Additional equipment
CRATER BOMB

LASERWAR

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Getting started

1.Introduction

Congratulations on having purchased the Crater laser tag bomb. 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 Crater.

2. Description

The Crater laser tag bomb is made to imitate an explosion. The gamers that were near the bomb will lose all of their hp with a single blast.

There is only one red button, which is used to set, activate, and deactivate the device. The power socket and power switch are located on the side of Crater. On the front, there are IR emitters, an IR receiver, and a timer indicator. The four holes on the rear panel allow the game set to be mounted on a wall or other surface.

Playing with Crater

3. Switching on/off

The game set is activated with a special key. The vandal-proof lock is located on the side panel. The bomb will be ready to use after a short beep.

4. Setting up

The device can be set up both automatically and manually using the LASERWAR Configurator. Simply press the button and turn the device on to enter configuration mode. By pressing the button, you can only change detonation time. The timer can be set anywhere between 1 and 99 min. You don't have to confirm your choice: the device remembers your settings after 30 sec., emits a beep, and switches to the game mode.

To switch to PC programming mode, run the LASERWAR-Configurator software, open the BOMB menu under DEVICES, connect the USB base to the PC. Position it so that the sensors on the base are in front of the IR receiver of the laser tag bomb at a distance of 10-15 cm. Switch on the bomb with the red button pressed. The Configurator will reveal the type of device connected in 2 to 3 seconds. The following parameters are available for programming:

HOLD TIME FOR ACTIVATION- i.e. the amount of time the bomb button must be held down to activate it. The parameter can be set between 1 and 255 sec.

HOLD TIME FOR DEACTIVATION- i.e. the amount of time the bomb button must be held down to deactivate it. The parameter can be set between 1 and 255 sec.

TIME TO DETONATION- i.e. the time that must elapse before a given command is activated. The parameter is set in the range from 1 to 255 min.

ACTIVATION CONFIRMATION BY A SHOT - the parameter can be turned on/off. We urge that you do not disable this option, as LASERWAR sought to make things plain and honest in bomb scenarios while designing the game set. Only a "live player" can confirm activation with a shot, thus cheating is prevented.

DEACTIVATION CONFIRMATION BY SHOT- the option can be turned on/ off.

EMITTED COMMAND - the customer has access to up to 65 commands, ensuring scenario diversity when playing with the device. These not only include the standard BLAST/KILL PLAYER commands, but also ADD HEALTH, ADD AMMO, REANIMATION, NEW GAME, RAGE, ZOMBIE, ANOMALY, DOUBLE LIFE TILL ROUND END and more.

When you have set the required settings, click the WRITE button. Wait for a few seconds to hear a beep. That means you have done all successfully.

5. Operation

The game set enters the game mode immediately when switched on. The bomb is activated/defused by a long press on the red button. The time of the bomb placement, bomb defusing and shot confirmation are changed with the LASERWAR Configurator.

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

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