

Additional equipment MEDIC v.5



L A S E R W A R




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Getting started

1. Introduction

Congratulations on having purchased Medic v.5, 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 Medic.

2. Description

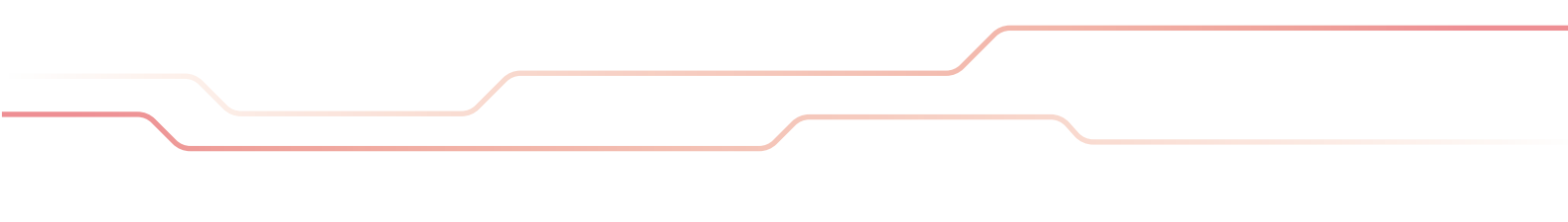
The "Medic. v.5" gaming device is compatible with all laser tag generations. Its primary role is healing, but it may also replenish ammunition, serve as a first aid kit, and operate as an anomaly point, among other things.

This device is powered by four AA batteries and features a front-panel control key as well as an IR receiver/emitter. The LASERWAR Configurator program is used to set up the command list.

Playing with Medic v.5

3. Switching on/off

The device is battery-operated and is ready for action with a button on the front is pressed. The unit will not switch off, but will go into the standby mode if it is inactive for one hour. Refer to the MEDIC color indication above the main button. It turns green when the device is turned on.



4. Device settings

For configuration, you'll need a LASERWAR configurator and a USB base. When entering the programming mode, place the game set next to the USB base connected to the PC so that the sensors of the devices are 10-15cm apart, and apply the NEW GAME command from the laser tag remote control to the Medic game set. The transition will take place within ten seconds. The device's MEDIC label will light up purple.

NUMBER OF SETS (including "Unlimited resource") refers to the number of times the game set can be used before being reset. from 1 to 254

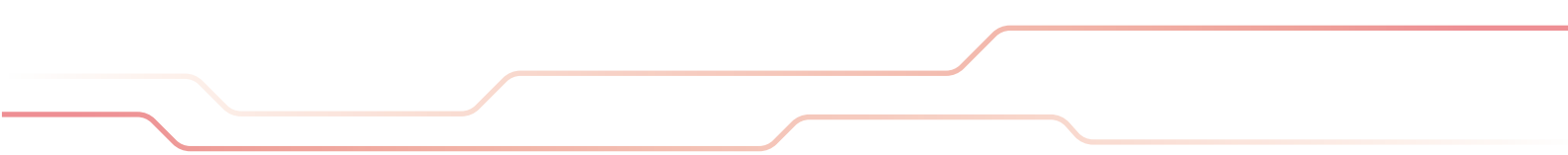
BUTTON HOLD TIME TILL ACTIVATION. To activate the device, you do not just press the button, but hold it down for a certain interval. Moreover, this process is accompanied by a sound (more frequent short beeps and one long beep, indicating that the device has been used) and light-display (increased brightness diodes with a color change from green to blue). The timer can be set anywhere between 5 and 240 sec.

NUMBER OF HITS TO ELIMINATE ONE SET. The device has no attachment to a particular color, so anyone can hit Medic. If desired, this feature can be disabled.

The device emits an audible signal when it is activated. By decreasing the programmed number of sets will change color diodes: green (more than 50% of the stock) - yellow (from 25% to 50%) - red (less than 25%) - a dim red (stock destroyed). Once the provided supply has been destroyed, Medic must be reset from the remote control.

PERFORMED ACTION - MEDIC supports 29 commands, including healing, ammo recovery, adding ammo, resuscitation, new game, adrenaline, and anomaly. NEW GAME - replenishes hp and ammunition to a max. level.

The game set has a memory effect; if the batteries are removed from the "destroyed" Medic and reinserted, it will not come to life.



5. Operation

When the device was designed, it was envisioned that one player would function as a medic and treat teammates. The second option for using the device: Medic is left at an arbitrary place on the playground, the players revive themselves individually.



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