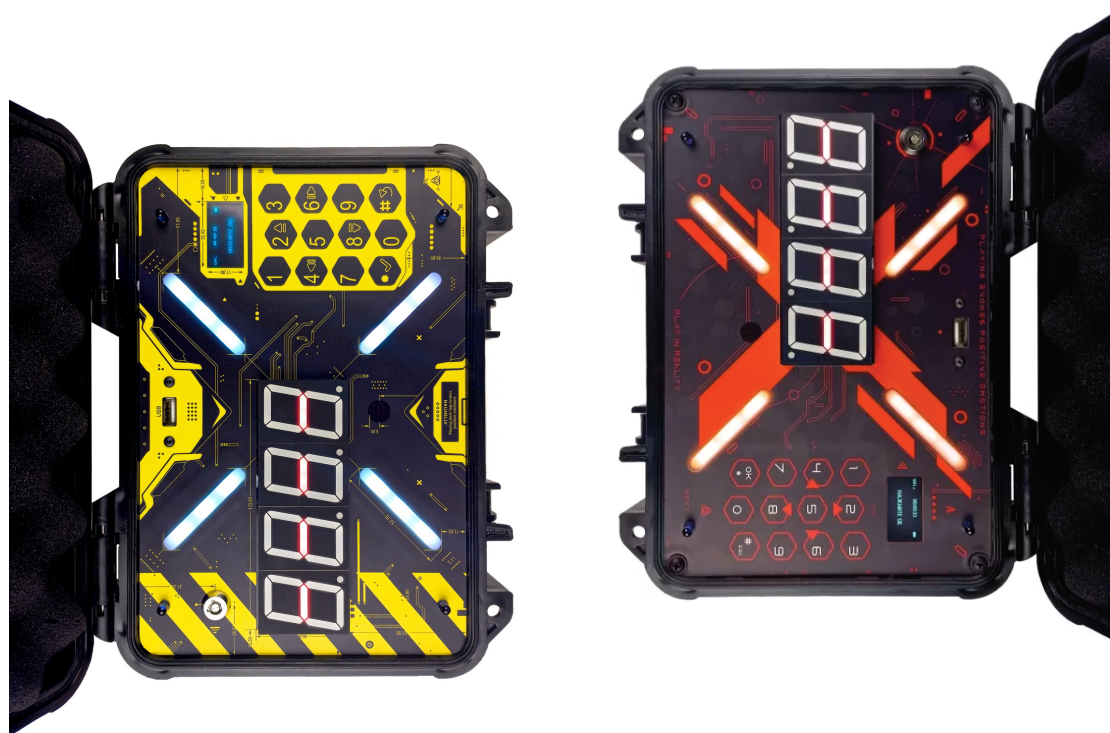


Additional equipment

Perimeter nuclear case



LASERWAR




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Getting started

1. Introduction

Congratulations on having purchased Nuclear case. Your time in laser tag is our TOP priority. We attempt to keep the game easy, fun, and modern.

The device is functional right out of the box. If you are just getting to know laser tag equipment, the instructions will help you learn quickly and start the game. If you're a seasoned user, go through all of the information and make sure you didn't miss anything from the possibilities provided by IGB.

2. Description

Interactive Game Base is a small black suitcase with a carrying handle. Inside there is an OLED display, touch keypad, time display screen, anti-vandal lock and a USB socket. The charging socket is located on the outer side. The device comes in two colours - the red one is called Enigma and the yellow one is called Perimeter.

IGB supports three scenarios: SECRET CODE, DOOMSDAY and DIRTY BOMB. Suitable for all generations, but due to the innovation of the integrated Wi-Fi module, it can also be used for network gaming on 10 and 11 generations. Nuclear case has an activation/deactivation option by means of a USB stick.

Playing with Nuclear case

3. Switching on/off

Nuclear case is switched on/off by turning the key, which is held by the instructor for the game duration. Once switched on, the LASERWAR logo will



be displayed, and the main menu with scenarios will open. The device's charge level and Wi-Fi connection strength are also displayed.

4. Device settings

The device is set up in two ways - manually or using Alphasat Configurator. The settings are the same in the two versions. Connections via software are necessary for online play. In this case, check the Wi-Fi connection in the device, the network name must match that of the router.

To switch to settings mode without connecting to the software, switch on the Nuclear case, find the relevant menu item and press *. The settings are divided into four sections.

System:

| Name | IGB's name |
|------------------|--|
| Activation delay | game start time, the default setting is 5 sec. |
| Volume of sound | device volume level |
| Language | Russian/English |
| IR power | radiated pulse power, adjustable up to 100% |
| Command mask | sets the colors of the playing teams. If a color is excluded, the device will no longer interact with the players of the excluded team |
| Explosion pulse | number of explosion pulses |
| Background | indicator illumination brightness |

Wifi

| | |
|------|-------------------------------|
| Wifi | on or off |
| Name | Wi-Fi network name |
| Key | Wi-Fi network password |

Info

| | |
|----------|-------------------------|
| Name | Device name |
| Firmware | current firmware number |

Resetting to initial settings

Yes/No

5. Operation

The numeric keypad is responsible for moving and selecting menu items.

- 2 - scrolling up
- 4 - scrolling left
- 6 - scrolling right
- 8 - scrolling down
- # - cancel/return
- * - selection confirmation

When selecting a scenario, press # to access the settings for this game mode.

Important: the device only enters the correct digits when searching for a password. For example, if the password is 1234 and you start entering 6, the wrong digits will not appear on the display. Available scenarios:

Doomsday

Settings:

| | |
|--------------------|--|
| Round time | set round time in min |
| Delayed start | the time after which the device will enter the game mode. By default - 5 sec. |
| Time to detonation | time to explosion, set in min |
| Password | the code required to activate the device |
| Activation | There are three ways to activate the device: password, USB-flash, and USB-flash+password |
| Team | the color of the team-owner |

Initially the bomb in this scenario belongs to one of the teams. The task of the players on that team is to take the case to the designated location and activate it. The opponent's task is to prevent this from happening. In the Doomsday scenario, it is impossible to defuse the bomb.

At the start of the round, the device's OLED display will show a countdown to the start. When the timer runs out, take IGB to its location and press the confirmation key*. After that, the player activates the device in the manner specified in the settings. To confirm activation, you must shoot the nuclear case with a tagger (required to prevent cheating - only a live player will be able to activate the device). The countdown to detonation begins on the 16-segment display. The OLED display will show a warning message.

If the bomb detonates during the round, the team that owns the device wins, and IGB's LEDs show the color of that team. If IGB is not detonated before the end of the round, the team that prevented Nuclear case from being activated and detonated is proclaimed the winner.

Optional scenario: Each of the participating teams has IGB.

The goal is to blow up the opponent's base (if there are two teams) or an item equidistant from the players' bases (if more than two teams are playing).

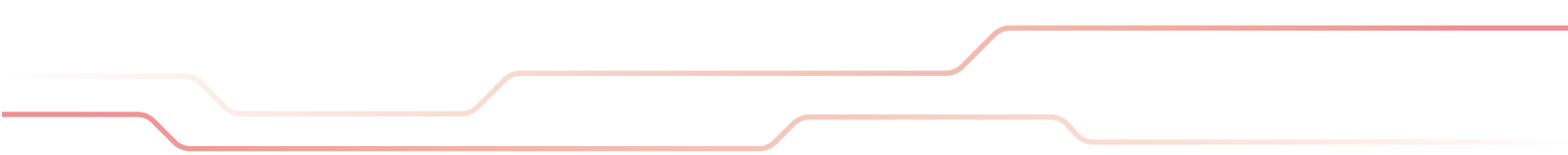
Dirty bomb

| | |
|--------------------|---|
| Round time | set round time in min. |
| Delayed start | the time after which the device will enter the game mode. By default - 5 sec. |
| Time to detonation | time to explosion, set in min. |
| Password | the code required to turn on and off the device |
| Team | the color of the team-owner |

This is a classic terrorist-elite forces conflict. The former is in charge of Nuclear case; their mission is to transport the bomb to the appointed site, activate it, and prevent their adversaries from detonating it. The elite forces' mission is to prevent the case from being activated or to defuse the bomb.

At the start of the round, the device's OLED display will show a countdown to the start. When the timer runs out, take IGB to its location and press the confirmation key*.

To confirm activation, after the password has been entered, you must shoot the nuclear case with a tagger (required to prevent cheating - only a live player will be able to activate the device). The countdown to detonation begins after that. The OLED display will show a warning message. If the bomb detonates during the round, the team that owns the device wins, and the LEDs show the color of that team. If the device is not detonated before the end of the round, the team that prevented Nuclear case from being detonated is proclaimed the winner.



Secret code

The instructor activates Nuclear case and places it in a spot equidistant from the participating teams. The goal is for each team to deactivate the device faster than the other. The team that completes this task first wins.

The deactivation takes place in the manner specified in the settings. The device will display the winning team's color and the ID of the player who defused the bomb.

A tie is awarded if neither team is able to accomplish the task during the round.

| | |
|---------------|--|
| Round time | set round time in min. |
| Delayed start | the time after which the device will enter the game mode. By default - 5 sec. |
| Password | the code required to turn on and off the device |
| Deactivating | There are three ways to activate the device: password, USB-flash, and USB-flash+password |

6. Device firmware

You'll need the Alphanag app to upgrade the firmware.

1. turn on Nuclear case;
2. open the software and go to SETTINGS;
3. ensure that the device is displayed in the software and click on the flag icon;
4. then select FIRMWARE from the drop-down menu;
5. Press UPDATE after selecting the firmware file.

**In case you have any questions left, please,
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L A S E R W A R