

Additional equipment «Time point»



L A S E R W A R




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Getting started

1. Introduction

Congratulations on having purchased Time Point, 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 Time Point.

2. Description

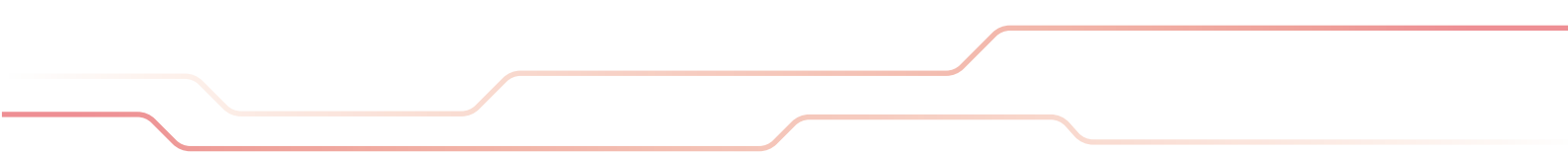
Time Point, a continuation of the Control Point range of devices, includes four scenarios. Distinctive features include a compact size, bright design, clear indication during play, and a unique Escape Point scenario. Time Point is compatible with all generations of LASERWAR equipment.

The top panel of the device houses an OLED display showing information in various modes, and a large, impact-resistant button that is used for both gaming and settings. The anti-vandal lock and charging connector are also provided. There are bright light indicators on the edges of the body to indicate progress.

Playing with Time Point

3. Switching on/off

Time Point is activated by a special anti-vandal mechanism that protects against accidental deactivation (resetting) during play. Once switched on, the lights illuminate in three colours - blue, red and green - and the screen displays the charge. A voice assistant will signal that a scenario has been selected.



4. Device settings

The Settings section is located in the main menu after all the scenarios.

Important: Pressing the button once switches the menu items, holding the button down for five sec. confirms the selection. There are auditory prompts for every activity. The configuration via software is not possible.

The following parameters can be changed:

- Language - Russian or English and can be selected with a short button press. The selection is confirmed by a long press.
- Round time (1-600 min). The selection is made with the main button (1 min. is added). Confirmation - a long button hold. The NEW GAME or GAME START commands on the remote control add 30 min.
- Number of hp (1-171). The selection is made with the main button (one hp is added), the NEW GAME or GAME START commands on the remote control add 10 units. Confirmation - a long button hold. The parameter is needed for the Time Gate scenario.
- Number of players (1-121)- Pressing the button adds one player, the NEW GAME or START GAME commands on the remote control add 10 players. Hold down the button for five seconds to confirm. The parameter is required for the Evacuation Point scenario.

Use any laser tag remote control for quick setting of parameters with a large range. The NEW GAME or GAME START commands in each setting item add a certain number of units:

- **round time (+30 units)**
- **strength points (+10 units)**
- **number of players (+10 units)**

Without the use of remotes, you can only change each setting by one unit up; the setting can't be reduced. To return to the previous value, you must reach the maximum value

5. Operation

There are four scenarios to choose from: Clash of Words, Time Stealers, Time Gates and a unique scenario - Evacuation Point.

Clash of Worlds

The game is started by pressing a button or by using the remote control command NEW GAME. After the start in this mode, the OLED display will count down to the end of the round and all three lights will flash white (the device is neutral).

The device awaits a shot from one of the opposing sides. Up to 4 teams can participate at the same time.

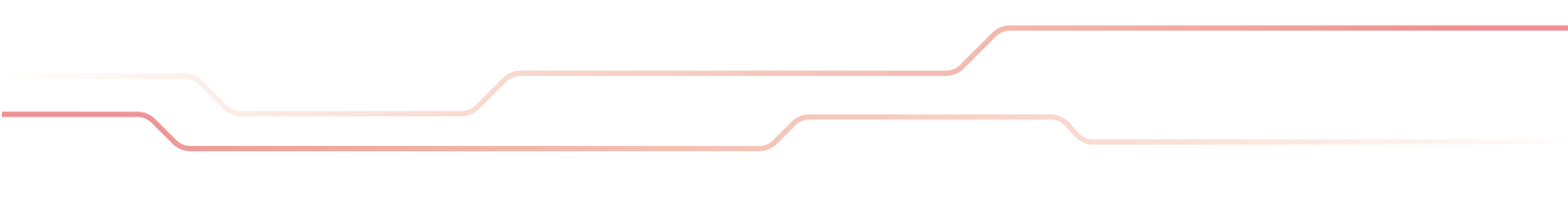
To hit the Point, press the button located on top of the body. Afterwards, you have five min. to shoot at the same button. A hit will be counted, and the hold time will start. Re-capturing is done in a similar way. The scores of the last two teams to hold the Point are simultaneously present on the screen. In the case of three or four teams, the screen will show the time of the leader in the left column and the time of the last capturers in the right column.

The lights illuminate with the color of the team that currently owns the game set. At the end of the round time, the game set lights up in the color of the winning team. If the leaders' times coincide, the Point lights up with the color of the last team to capture (that team is considered to be the winner). If at least one of the teams held the Point for longer than a min., the time will be shown in min., if less, in seconds.

Press and hold the button to switch to the scenario selection after the round end.

Time Stealers

When the round starts, the Point expects to register teams. To do that, you need to shoot at the device with one of the teams' taggers (you can also use a remote by previously choosing the right color), after which one of the indicator strips will light up with the corresponding color. Next, select the second team by shooting from the tagger or using the remote. Once selected, the round must be started by pressing the centre triangular button or from the remote control with the NEW GAME command.



The countdown for the round will start. The players are required to hit the Point to start "pumping away" time from the opposing team - press the button; you have five sec. to make a shot.

Then the process of "pumping away" time (energy) from the opposing team will start; this will be visible on the light indicators, with the stealing team's LEDs flashing; the other team's diodes will be lit steadily. Those who have "pumped away" all the time from their opponent, or stolen more energy before the end of the round, win. The centre indicator will light up in the winner's color. The number of segments on the color-coded command indicators will reflect "pumped away" time. If it is the same, a tie is awarded and the centre stripe will be lit in white.

Time Gates

At the start of the round, Time Point waits to select the color of the team that will have to defend the gates. Once selected, the round must be started by pressing the centre triangular button or from the remote control with the NEW GAME command.

The opposing team is required to destroy the gates during the round. The device has a certain number of hp that are set in the settings, one hp is one shot. To defeat the device, you must press the button and shoot at it within five seconds. A hit will be counted and one hp will be taken. The team that managed to destroy all the device energy or save the gates intact during the round wins.

Evacuation Point

The Evacuation Point is a unique scenario that allows the importance of each player in the team to be clearly demonstrated.

The round can be started by pressing the central triangular button or by selecting NEW GAME from the laser tag remote control. Once the game starts, the OLED display starts counting down to the round end, with the central display completely filled with white. As time passes, the number of luminous segments decreases in proportion to the remaining time.

To win, all players must be evacuated. To do that, press the button and shoot for five sec. A hit will be counted if the player's id is different from the one previously fired, the team indicator will show the evacuation progress. At the end of the round time, the Point lights up with the color of the team whose players were evacuated or hit the Point having more team members.



The display shows the number of players on each of the participating teams who have successfully activated the Point. If the leaders have the same number of evacuees, the device lights up with the color of the first team to complete the mission. This team is considered the winner.



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

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