

**KEY****Y = Blaster has this feature****'-' = Blaster does not have this feature**

# VEQTOR

SPECIFICATIONS	XBlaster	MaxBlaster
<b>DESIGN</b>		
Lightweight (0.6kg)	Y	Y
Lithium battery technology	Y	Y
Solid State Trigger (no moving parts to reduce trigger breakage)	Y	Y
<b>TYPE OF PLAY</b>		
Solo Play	Y	Y
Team Play	Y	Y
<b>COLOURS</b>		
Up to 8 coloured Teams: Red, Blue, Green, Yellow, Black, Light Grey, Slate Grey, Olive Green / Khaki	Y	Y
Blaster housings are universal colour but are identified by LED colours: Red, Blue, Green, Yellow, Aqua, Pink, White	-	Y
Blasters are FIXED ID and colour (request at time of purchase)	Y	-
Blasters are changeable ID and colour	-	Y
<b>SCORING</b>		
Solo Scoring	Y	Y
Team Scoring	Y	Y
Inboard Simple Scoring - does not require a computer	Y	Y
Displays Blaster score on Blaster LED display	Y	-
Announces scores and features through inbuilt audio	-	Y
Optional comprehensive Scoring	Y	Y
Infrared Blaster statistics download 'Post' Game into PC	Y	-
Radio Real-time scoring during game into PC	-	Y
DYNAMIC Programming via GameQee and Radio Transmission	-	Y
Real-time (instant) Score into PC during and after game via RF	-	Y
In game Status by voice feedback (i.e. Position, Shots, Clips, Lives)	-	Y
Wireless PAQ** with RGB LEDs (become the colour of the Blaster)	Y	Y
Printed Score sheets (with optional PC software)	Y	Y
<b>SOUNDS</b>		
Blaster Sounds (cosmetic only)	20	75
You are Hit' sound	Y	Y
Invincibility warble up' sound	Y	Y
Penalty warble down' sound	Y	Y
No Energy' sound (when out of shots or lives)	Y	Y
Game Over' sound	Y	Y
Rich digital speech from inbuilt Blaster audio system during game (e.g. hit by enemy fire, hit by friendly fire, no ammo find ammo dump, clip reloaded, etc.)	-	Y
8 Blaster shooting sounds linked to power level (strength of shot beam)	-	Y
<b>STANDARD FEATURES</b>		
Changeable Programming	Y	Y
Rapid Fire	Y	Y
Blaster Sounds	Y	Y
<b>OPTIONAL FEATURES</b>		
Fixed Programming (request at time of purchase)	Y	-
Laser (at time of purchase)	Y	Y
<b>PROGRAMABLE FEATURES</b>		
Game Length	Y	Y
Unlimited Shots / Clips / Ammo	Y	Y
Unlimited Lives	Y	Y
Start Up Delay	Y	Y
Team or Solo Play	Y	Y
Reload Ammo / Clips	-	Y
Grenades within Blaster	-	Y
Laser Lock on ('pulsed' versus 'locked on' like a sniper in the movies)	-	Y
Laser turn Off	-	Y
Solo Stealth (No lights on until hit)	-	Y
Team Stealth (No lights on until hit)	-	Y
Spy mode (attract enemy colour for a period of time)	-	Y
Background radio chatter/sound effects from Blasters during game	-	Y
Reallocate scores due to broken blaster	-	Y
Proximity Bonuses from Target Hits that only goes to team score	Y	Y
Solo Invincibility (with lights but can't be hit)	Y	Y
Team Invincibility (with lights but can't be hit)	-	Y
Simple Penalties	Y	Y
Proximity Bonuses from Target Hits that only go to shooters	Y	Y
Life / power increase bonus	Y	Y
<b>OPTIONAL DEVICES</b>		
Arena device support	Y	Y
Detonators (shoot at a target and blows up others)	Y	Y
Grenade target devices	Y	Y
HQ's (Head Quarters)	Y	Y
Bonus point targets	Y	Y
Invincibility / Stealth targets	Y	Y
Life pack / power increase targets	Y	Y