Additional equipment
2.0 SMART FIRST AID KIT

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Getting started

Playing with Smart First Aid Kit 2.0

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1. Introduction

Congratulations on having purchased Smart First Aid Kit 2.0 You 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 First Aid Kit.

2. Description

Smart First Aid Kit 2.0 is a device with a scale display controlled by a single button located on the front panel. On the right side edge, there is a charging socket and a power lock. The four holes on the rear panel allow the game set to be mounted on a wall or other surface.

The device supports three modes - Health, Ammo and Energy.

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3. Switching on/off

The set is activated with a key and an anti-vandal lock. When the Smart First Aid Kit is turned on, a beep sounds, the LEDs are tested; the scale fills up and then fades. The device will automatically revert to the mode it was in before to being turned off (by default: Health).

4. Device settings

The device's parameters are set in two ways - via LASERWAR Configurator and the control button. Manually altering the game type and limiting kits are the only options. Press the red button and turn the key to bring up the mode selection menu. Alternatively, turn on the device and select START GAME/NEW GAME with the laser tag remote control.

Changing scenario occurs by pressing a button and is accompanied by light-emitting - LEDs will flash on the selected mode ("Health - green; Ammunition - yellow; Energy - red); the selection is confirmed by holding the sandwiched button for 2 - 3 sec.

A short beep will sound to indicate that the number of kits has been selected. You can choose from two options - a limited supply (the number will depend on the kit in the Configurator; by default - 10 kits) - extreme LEDs will flash on the scale, or an unlimited supply - LEDs will be constantly running, changing color (green - yellow - red). Hold the pressed button for 2 - 3 sec. to confirm your choice. After that you will hear three short beeps - it means the device has been restarted and is ready for operation.

If the Health or Ammunition mode is selected with a limited number of kits, the scale will initially be full. If kits are used or the first aid kit is fired at, it will start to go blank.

Also, if you shoot the first aid kit in the Health mode after starting it, the LED at the top will light up in the color of the affected team. The game set will then only execute the command against the firing party. It is not possible to recapture the first aid kit in this case.

If the Energy mode is selected (irrespective of the number of kits), the scale will begin to fill gradually. A lengthy beep will sound when the maximum level is reached, signaling that the first aid kit has been activated. The scale is reset, and the filling process begins all over again. The pressed button will provide no response.

The Configurator is used to program the scale fill time, the type of command created, and the number of kits. By default: the number of kits - 10; trigger time - 10 sec.; command - Anomaly.

To enter the programming mode, start the software, open the Smart First Aid kit menu under DEVICES, connect the USB Base to the PC, position it so that the sensors on the base are within line of sight of the scale at a distance of no more than one meter. Within 5-10 seconds, the game set will enter the programming mode.

The following programming parameters are available:

Number of kits refers to the number of times the first-aid kit can be used before it needs to be reloaded. The parameter has a range of 1 to 250. When the Health or Ammo mode is activated, the scale will fill up, indicating that the number of kits is at its maximum. The scale will start to go blank when the kits are used. When the predetermined number of kits has been consumed, the LED at the top will glow purple, and the LED at the scale's edges will glow red. The kit can only be used again after the New Game command has been applied from the remote control. If desired, the option can be disabled, allowing for an unlimited number of kits.

Hits to destroy the kit- number of shots required for the first aid kit to reduce the set number of kits by one. Firing should be done at the LED, located in the upper part of the body. When hit, it lights up in white, a beep sounds. The scale showing the number of kits will start to go blank. The parameter is set in the range from 1 to 250; it can also be disabled.

Game mode - Medic, ammunition or energy. Select the mode that the first aid kit will activate during the game

Round time - the set time for the round. From one min. to unlimited

Health mode. There are 30 commands available in the mode.

Ammo mode. There are eight commands available in this mode:

- Replenish ammo (fully replenish ammunition if player's ammunition is not maximal);
- Add 10 (50, 100) ammo (add the specified number of rounds if player's ammo is not maximal);
- "Add 1 (2, 5, 10) magazine(s)" (add the specified number of magazines if the player's ammo is not maximal).

Energy mode. This is a new, special mode. When activated, the game set is capable of performing any of the 26 listed commands.

Radiation duration - the selected command duration

Radiation activation - when the selected mode is triggered by pressing the button or automatically.

5. Operation

Switch the devices on, select the game mode, place the devices on team bases. Press the button to control the game set.

In case you have any questions left, please, get in touch with our tech support department:

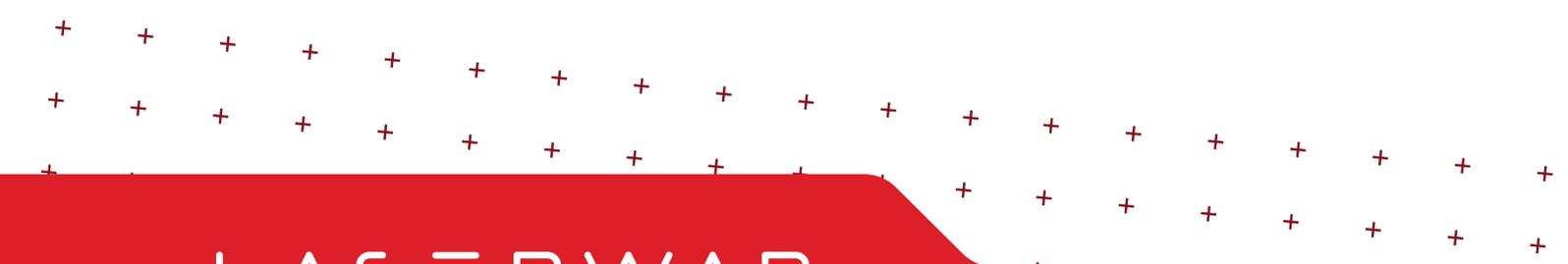*Technical support*

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