

Additional equipment

SMART BATTLE BASE



LASERWAR




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Getting started

1. Introduction

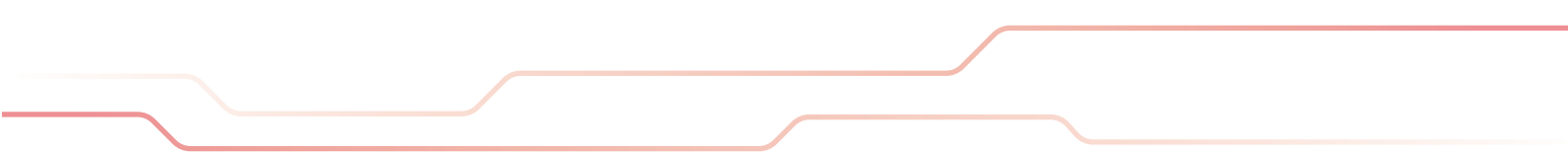
Congratulations on having purchased Smart Battle Base. Your time in laser tag is our TOP priority. We attempt to keep the game easy, fun, and modern. The device is functional right out of the box.

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 Smart Battle Base.

2. Description

Smart Battle Base is a fixed piece of equipment that can be found at bases, respawns, and checkpoints. Depending on the scenario and set-up, it can be used as a first-aid kit, a bomb, or a container for storing radiation and biohazardous items.

There are wall mounting holes on the back, and a handy and sturdy carrying handle with an easy removable fabric cover. The OLED display shows all of the gaming information. The Health, Ammo, Anomaly, Radiation, Biohazard, Explosives and Command Color indicator lights are easy to read from a long distance and intuitive to use. A huge red button and three buttons below the display serve as controls.



Playing with Smart Battle Base

3. Switching on/off

There is an on/off button on the back of the base. When you hit the button, the device will give you a loud beep and the firmware version and battery level will be shown on the OLED display.

4. Device settings

After turning on the base, press the middle button below the OLED display to enter the configuration mode. Select the YES option under FINISH THE GAME. The two side buttons beneath the display are used to navigate between menu items. Confirm your choice by pressing a huge red button.

The primary settings menu contains the following options.

System:

Language	the base can be used in Russian or English
Password	It is vital to ensure that no one may alter the device's settings while the game is in progress. The cursor movement is controlled by the navigation buttons, character confirmation and password saving are controlled by the big red button
Compatibility	respawn/new game is the command that will be executed by the device. The parameter is made for when the base is used with third-party equipment
Resetting the configuration	resetting to factory settings

Scenarios: Base, Checkpoint, Bomb.

Select game - choosing one of three scenarios.

Start condition:

- immediately - the base is activated immediately after start-up
- by button - the red button must be pressed to activate the base after the start
- by IR command - to activate the base you need to apply NEW COMMAND on the laser tag remote control
- by button or IR command- the game will start either at the press of a button or after a command from the laser tag remote control

Start game - pressing the red button will start the selected scenario.

5. Operation

Smart Battle Base has four buttons: a circle red button that confirms settings in the settings menu and activates or deactivates the device. The two side buttons below the display are used to navigate among the menu options, while the center button returns you to the previous screen.

The device supports three scenarios:

Support base

The game set functions as a Support Base, issuing nine commands: Rebirth, Health, Ammo, Fire rate, Double Life, Stun, Disarm, Radiation, Zombie. They are started by pressing the button or by using the timer.

Each team has Smart Combat Base. It can revive, replenish ammunition, or carry out any of the other nine instructions, but only for the players to whom it is assigned. The opponents' mission is to demolish the enemy base. The destroyed base will not be regenerated and will not be usable this round.

The SCENARIOS section is located in the main menu immediately after the SYSTEM section. In this scenario's options, you can adjust the following parameters:

Team	IR shot/Neutral base/ Red/Blue/Yellow/Green	The base may be neutral or belong to a team.
Strength	<ul style="list-style-type: none"> • allow yes/no - if no is selected, strength is disabled; • hp strength points (1-9999)- the amount of damage you must deal to the base in order for it to be destroyed; • recovery delay is time interval after which the damaged base begins to recover strength points; • recovery rate is the rate at which the device regenerates strength points. • 	the amount of damage required to inflict on the base before it is destroyed
X-ray	<ul style="list-style-type: none"> • allow yes / no, if no is selected the radiation is switched off; • delay (up to 9 seconds) • up to 100% capacity 	it will start emitting pulses of radiation after the shot is fired at the base
Pulse	<ul style="list-style-type: none"> • pulse start: timer-button, button+timer • delay - maximum time 59:59:59, interval between pulses • IR command- regeneration, health, ammunition, rate of fire, double life, stun, disarm, radiation, zombies • repeat: number of pulses 	the base plays a set IR command to the player-owners in its range

Checkpoint

In this scenarios the device acts as Checkpoint. Initially, the Checkpoint is neutral. The player initiates the capturing process by shooting at the device. The more players shoot at in the device, the faster it will be captured.

The timer starts ticking after the first capture. The Checkpoint can issue random pulses: Health, Rebirth, Ammo, Fire rate, Double Life to its team. The X-ray pulse can also be configured.

The player must try to intercept the Checkpoint. If the opponent has started capturing, he must stop this process with a shot.

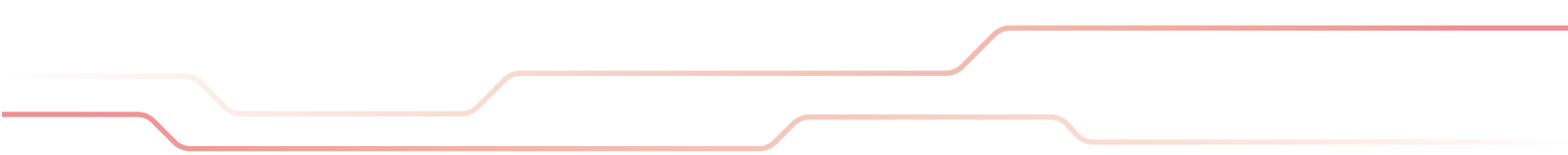
At the end of the round, the Team Color icon will flash the color of the winning team.

In this scenario's options, you can adjust the following parameters:

Round time	Maximum time 59:59:59	time interval for one round
Invading time	Maximum time 59:59:59	time from the first shot to full capturing
Inc. invade	The maximum value is - 100%	players' shots with different IDs will speed up the process by a given %
X-ray	<ul style="list-style-type: none"> • Allow yes/no - if no is selected, radiation is disabled; • delay up to 9 seconds - radiation interval • up to 100% capacity 	it will start emitting pulses of radiation after the shot is fired at the base
Pulse	<ul style="list-style-type: none"> • pulse start - timer, button, button +timer • delay - maximum time 59:59:59, interval between pulses • IR command -random, regeneration, health, ammunition, fire rate, double life • repeat: number of pulses 	the base plays a set IR command to the player-owners in its range

Bomb

Smart Battle Base simulates the operation of an explosive device with a timer and shot confirmation of activation/deactivation, as well as the ability to destroy the device's strength points. The difference from the Crater bomb: different threat type - a conventional explosive, a radioactive neutron bomb or a biological weapon. The radiation algorithm and commands depend on the settings, and the type of lethal pulses are indicated by flickering radiation, biohazard signs.



The device must be delivered to a specific location, but it cannot be destroyed by the enemy.

To activate the bomb, the main button must be pressed and held for a certain amount of time. The deactivation occurs in the same way.

In this scenario's options, you can adjust the following parameters:

Exp-ion time	Maximum time 59:59:59	the time interval before the device "explodes"
Bomb type	Biological/Neutron/High-explosive	high-explosive - a single pulse sends a command; neutron - a 25% radiation is emitted intermittently; biological - the device emits a zombie pulse, after which players are reborn as zombies
Activat. tim	Maximum 59 sec.	time for the red button to be pressed for activation
Activat. shoot	Yes/No	after holding down the button a shot will be required for activation
Deactiv. time	Maximum 59 sec.	time for the red button to be pressed for deactivation
Выстрел	Yes/no	after holding down the button a shot will be required for deactivation

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