

Special equipment

# 3.0 DOME ARMOR DISRUPTION SYSTEM



L A S E R W A R




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# Getting started

## 1. Introduction

Congratulations on having purchased Dome 3.0, an additional device. 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 Dome 3.0.

## 2. Description

Dome 3.0 is a small device that may be used to simulate the detonation of machinery or a structure. Large-scale laser tag games are its most common application. The device is easy to attach to the roof of the vehicle as there is a magnet in the base. Any other surface can also be used to install Dome.

The device's body is made of black and red plastic, and the top is adorned with branded stickers and the LASERWAR logo. The power button and charging socket are located on the bottom.

Pyrotechnics can be connected to Dome if desired. This is accomplished by the use of specific wires in the device. We recommend talking with professionals and following safety precautions if you wish to make a real pyrotechnic explosion in the game.

# Playing with the Dome 3.0

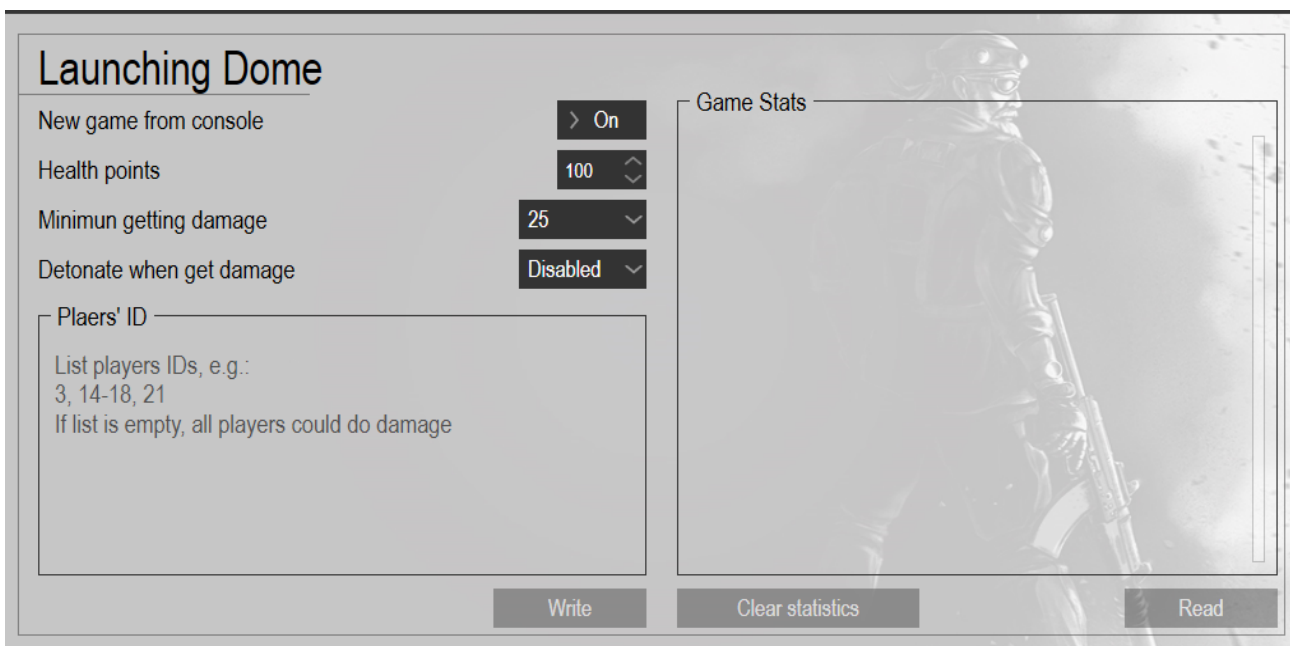
## 3. Switching on/off



Press the button to turn the device on/off. It turns red and beeps to let you know it's ready to use. Dome picks up shots either instantly or after a remote control activation. Once hit, the device will flash red and make a distinctive sound.

## 4. Device settings

LASERTAG Configurator is used to set up Dome 3.0. Connect the USB base, turn the sensors to the device, and then select DEVICES once the software has discovered Dome.



**Remote start** - If enabled, the device will only respond to shots when the remote control button START GAME or NEW GAME is pressed. If switched off, it enters the game mode as soon as it is switched on.

**Number of HP** (1 to 65,000) is the amount of damage that must be done to destroy Dome.

**Damage inflicted is at least** (1 to 100) - the device loses hp only if a single shot causes damage equal to or greater than the set value.

**Single-shot detonation** If the damage received from a single shot is equal to or greater than the set value, the device will be destroyed.

**IDs of players doing damage** - if certain players are added to this list, Dome will only accept shots from them. All players can shoot if the list is empty.

When all the settings in the Configurator have been adjusted, press the WRITE button.

**In case you have any questions left, please,  
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