

Special equipment  
**LASER TAG CRACKER**



LASERWAR




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# Getting started

## 1. Introduction

Congratulations on having purchased Cracker, 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 Cracker.

## 2. Description

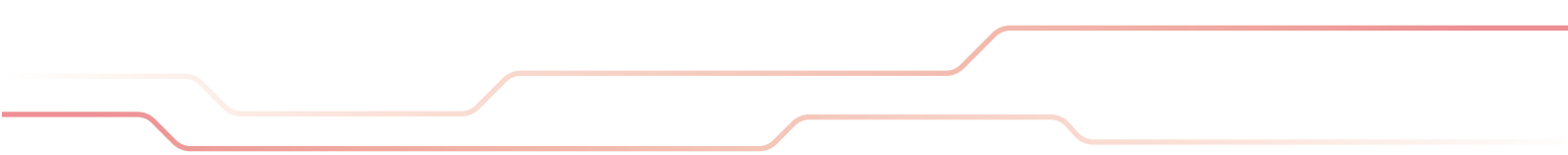
Cracker is a device that can be used for outdoor laser tag, Cybertag, Strikeball, and quest rooms. It picks codes to electronic doors, safes or locked boxes. The device expands scenario possibilities.

The Ethernet-USB adaptor supplied in the packaging is used to connect to a PC. Do not connect directly to a PC or laptop's Ethernet connection.

Use the key to turn on the small device. The device's anti-vandal lock, Ethernet port, and charging socket are all positioned on top. All games and settings are demonstrated on the OLED display. The controls include a numeric and alphabetic keypad.

# Playing with Cracker

## 3. Switching on/off



Turn the key to activate the device. Insert the special cable into the device and connect it to the locked box to initiate hacking. The OLED display will show the charge, the voice assistant will notify that a container has been detected and require confirmation with a shot, if this option is set in the settings.

## 4. Setting up

The cable must be unplugged from the device in order to enter the settings mode. After turning the key, wait until the screen goes out, then press \* three times. Menu navigation - buttons 4 (decrease) and 6 (increase), # - confirmation (save).

In settings mode, the following parameters are changed:

<b>Language</b>	Russian/English
<b>Firing mode</b>	<ul style="list-style-type: none"><li>• Outdoor - application mode in outdoor laser tag, the classic MiliseTag2.</li><li>• Arena - Cybertag blaster shot confirmation mode</li><li>• There is no shot confirmation in this mode. Used in quest rooms, strikeball</li><li>•</li></ul>
<b>Password length</b>	4-16 digits, the length is specified both for USB terminal passwords and for door and safe locks.
<b>Digit pick-up time</b>	adjustable in sec., from 10-600. Button 6 raises the value by ten units, whereas button 4 reduces it.

<p><b>Enter password</b></p>	<p>password to be used in terminal hacking mode, both numbers from 1 to 9 and the symbols A,B,C,D are available.</p>
<p><b>Entry required</b></p>	<p>parameter for different difficulty levels, after the cracker has picked the password, input on the numeric keypad is required. If you choose NO, the door will open automatically after you've made your choice. If the answer is YES, the player must input the password displayed on the numeric keypad. The hack will stop if you make an inaccurate entry, and you will have to start over.</p>
<p><b>Player id</b></p>	<p>parameter to implement a scenario with an engineer character, if no ID is provided, any player can make a confirmation with a shot, if given between 1-127 only the player with the given ID can make a confirmation.</p>

The password for the doors and boxes is generated automatically when the device is switched on and is different each time.

## 5. Operation

Cracker determines the game modes itself, it depends on the hacking type.

Cracker is given out one per team, or players find the device somewhere on the playground. In the first case, it can be assigned to one member, who is now an engineer with a specific ID.



When players have found a closed door or container, the device is connected using a special cable. Hacking begins, if the mode with shot confirmation is set, the player is required to shoot at the bottom of the device to start picking up the next digit of the code. Once selected, the door or lid will open automatically.

<b>Modes</b>	Description
<b>1. Access panel</b>	The player connects Cracker to the panel on the closed door.
<b>2. Safe</b>	The player connects Cracker to a panel on the box or container.
<b>3. Terminal</b>	The player connects Cracker via a special adapter to the USB port of a PC, laptop, tablet or phone. USB administrator sets a static password to lock the device and enters it in the settings of the specific Cracker. Once hacked, the player enters the password from the device screen (PC, tablet, laptop). In this way, different scenarios can be implemented with access to sensitive information, coordinates.

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