

Additional equipment CERBERUS MINE



L A S E R W A R




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Getting started

1. Introduction

Congratulations on having purchased Command Post, 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 Command Post.

2. Description

Cerberus is a laser tag mine capable of "destroying" all players in the kill zone. The device has 8 IR LEDs on the front, 2 IR sensors and a red LED indicator. Two powerful speakers are mounted on the rear, in specially designed acoustic chambers that provide maximum realism when detonating.

At the bottom of the body, there is a charging socket and a power button. On the back of the body there are protruding ribs with holes for metal pins and on the sides there are 2 eyelets, into which a ribbon with textile clasps can be slipped, and the device can be attached to a tree trunk or pole.

Playing with Cerberus laser tag mine

3. Switching on/off

Press the button to turn the device on/off. Immediately after switching on, the mine emits a beep which indicates the battery level. A 5-second countdown then begins, with intermittent beeps and a LED on the front panel flashing.



44 beeps - 100% charge

3 beeps - charge greater than 30%

2 beeps - charge less than 30%

When the countdown is complete, the mine is ready to go .

4. Setting up

You don't need Lasertag Configurator to set up the mine. All settings can be adjusted using the on/off button and a special plug-in key. Plug it into the charging slot and switch on Cerberus. When entering the settings mode, the mine will inform you of that: the red LED will start flashing. The device is set up from any laser tag remote: Kill Player selects the required parameter, 'Start Game' or 'New Game' changes the value. After all the parameters have been set, wait five seconds. The mine will save your settings. You will also hear a short beep.

Settings info:

Sounds

Minimum	Low sounds will not attract your enemy's attention. The battery charge is saved.
All	Understandable voice messages. Attractive for casual players.

Detonation

Explosion	Hits all players in the vicinity irrespective of team color. The statistics will indicate the player was killed by the blast.
Shot	The mine produces a series of shots making a maximum damage. The color of the team and the ID of the player who installed the mine are taken into account. This means that a mine explosion can be harmless to your teammates. The mine owner improves his statistics. And the dead player's statistics will indicate that he was killed by the player who had installed the mine.

Mode

Classic	If you turn the power on, the mine will be immediately activated.
Advanced	After each explosion, you need to activate the mine with the New Game command using the remote control. You can't use the device indefinitely simply by switching the power on and off. One activation — one explosion.

Hit sensor

Off	Saves battery power. This option makes sense if you have a modification with a stun module or radio trigger. Otherwise, switching off is not recommended.
On	Allows you not to install the trip wire. Saves time you need to install the mine.

In set-up mode, you can set the team color and the player ID. To do that, shoot at the IR sensor located on the front. In this case, the color and ID of the mine and the color and ID of the player who shot at the device will be the same. The color of the team is also adjustable from the laser tag remote. The player ID will be 127.

5. Operation

The blast radius is up to 12 m. Cerberus detonates:

- if the hit sensors are triggered,
- if another mine or grenade goes off nearby,
- if the device is shot at (if all default strength points, 100, have run out, detonation will occur).

The mine is available in different modifications: with a radio detonator, tripwire and and pyropacket. The radio fuse will not fit on a separately purchased Cerberus.

When ordering, you can select an additional option.

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