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(54) **GAMING DEVICE**

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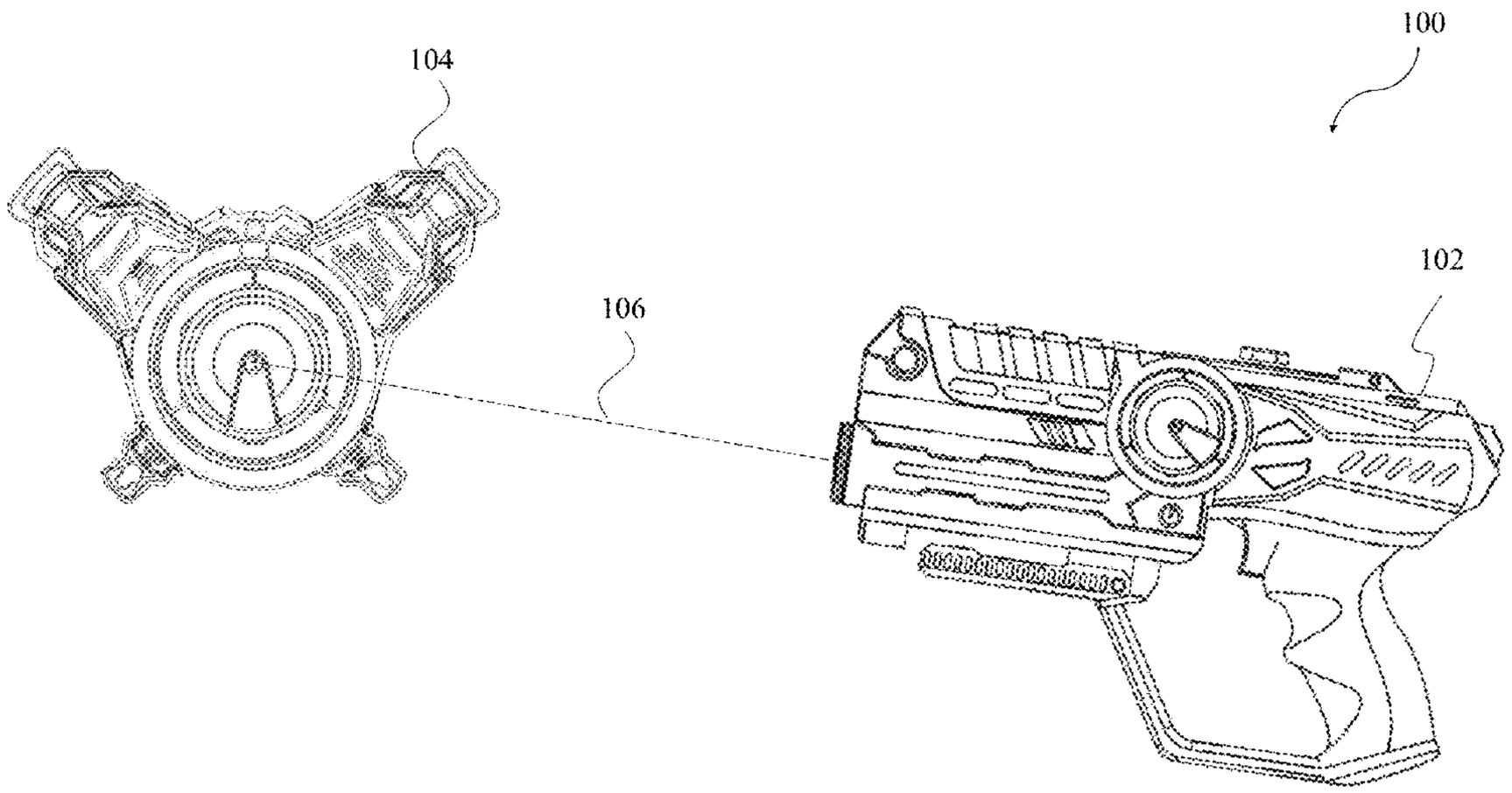
(57) **ABSTRACT**

The present invention provides a gaining device for playing a game of laser tag. The gaining device includes a controller configured to control and coordinate functions between various components thereof. The gaining device includes an aiming unit configured to generate infrared light signals and a receiver configured to detect the generated infrared light signals. The gaining device includes a targeting unit configured to generate a vibration when the receiver in the targeting unit detects infrared light signals. The gaining device further includes one or more lights configured to indicate one or more states of the aiming unit and targeting unit. The controller is configured to engage the aiming unit and targeting unit in a stealth mode in which the one or more lights are switched off.



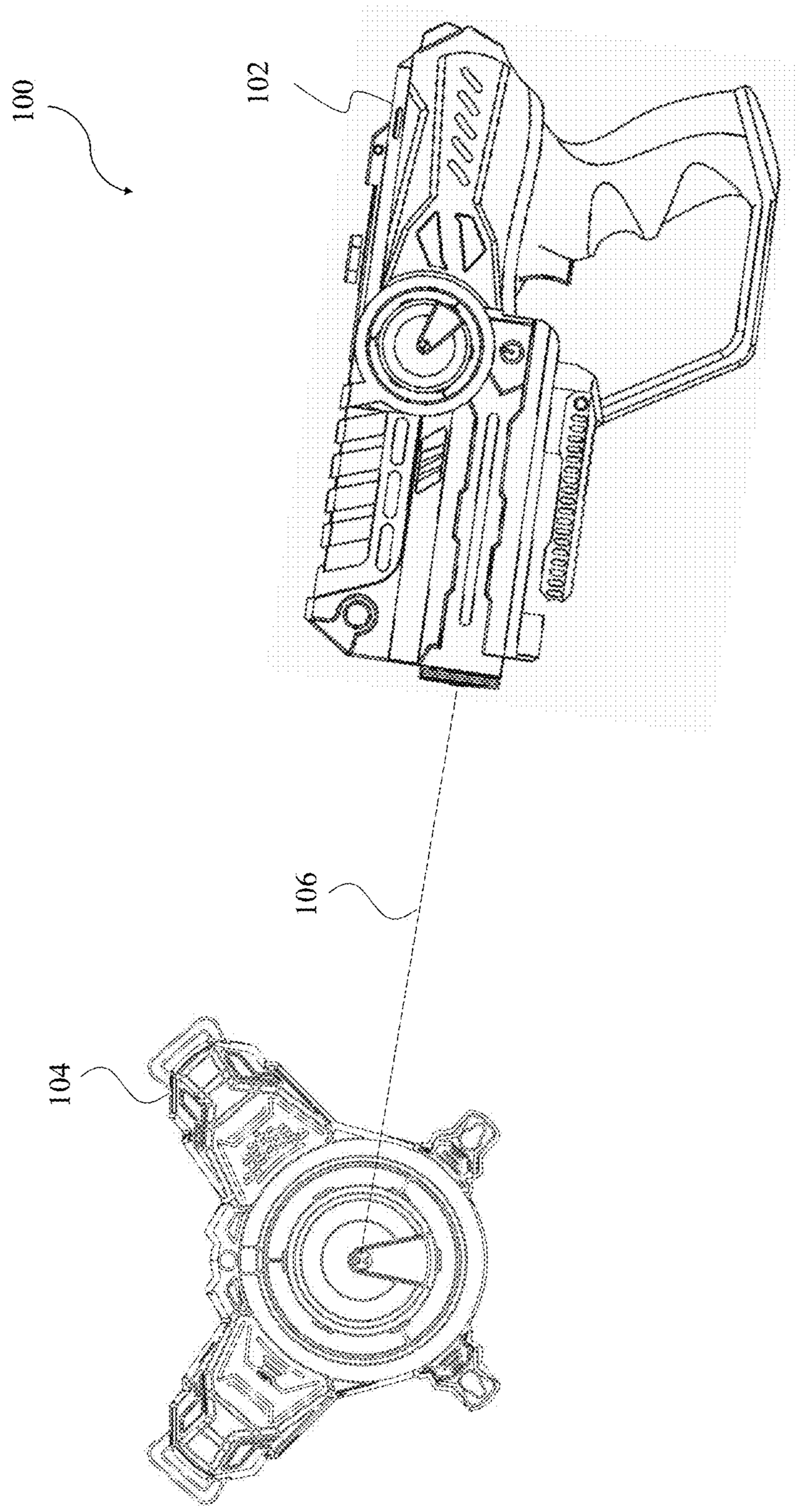


FIG. 1

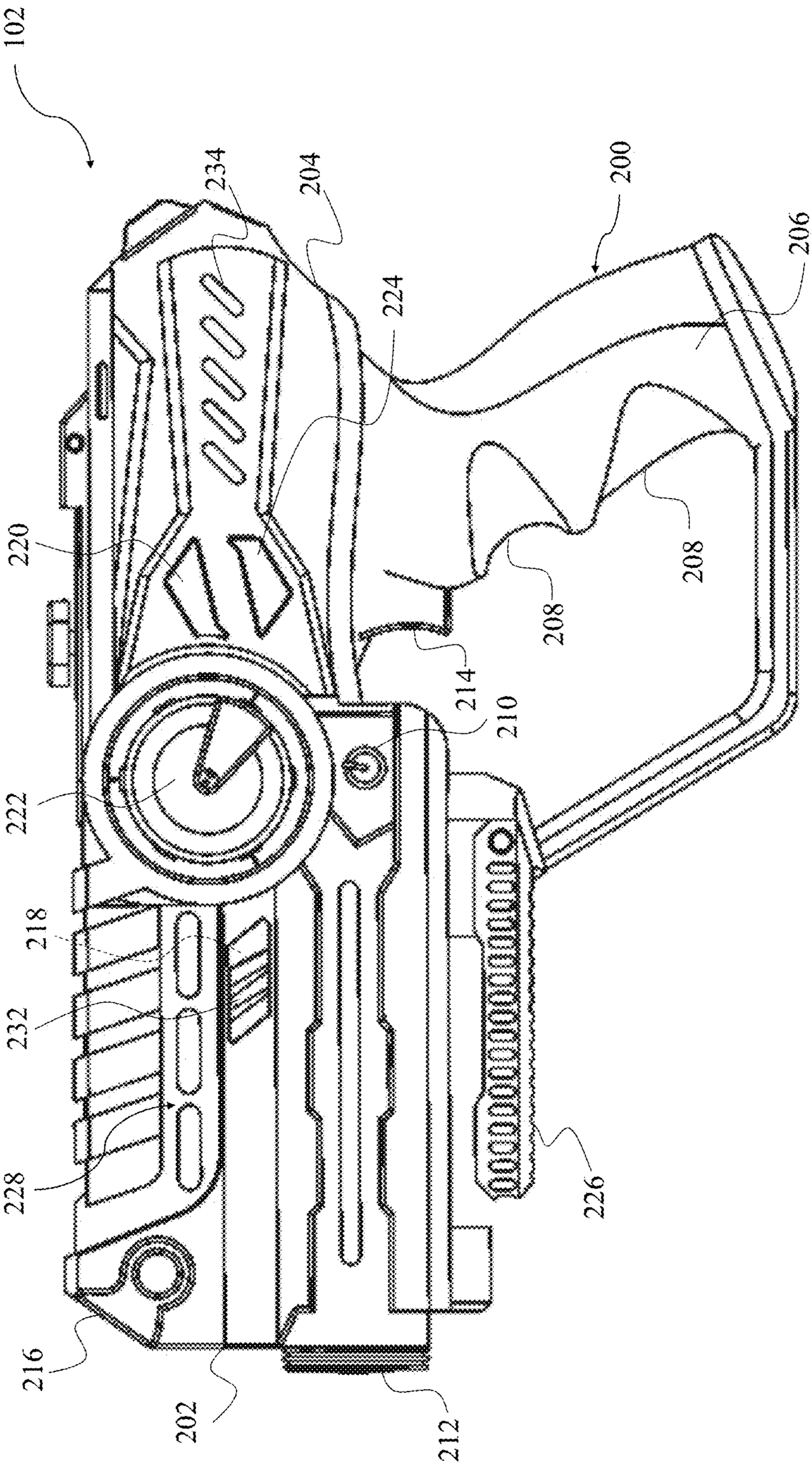

102
234
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FIG. 2

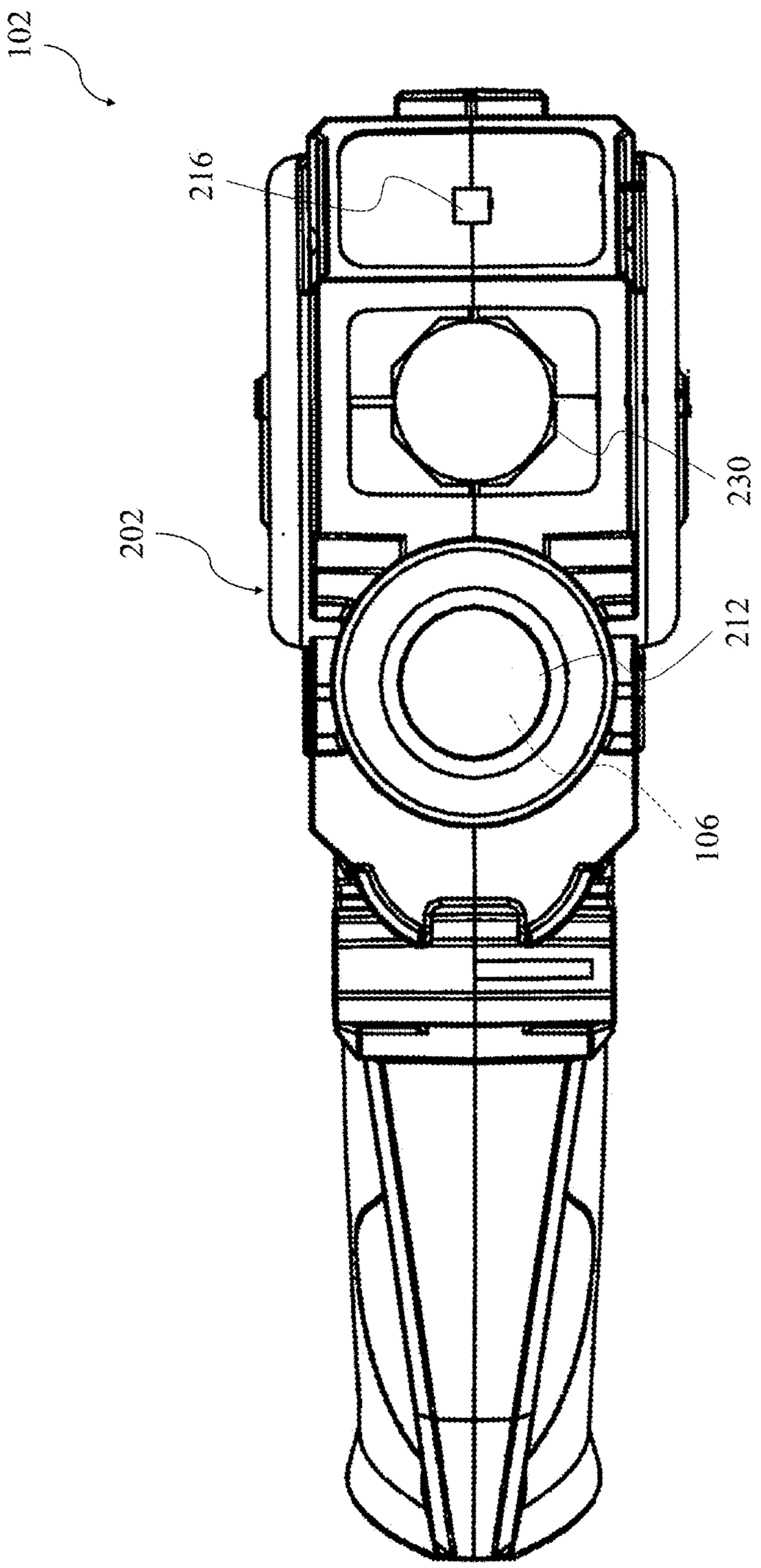

FIG. 3

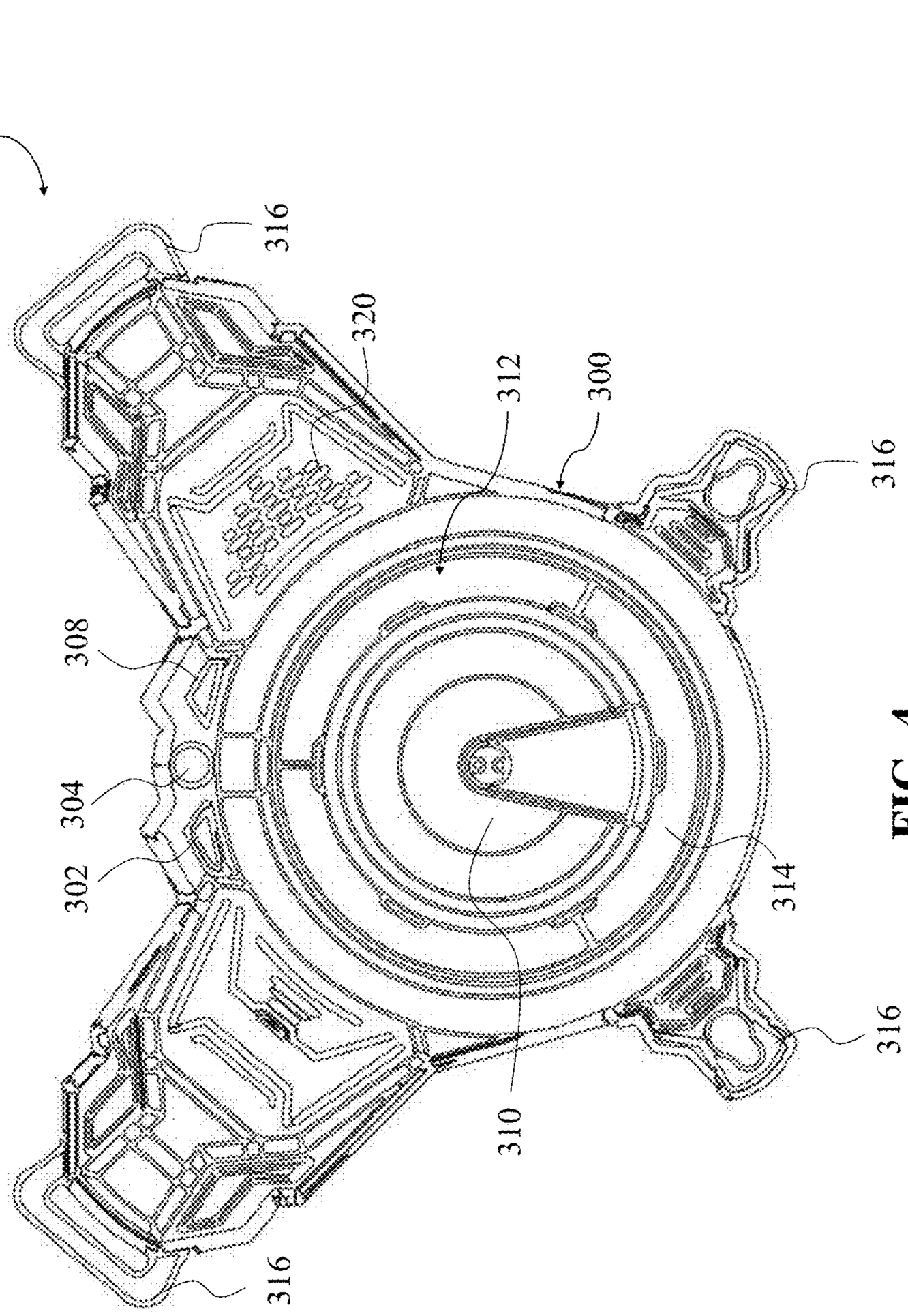

FIG. 4

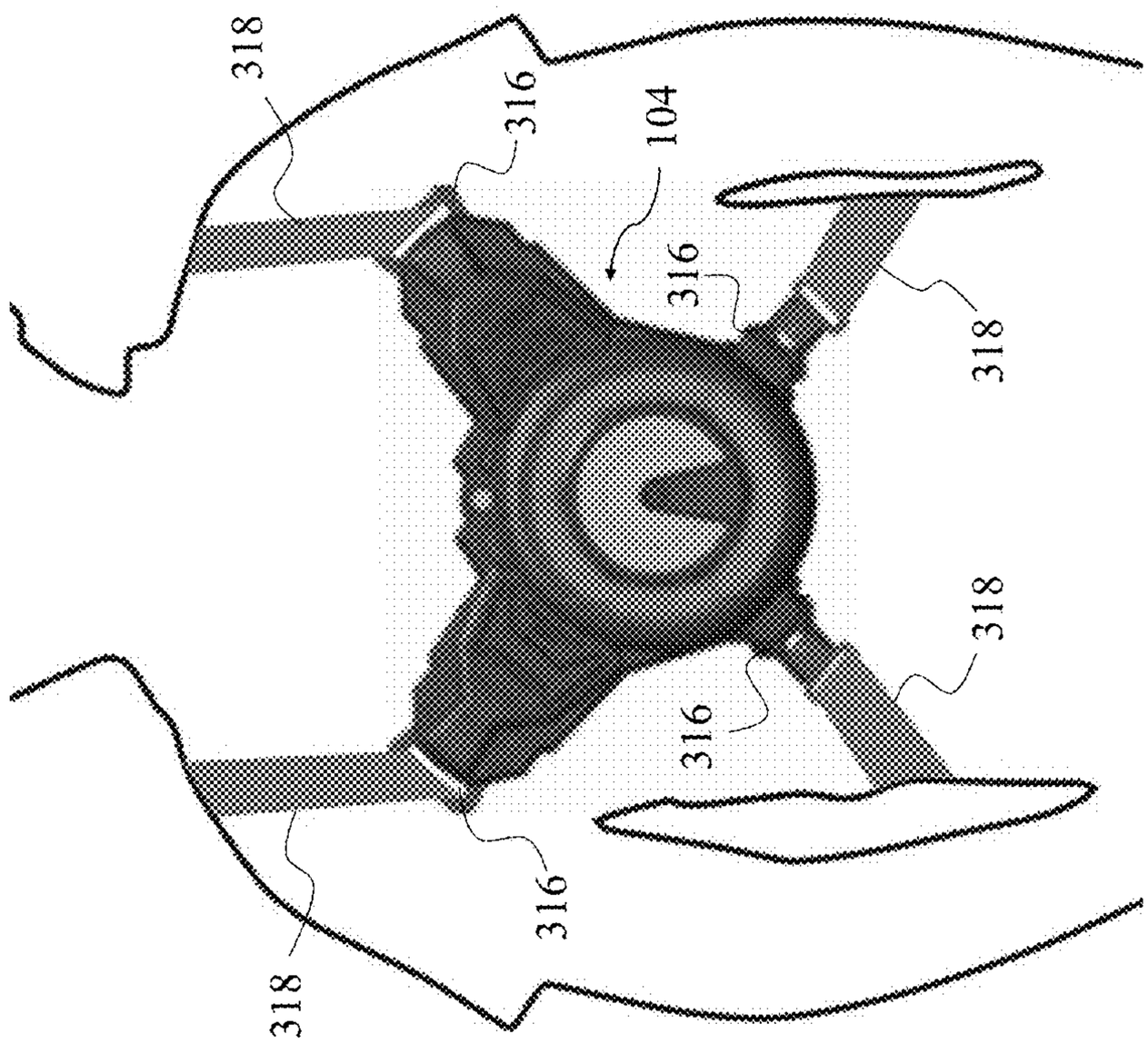

FIG. 5

GAMING DEVICE

BACKGROUND OF THE INVENTION

1. Field of the Invention

[0001] The present disclosure generally relates to a gaining device; and more particularly relates to a laser tag gaining device, which provides an option to be played with one or more sets of aiming units and targeting units, or sets of aiming units only.

2. Description of the Related Art

[0002] Laser tag is a popular, competitive game which is played between two or more players located in the same vicinity. Usually, the players are divided into two or more teams with the objective being to eliminate the members of the other teams from the game. The laser tag game utilizes "guns" which incorporate an infrared emitter and, often, an infrared receptor therein. A player from one team aims his/her gun at another player from the opposing team and pulls the trigger. The trigger activates the infrared emitter on the gun to generate an infrared beam or signal. The infrared signal travels toward the infrared receptor of the gun of the other player. If the aim has been generally on target, the infrared signal activates the infrared receptor on the other player, to inform the player that he/she has been tagged or "hit." When a pre-determined number of hits have been recorded by the infrared receptor, a visual or audible alarm is activated informing the player that he/she has been eliminated from the game.

[0003] Although, the existing laser tag devices generally work to provide an enjoyable experience to the players participating in the game, the lack of certain features results in the failure of such devices to provide an enhanced experience to the players. For instance, the guns utilized in existing devices are often provided with one or more colored lights (e.g., to identify and distinguish the opposing team members), but these lights lead to the player being detected by the opposing players when the player is trying to hide in the dark, say, for executing a surprise attack on one or more opposing players. Further, existing devices require all the players to utilize both the guns as well as "vests" for all game plays, which may not always be desirable in some situations. An enhanced experience for the players of such games may also include multiple creative modes of play to make such games more interesting and challenging.

[0004] The various documents describing the closest subject matter provide for a number of more or less complicated features that fail to provide an enhanced experience to the players in a convenient and efficient manner. None of these documents suggest the novel features of the present invention.

SUMMARY OF THE INVENTION

[0005] It is one of the main objectives of the present invention to provide a gaining device for playing a game of laser tag with either a combination of an aiming unit and a targeting unit, or the aiming unit only.

[0006] It is still another objective of the present invention to provide a gaining device which allows a player to engage a "stealth mode" during the game play as required.

[0007] It is another objective of the present invention to provide a gaining device in which the aiming unit and the targeting unit are portable to carry, inexpensive to manufacture, and convenient to use.

[0008] Further objectives of the invention will be brought out in the following part of the specification, wherein detailed description is provided for the purpose of fully disclosing the invention without placing limitations thereon.

BRIEF DESCRIPTION OF THE DRAWINGS

[0009] With the above and other related objectives in view, the invention consists in the details of construction and combination of parts, as will be more fully understood from the following description, when read in conjunction with the accompanying drawings in which:

[0010] FIG. **1** illustrates a depiction of a gaining device in a game play, in accordance with one or more embodiments of the present disclosure;

[0011] FIG. **2** illustrates a diagrammatic view of an aiming unit of the gaining device, in accordance with one or more embodiments of the present disclosure;

[0012] FIG. **3** illustrates a diagrammatic front view of an aiming unit of the gaining device, in accordance with one or more embodiments of the present disclosure;

[0013] FIG. **4** illustrates a diagrammatic view of a targeting unit of the gaining device, in accordance with one or more embodiments of the present disclosure; and

[0014] FIG. **5** illustrates a depiction of the targeting unit worn by a player during the game play, in accordance with one or more embodiments of the present disclosure.

DETAILED DESCRIPTION OF THE EMBODIMENTS OF THE INVENTION

[0015] Illustrative embodiments of the present invention are described below. The following explanation provides specific details for a thorough understanding of and enabling description for these embodiments. One skilled in the art will understand that the invention may be practiced without such details. In some instances, well-known structures, processes, and functions have not been shown or described in detail to avoid unnecessarily obscuring the description of the embodiments.

[0016] It shall be noted that unless the context clearly requires otherwise, throughout the description, the words "comprise," "comprising," "include," "including," and the like are to be construed in an inclusive sense as opposed to an exclusive or exhaustive sense; that is to say, in the sense of "including, but not limited to." Words using the singular or plural number also include the plural or singular number, respectively while adhering to the concepts of the present invention. Furthermore, references to "one embodiment" and "an embodiment" are not intended to be interpreted as excluding the existence of additional embodiments that also incorporate the recited features.

[0017] Referring to the drawings, FIG. **1** illustrates a gaining device (depicted by the numeral **100**) in a game play, in accordance with one or more embodiments of the present disclosure. The gaining device **100** is configured for facilitating a game of tag, commonly known as "laser tag," or sometimes "lazer tag," using infrared light signals (depicted as dashed line **106**) or beams between a plurality of players. The gaining device **100**, generally, includes an aiming unit **102**, and, optionally, a targeting unit **104**. The objective of

the game play is for a player (or players of one team) to eliminate an opposing player (or required number of opposing players of one or more other teams) by "shooting" infrared light signals **106** from the aiming unit **102** to target the opposing player. A "shot" as described herein may refer to an infrared light signal **106** generated by the aiming unit **102**. A "hit" as described herein may refer to an infrared light signal **106** activating the aiming receiver **216** or target receiver **304** of a player, to inform the player that he/she has been tagged. For this purpose, in one example, the player may target the opposing player by generating the infrared light signals **106** using the aiming unit **102**, and particularly with the infrared light signal **106** being in the direction of the targeting unit **104** worn by the opposing player. Further, in some examples, the signal may be known signals in the art, such as radio frequency and cellular. It may be understood that the game play may have many different variations without affecting the scope of the present disclosure.

[0018] FIG. **2** illustrates a diagrammatic view of the aiming unit **102**, in accordance with one or more embodiments of the present disclosure. The aiming unit **102** includes an aiming housing **200** having a forward end **202** (distal to where the player typically holds the aiming unit **102** while the game is being played) and a rear end **204** (proximal to where the player typically holds the aiming unit **102** while the game is being played). The aiming unit **102** is generally shaped in the form of a "gun." The aiming housing **200** provides a grip **206** located towards the rear end **204** thereof, for holding the aiming unit **102**. In one or more examples, the grip **206** may have one or more depressions **208** formed therein in order for the player to rest his/her fingers for comfortably holding the aiming unit **102** during the extended game play. In one or more examples, the aiming unit **102** may include a controller (not shown) which may be enclosed inside the aiming housing **200**, and controls and coordinates the various functions of the aiming unit **102**, as discussed in the subsequent paragraphs.

[0019] The aiming unit **102** includes a first switch **210** which is utilized for disposing the aiming unit **102** in ON/OFF mode. The aiming unit **102** includes at least one transmitter **212** which is located at the forward end **202** of the aiming housing **200**. The transmitter **212** is configured to generate encoded infrared light signals **106**, as per received instructions from the controller. In some examples, the aiming unit **102** may also include a lens (FIG. **3**) or the like which may be provided at the forward end **202** (in front of the transmitter **212**), and is used to focus infrared light signals **106** transmitted from the transmitter **212** away from the aiming unit **102**. The aiming unit **102** further includes a trigger **214** which is, typically, in the form of a lever provided proximal to the grip **206**, such that an index finger of the player may naturally rest on the trigger **214** when the aiming unit **102** is being held from the grip **206**. The trigger **214** is configured to activate the transmitter **212** to generate the infrared light signals **106**. In other words, the transmitter **212** is configured to generate encoded infrared light signals **106** responsive to the trigger **214**. It may be understood that the transmitter **212** may generate the infrared light signals **106** only when the aiming unit **102** is disposed in ON mode, via the first switch **210**.

[0020] FIG. **3** illustrates a diagrammatic view of the forward end **202** of the aiming unit **102**, in accordance with one or more embodiments of the present disclosure. In one or more embodiments, the aiming unit **102** also includes an aiming receiver **216**, which is configured to detect the infrared light signals **106** from other aiming units (similar to the aiming unit **102**) in the vicinity. The aiming receiver **216** may only detect the infrared light signals **106**, which are generally being transmitted in the direction thereof, for example, infrared light signals **106** with the aiming receiver **216** being the target. It may be understood that the aiming receiver **216** may be any sensor known in the art capable of detecting and decoding information from the infrared light signals **106**, such as the infrared light signals **106** generated by the transmitter **212** of the present aiming unit **102**. The aiming unit **102** may also include a flashlight **230**, for example, a green flashlight **230**, or a flashlight **230** in any other color.

[0021] FIG. **2** further illustrates that the aiming unit **102** may also include a second switch **218** located on one side of the aiming housing **200**; however, it may be contemplated that the second switch **218** may be located at any other suitable location. The second switch **218** is utilized for switching ON/OFF the aiming receiver **216**, so as to dispose the aiming unit **102** in either transmitting as well receiving mode (i.e., when the second switch **218** is ON) or only transmitting mode (i.e., when the second switch **218** is OFF). In various examples, the aiming unit **102** may also include a corresponding third switch **232** to turn ON/OFF the flashlight **230**, as illustrated in FIG. **3**. The player may use the flashlight **230** in dark conditions to provide some light in order to find the other players in the vicinity thereof. In an embodiment, the second switch **218** and third switch **232** are located on opposite sides of the aiming housing **200**. In some examples, the aiming unit **102** may also include means to change the intensity of the light generated by the flashlight **230** therein.

[0022] In an embodiment, the aiming unit **102** also includes an aiming team selection button **220** which is located proximal to the trigger **214**, so that the player may easily reach the aiming team selection button **220** with his/her thumb or the like. The pressing of the aiming team selection button **220** cycles and switches the aiming unit **102** between different pre-configured teams. For instance, the game may have four teams, namely "RED" team, "BLUE" team, "GREEN" team, and "ORANGE" team. In such case, the player may repeatedly press the aiming team selection button **220** until the desired team has been selected. The aiming unit **102** may also include an aiming team indicator light **222** configured to indicate a state of the aiming unit **102**. The aiming team indicator light **222** lights up in the color of the selected team, i.e. either in "RED" color, "BLUE" color, "GREEN" color, and "ORANGE" color to distinguish between and identify members of different teams. It may be contemplated that although the given example provides four teams only, the other examples may have more or lesser number of teams without any limitations.

[0023] Further, in an embodiment, the aiming unit **102** includes a weapon selection button **224** which is also located proximal to the trigger **214** and next to the aiming team selection button **220**, so that the player may easily reach the weapon selection button **224**. The weapon selection button **224** may be pressed consecutively to switch and dispose the aiming unit **102** between different weapon modes; for example, "SHOTGUN" mode, "MACHINE GUN" mode, "ROCKET" mode, and "PISTOL" mode. Each weapon mode includes a different amount of pre-loaded shots for the

aiming unit **102**, and a different amount of lives taken per shot (on target) from the opposing player. It may be understood that each player is given a particular number of lives at the start of the game, for example, nine (9) lives; and once the player has exhausted the given number of lives (by receiving hits), that particular player is eliminated from the game. The below 'Table A' provides an exemplary number of pre-loaded shots per weapon mode, and different amount of lives taken per shot in that particular weapon mode. As may be contemplated from the 'Table A' below, it may require nine (9) number of shots on target from the aiming unit **102** in "PISTOL" mode to eliminate an opposing player, whereas only three (3) number of shots from the aiming unit **102** in "ROCKET" mode may be sufficient to achieve the same purpose. However, it may also be contemplated that the aiming unit **102** in "ROCKET" mode has to be reloaded after very shot while the aiming unit **102** in "PISTOL" mode may be able to provide twelve (12) number of shots before the need of reloading the aiming unit **102**. It may be understood that the controller in the aiming unit **102** may encode the infrared light signals **106** in different ways in order to register the weapon mode of the aiming unit **102**.

TABLE A

	Pistol	Shot Gun	Machine Gun	Rocket
Pre-loaded Shots	12	5	9	1
Lives taken per shot	1	2	2	3

[0024] As noted earlier, the aiming unit **102** is pre-loaded with only a limited number of shots by default. The aiming unit **102** of the present disclosure further includes a reload lever **226** which allows to reload a default number of shots therein for further game play. For this purpose, the player may tap the reload lever **226** once during the game play to load a default number of shots in the aiming unit **102** based on the present weapon mode thereof. For instance, if the aiming unit **102** is in "PISTOL" mode, engaging the reload lever **226** may result in twelve (12) number of shots being available for further shooting from the aiming unit **102**, irrespective of the number of already existing shots available before the reloaded lever **226** was engaged. That is, upon engaging the reload lever **226**, the previously available shots are discarded and a default number of shots as per the weapon mode are loaded into the aiming unit **102**. It may be contemplated by a person skilled in the art that providing a lever for the reload purposes instead of a button or the like may result in more satisfactory reload experience and thus better simulated game play for the players.

[0025] As noted earlier, each player is given a limited number of lives in a game play. In an embodiment, the aiming unit **102** also includes an aiming life indicator arrangement **228** which indicates the state of the aiming unit **102**. The aiming life indicator arrangement **228** indicates to the corresponding player the number of lives remaining for that player in the game play before that particular player will be eliminated from the game. In the present examples where each player is given a total of nine (9) number of lives in a single game play, the aiming life indicator arrangement **228** includes three (3) number of lights, such that each of the three (3) lights corresponds to three (3) number of lives. Therefore, at the start of the game play, all three (3) lights in the aiming life indicator arrangement **228** will be turned ON. When the player has been hit by an opponent three (3) number of times, the first of the three (3) lights in the aiming life indicator arrangement **228** will be turned OFF indicating the loss of three (3) number of lives. Subsequently, when the player has been again hit three (3) number of times, the second of the three (3) lights in the aiming life indicator arrangement **228** will be turned OFF indicating loss of another three (3) number of lives. And again, when the player has been hit three (3) number of times, the third of the three (3) lights in the aiming life indicator arrangement **228** will be turned OFF indicating the loss of all nine (9) number of lives. In sequence, the first hit by an opponent causes the first of the three (3) lights in the aiming life indicator arrangement **228** to blink slowly, the second hit causes the first of the three (3) lights in the aiming life indicator arrangement **228** to blink rapidly, and the third hit turns OFF the first of the three (3) lights in the aiming life indicator arrangement **228**; and this sequence repeats for the second and third lights in the aiming life indicator arrangement **228**, until all nine (9) number of lives are taken. This way by looking at the aiming life indicator arrangement **228**, the player may be able to estimate the remaining number of lives upon exhaustion of which he/she will be eliminated from the current game play.

[0026] In some embodiments, the aiming life indicator arrangement **228** further includes an audio means, such as an aiming speaker **234**, provided inside the aiming housing **200**, which generates pre-recoded voice prompts when the player has been hit. In particular, the aiming speaker **234** may generate voice prompts when the remaining number of lives are critically low, such as three (3) or less, in order to warn the player. For example, when the player only has three (3) lives remaining, the voice prompt may be, e.g. "be careful," when the player only has two (2) lives remaining, the voice prompt may be, e.g. "critical stage," when the player only has one (1) last life remaining, the voice prompt may be, e.g. "one more life," and when the player only has no more lives remaining, the voice prompt may be, e.g. "game over." Such voice prompts may help the player to be informed about the current status of his/her game play and accordingly adjust the strategy for the rest of the game play, if required.

[0027] In some embodiments, the aiming speaker **234**, or any other audio means, generates audio of each shot per weapon mode and each hit received by the player. The aiming speaker **234** also generates audio with the player's use of the aiming team selection button **220**, the weapon selection button **224**, the reload lever **226**, and the trigger **214**.

[0028] In an embodiment of the present disclosure, the aiming unit **102** also allows the player to play in a "stealth mode" in which the aiming team indicator light **222** is completely turned OFF or dimmed to a level such that the aiming unit **102** may not be easily exposed in dark conditions for other players to see and exploit by shooting the player. In some examples, the lights in the aiming life indicator arrangement **228** can also be turned OFF or dimmed when the "stealth mode" is engaged. In some examples, the flashlight **230** is completely turned OFF when the "stealth mode" is engaged. This maybe particularly helpful for the player to minimize exposure while trying to execute a surprise attack in the dark conditions. In the present embodiments, the player may engage the "stealth mode" for the aiming unit **102** by pressing and holding the reload lever **226** for a predetermined period of time, say, for

example, three (3) seconds or more. The player may further disengage the "stealth mode" for the aiming unit **102** by again pressing and holding the reload lever **226** for the same predetermined period of time. In some examples, the "stealth mode" is activated only for a predetermined period of time, such as fifteen (15) seconds, after which the player may have to reengage the "stealth mode" if player desires.

[0029] In some examples, the "stealth mode" for the aiming unit **102** may be engaged by pressing and holding a switch on the aiming unit **102**. The stealth mode gets deactivated upon being hit by an opponent. Further, in some examples, the player may be given option to engage the "stealth mode" only for a limited number of times in a single game play, for example, only once in a single game play, so that the player may be forced to make a judicious choice of when to use the option of "stealth mode" to his/her most benefit. This helps to add a strategy element to the game play, thus providing the players with better simulation of real-world battle scenarios. In some examples, engaging the "stealth mode" by a player, for example a captain of the team, may also cause the aiming units of other players of the same team to also be disposed in the "stealth mode."

[0030] Further, the aiming unit **102** may include an indication arrangement (not shown) having vibration motors or the like in order to generate vibration therein, when the infrared light signals **106** have been detected by the aiming receiver **216**, i.e. when the player holding the aiming unit **102** has been hit. In some examples, the aiming unit **102** may also include means to change the intensity of the vibration generated therein as per the player's liking. It may be contemplated that the generated vibration may help to inform the player that he/she has been hit. In some examples, the aiming unit **102** may generate different types of vibrations in order to inform the player about different scenarios in the current game play; for example, a short vibration for a single hit, repetitive vibrations for multiple hits, and a long vibration to indicate that the player has lost all lives and thus has been eliminated from the current game play.

[0031] FIG. **4** illustrates a diagrammatic view of the targeting unit **104**, in accordance with one or more embodiments of the present disclosure. The targeting unit **104** may have a target housing **300** which is generally in the form of a disc and adapted to be worn by the player, typically, around chest area (as illustrated in FIG. **5**), but can be worn on the back as well. The targeting unit **104** includes a switch **302** which is utilized for disposing the targeting unit **104** in ON/OFF mode. The targeting unit **104** includes at least one target receiver **304** configured to detect the infrared light signals **106** from the aiming units **102** in the vicinity and which are generally being transmitted in the direction thereof, with the target receiver **304** being the target. It may be understood that the target receiver **304** may be any sensor known in the art capable of detecting and decoding information from the infrared light signals **106**, such as the infrared light signals **106** generated by the transmitter **212** of the present aiming unit **102**. It may be understood that the target receiver **304** in the targeting unit **104** is generally disposed in ON mode and may automatically be switched OFF when the aiming receiver **216** in the aiming unit **102** is switched ON.

[0032] In an embodiment, the targeting unit **104** also includes a target team selection button **308**. The pressing of the target team selection button **308** cycles and switches the target unit **104** between the said different pre-configured teams, i.e. "RED" team, "BLUE" team, "GREEN" team, and "ORANGE" team. In such case, the player may repeatedly press the target team selection button **308** until the same team as that of the corresponding aiming unit **102** has been selected. In some examples, the aiming unit **102** and the targeting unit **104**, for the same player, are in sync (via Bluetooth, NFC, 2.4 Ghz frequency, or any other communication means), such that the targeting unit **104** may automatically be configured for the same team as that of the corresponding aiming unit **102**. The targeting unit **104** may also include a target team indicator light **310** to indicate a state of the targeting unit **104**. The target team indicator light **310** lights up in the color of the selected team, i.e. either in "RED" color, "BLUE" color, "GREEN" color, and "ORANGE" color to distinguish between and identify members of different teams.

[0033] As noted earlier, each player is given a limited number of lives in a game play. In an embodiment, the targeting unit **104** also includes a target life indicator arrangement **312** which indicates the state of the targeting unit **104**. The target life indicator arrangement **312** indicates to the opposing player, for example, an opposing team player watching the player wearing the targeting unit **104**, the number of lives remaining for that player in the game play before that particular player will be eliminated from the game. In the present examples where each player is given a total of nine (9) number of lives in a single game play, the target life indicator arrangement **312** includes three number of lights, such that each of the three lights corresponds to three (3) number of lives. Therefore, at the start of the game play, each of the three lights in the target life indicator arrangement **312** will be turned ON. When the player has been hit by an opponent three (3) number of times, the first of the three (3) lights in the target life indicator arrangement **312** will be turned OFF or dimmed. Subsequently, when the player has been again hit three (3) number of times, the second of the three (3) lights in the target life indicator arrangement **312** will be turned OFF or dimmed. And again, when the player has been hit three (3) number of times, the third of the three (3) lights in the target life indicator arrangement **312** will be turned OFF or dimmed. In sequence, the first hit by an opponent causes the first of the three (3) lights in the target life indicator arrangement **312** to blink slowly, the second hit causes the first of the three (3) lights in the target life indicator arrangement **312** to blink rapidly, and the third hit turns OFF the first of the three (3) lights in the target life indicator arrangement **312**; and this sequence repeats for the second and third lights in the target life indicator arrangement **228**, until all nine (9) number of lives are taken. This way by looking at the target life indicator arrangement **312**, the player may be able to estimate the remaining number of lives upon exhaustion of which he/she will be eliminated from the current game play.

[0034] In an embodiment of the present disclosure, the targeting unit **104** also allows the player to play in a "stealth mode" in which the target team indicator light **310** is completely turned OFF or dimmed such that the targeting unit **104** may not be easily exposed in dark conditions for opposing players to see and exploit by shooting the player. In some examples, the target life indicator arrangement **312** is completely turned OFF or dimmed when "stealth mode" is engaged. This may be particularly helpful for the player to minimize exposure while trying to execute a surprise attack in the dark conditions. In the present embodiments, the

"stealth mode" in the targeting unit **104** may automatically be engaged when the corresponding aiming unit **102** is disposed in the "stealth mode" by the player. In some embodiments, the "stealth mode" for the targeting unit **104** may be engaged by pressing and holding a switch on the targeting unit **104**.

[0035] In some embodiments, the target life indicator arrangement **312** further includes an audio means, such as a target speaker **320**, provided inside the target housing **300**, which generates pre-recoded voice prompts when the player has been hit. In particular, the target speaker **320** may generate voice prompts when the remaining number of lives are critically low, such as three (3) or less, in order to warn the player. For example, when the player only has three (3) lives remaining, the voice prompt may be, e.g. "be careful," when the player only has two (2) lives remaining, the voice prompt may be, e.g. "critical stage,"_when the player only has one (1) last life remaining, the voice prompt may be, e.g. "one more life," and when the player only has no more lives remaining, the voice prompt may be, e.g. "game over." Such voice prompts may help the player to be informed about the current status of his/her game play and accordingly adjust the strategy for the rest of the game play, if required.

[0036] In some embodiments, the target speaker **320**, or any other audio means, generates audio of each shot per weapon mode and each hit received by the player. The target speaker **320** also generates audio with the player's use of the target team selection button **308**.

[0037] Further, targeting unit **104**, may include an indication arrangement (not shown) having vibration motors or the like in order to generate vibration therein, when the infrared light signals **106** have been detected by the target receiver **304**, i.e. when the player wearing the targeting unit **104**, has been hit. In some examples, the targeting unit **104** may also include means to change the intensity of the vibration generated therein as per the player's liking. It may be contemplated that the generated vibration may help to inform the player that he/she has been hit. In some examples, the targeting unit **104** may generate different types of vibrations in order to inform the player about different scenarios in the current game play; for example, a short vibration for a single hit, repetitive vibrations for multiple hits, and a long vibration to indicate that the player has lost all lives and thus has been eliminated from the current game play.

[0038] The targeting unit **104** may further include engaging elements **316** provided with the target housing **300**. As illustrated in FIG. **5**, the targeting unit **104** may include straps **318** which are coupled with the engaging elements **316** and locked therewith, and further the straps **318** may be arranged on the body of the player such that the targeting unit **104** is disposed around the chest portion of the player, or on the back of the player. It may be contemplated that the described utilization of the engaging elements **316** and the corresponding straps **318** is exemplary only; and, in other examples, the targeting unit **104** may utilize any other type of means for engagement thereof with the body of the player.

[0039] In preferred examples, one or more players are equipped with both the aiming unit **102** which is held by the player in his/her hand(s) as well as the targeting unit **104** which is to be worn by the player (as illustrated in FIG. **5**). In such case, the opposing player may target the targeting unit **104** of the player to gain a hit on the player. It may be understood that, according to some examples, since the aiming unit **102** also includes the aiming receiver **216**, the player may be able to play the said tag game without the need of the targeting unit **104**. In such examples, one or more players are equipped only with the aiming unit **102**; and the opposing player may target the aiming unit **102**, or particularly the aiming receiver **216** therein, to gain a hit on the player with the aiming unit **102**.

[0040] In various examples, the controllers of all of the aiming units **102** in the game play may communicate with a central computer or the like, via any known communication means, such as, but not limited to, Wi-Fi. The controllers may send information related to the game play; such as, recorded number of hits received by a player, recorded number of shots delivered by a player, present weapon mode, and the like to the said central computer. The central computer may collate all the information and generate reports indicative of performances of each player in a particular game play and share such reports with the player, for example, by sending a message to a pre-registered address of the player. Further, in some examples, the said central computer may provide information related to the practice exercises for the player based on his/her previous game play for him/her to improve. Such application of the central computer, including required software and network configuration, may easily be contemplated by a person skilled in the art and thus has not been described herein for the brevity of the present disclosure.

[0041] The foregoing description conveys the best understanding of the objectives and advantages of the present invention. Different embodiments may be made of the inventive concept of this invention. It is to be understood that all matter disclosed herein is to be interpreted merely as illustrative, and not in a limiting sense.

What is claimed is:

1. A gaining device comprising:

a controller;

an aiming unit configured to generate infrared light signals;

a receiver configured to detect the generated infrared light signals; and

one or more lights configured to indicate one or more states of the aiming unit,

wherein the controller is configured to engage the aiming unit in a stealth mode in which the one or more lights are switched off.

2. The gaining device as claimed in claim **1**, wherein the receiver is provided in the aiming unit.

3. The gaining device as claimed in claim **1**, wherein the aiming unit comprises a reload lever configured to load a default number of shots in the aiming unit when pressed.

4. The gaining device as claimed in claim **1**, further comprising a targeting unit having a secondary receiver provided therein.

5. The gaining device as claimed in claim **4**, wherein the controller is configured to switch off the secondary receiver in the targeting unit, when the receiver in the aiming unit is switched on.

6. The gaining device as claimed in claim **4**, wherein the controller is configured to switch on the secondary receiver in the targeting unit, when the receiver in the aiming unit is switched off.

7. The gaining device as claimed in claim **1**, wherein the controller is configured to engage the stealth mode in the aiming unit when the reload lever is pressed for a predetermined period of time.

8. The gaining device as claimed in claim **4**, wherein the controller is configured to engage the stealth mode in the aiming unit and the targeting unit when the reload lever is pressed for a predetermined period of time.

9. The gaining device as claimed in claim **1**, wherein the controller is configured to engage the stealth mode in the aiming unit when a switch is pressed on the aiming unit.

10. The gaining device as claimed in claim **4**, wherein the controller is configured to engage the stealth mode in the aiming unit and the targeting unit when a switch is pressed on the aiming unit.

11. The gaining device as claimed in claim **4**, wherein the controller is configured to engage the stealth mode in the aiming unit and the targeting unit when a switch is pressed on the targeting unit.

12. The gaining device as claimed in claim **1**, wherein the aiming unit further comprises a life indicator arrangement configured to indicate a number of lives remaining therein.

13. The gaining device as claimed in claim **4**, wherein the targeting unit further comprises a life indicator arrangement configured to indicate a number of lives remaining therein.

14. The gaining device as claimed in claim **4**, wherein an indication arrangement disposed in one or more of the aiming unit and the targeting unit, and configured to generate a vibration in one or more of the aiming unit or the targeting unit when the corresponding receiver in the aiming unit or the targeting unit detects the infrared light signals.

15. The gaining device as claimed in claim **4**, wherein one or more of the aiming unit or the targeting unit generates a vibration when the controller is configured to engage the stealth mode in one or more of the aiming unit or the targeting unit.

16. The gaining device as claimed in claim **1**, wherein the aiming unit further comprises a flashlight.

17. The gaining device as claimed in claim **4**, wherein the aiming unit further comprises a flashlight.

18. A gaining device comprising:

a targeting unit;

a receiver configured to detect the generated infrared light signals; and

one or more lights configured to indicate one or more states of the targeting unit,

wherein the targeting unit is configured to generate a vibration when the receiver in the targeting unit detects infrared light signals.

19. The gaining device as claimed in claim **18**, wherein the targeting unit is solely configured to generate a vibration when the receiver in the targeting unit detects infrared light signals.

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