice of battlefield for the junior sessions is important. This battlefield should be smaller than is used for the regular Battlefield LIVE sessions. A good rule of thumb is the width should be about 5 feet (1.5 meters) per gamer, so a 100-gamer game should have a width of 500 feet (150 meters).

We do this Live-Play because regardless of how bad a gamer is, the gamer is guaranteed to play the whole game. This is especially popular with birthday

parties for young children.

A death match is simply one team versus the other for a set period of time, typically 15 minutes.

A public beginner sessions usually consists of multiple groups, all starting at the same time. For example there might a group of 10 for Johnny's birthday, a group of 8 for Michael's party and a group of 16 for Helen's birthday. We like to keep each group

together to form part of one team. The Birthday "boy" and his friends really like playing together for a much more positive experience. This sometimes means the teams are not exactly even.

Once the teams are well apart, the gamers should have their gaming guns turned on and set to the correct hit points (typically 5 for a Battlefield LIVE Junior session). Once the teams are in position the referees blow their whistles and it is game

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

When a gamer is dead they are not out of the game. Rather they simply return to their start point and get re-spawned by the referee. At the end of time, the team that has used the least amount of re-spawns is declared the winner.

100 Metres
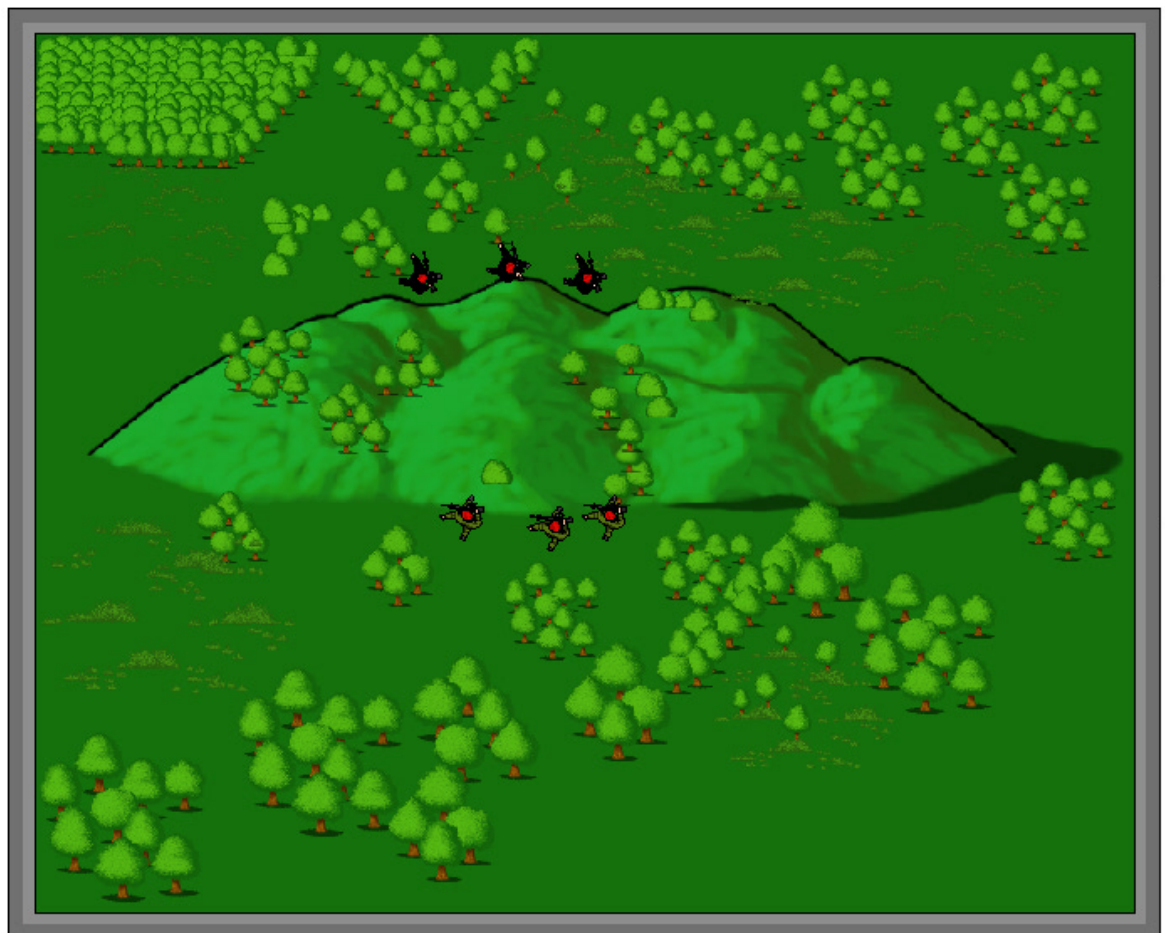
Team Alpha deployment   Team Bravo deployment