

Additional equipment **ARTIFACT**



L A S E R W A R




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Getting started

1. Introduction

Congratulations on having purchased Artifact, 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 Artifact.

2. Description

Artifact is a device based on the popular game. In laser tag it is used to simulate radiation zones, anomalies, and recovery depending on the program parameters.

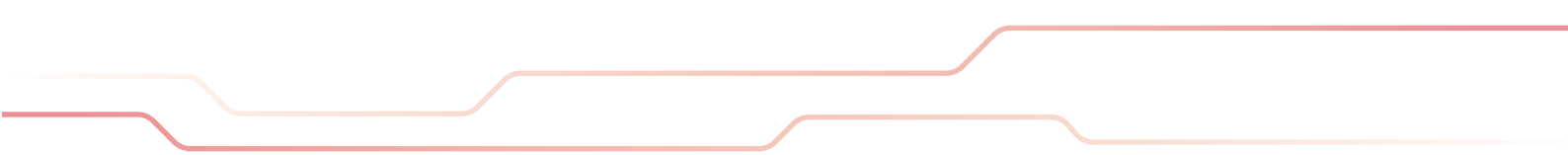
IR diodes, LEDs, and a photo sensor are all located on the device. Batteries are used as a power source. In the battery compartment, there is a power button.

Artifacts are differentiated by icons, there are four types: Fire, Water, Earth and Air. The basic principle: devices that are identical in nature do not interact with each other. They may be connected to each other, for example, water or earth and fire and air (other combinations are possible).

Playing with Artifact

3. Switching on/off

The button in the battery compartment is used to turn the device on and off. Artifact enters the Standby mode after being turned on.



4. Setting up

The LASERWAR configurator is used to set up the device. Connect a USB base to your PC to run the programming mode. Then open the software. At any given time, only one Artifact can be set up.

The programming mode is entered as follows: Hold down the tactical button (there is a hole on the front side next to the LED), press the power button. The LED illuminates pink. Bring the game set as close as possible to the USB base. Select the desired device in the configurator, then specify the IR commands for each mode, the time between activities, and the WRITE button.

The following parameters are changed in the LASERWAR Configurator:



Artefact

Artefact not found	+1 health point Artefact will add 1 health point to nearby players (if players will not have max health points)
Artefact captured	+25 health points Artefact will add 25 health points to nearby players (if players will not have max health points)
Artefacts interact	Inaction «Empty» command Artefact will not has active action in this mode
Artefact activity interval, sec.	30

Write

The activity interval is between 10 sec. and 3 min. Set the value in accordance with the game's goal. Each parameter has a total of more than 30 accessible commands.

When capturing Artifact, you can gain an advantage by using a larger set of commands. The RESTORE OWNER'S HP command, for example, will only restore health to the player who captured the game set, whereas the RESTORE OWNING TEAM'S AMMO" command will only restore full ammo to the team that captured the game set. If you set RESTORE HEALTH TO GREEN TEAM for all modes, Artifact can be used as a restore point for the green team (players of another color will not be affected).

It is also acceptable not to set any action (empty command) for a certain mode.

5. Operation

There are three modes of operation for each Artifact (Earth, Fire, Water, and Air):

1. STANDBY (Artifact not found).
- 2 CAPTURED (Artifact captured)
3. UNITED (Artifacts interact with each other)

STANDBY mode

Once enabled, Artifact is in STANDBY mode. The diode will turn white every 10 sec. You will also hear a Geiger counter-like sound.

CAPTURED mode

You can capture Artifact working in STANDBY mode if you shoot at it (Artifact enters the CAPTURED mode). The LED will light up the color of the team that has captured it. Every sec. you will hear sound clicks. If the captured device is fired at by an opposing team, it will go into STANDBY mode.

UNITED mode

The following conditions must be met for Artifacts to get united and go into the UNITED mode:

- Artifacts must be of different types (the same type do not interact with each other);
- Artifacts must be captured by the same team;
- Artifacts must be adjacent to each other.

It takes 5-10 sec. for devices to be united. After that, the LEDs color will light up the color of the team that controls the devices. If an opponent is captured by a united Artifact, Artifacts will run the STANDBY mode, they'll have to be recaptured. If one of the united Artifacts is out of the reach of another Artifact, the connection between them will be lost within 10-20 sec. The devices will return to the CAPTURED mode.

In each mode, at certain intervals (programmed through the software), Artifact emits an IR command that corresponds to a particular mode.

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