

# Additional equipment CHAMELEON UNIVERSAL POINT



L A S E R W A R




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# Getting started

## 1. Introduction

Congratulations on having purchased Chameleon, 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 Chameleon.

## 2. Description

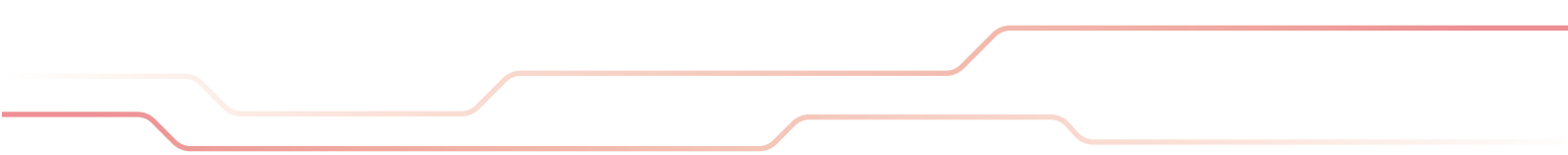
Chameleon universal point is a laser tag device that supports four different types of impulses. It can be used as a Command Post, a Control Point, or a First Aid Kit.

A numeric display with ammunition, health, radiation, and anomaly icons can be found on the upper base. The body houses 3 IR emitters, an anti-vandal lock, a control button and a charging socket.

## Playing with Chameleon Universal Point

### 3. Switching on/off

The device is switched on with a twist. A beep signals that Universal Point is ready for operation. The scenario number will be displayed on the digital display. A button or any LASERWAR remote control can be used to start the game.



## 4. Device settings

Chameleon is switched to the settings mode by pressing the control button and turning the key. Different parameters characterize each of the three scenarios (Radiation Point, Base Point, and Reference Point). Please keep in mind that all of your preferences are saved in non-volatile memory. There are no further presses necessary.

## 5. Operation

The set is configured via a button or the LASERWAR Configurator software. In the program, there are a lot more settings. They are switched around within the scenario.

By briefly pushing the button, you can select a scenario without having to establish the mode. In the settings mode, the button must be held down for five seconds to access the parameters. The menu is entered in the same fashion. The device switches to the scenario number editing after a five-second wait.

On the upper base, there are icons:

- Radiation - takes away players' hp
- Health - restores players' hp, acts like a first aid kit
- Ammo - restocks the ammunition supply.
- Anomaly - important! The Anomaly command is only set via software. You can choose the right command yourself. The anomaly is not triggered when the settings are adjusted with the button.

All of the settings that can be manually set are listed in the tables. A USB base is required to set up Universal Point via software.

Chameleon supports three scenarios. They are identified with a C and a number on the scenario indicator.

### ***Radiation point (C\_\_1)***

On the indicator	Explanation	Range	Units of Measure
CodE	Target impulse	1-4	
dt	Impulse period	5-59:50	sec.
n	Number of impulses	0-9	

CodE - type of emitted impulse The icon is illuminated when selected.  
Available: radiation, ammunition and health.

dt with the countdown indicator, parameter sets the time after which the impulse will start to affect the players

n - the number of issued impulses, triggered only when the Anomaly is selected. One impulse takes away 5 hp.

As soon as the game has started, a countdown starts on the digital scoreboard. When 3 seconds remain before the time expires, the game set emits intermittent beeps. And then the set impulse is emitted.

The instructor can set up a random selection of impulses - in this case, the impulse type will be known 3 seconds before the emission.

### ***Base point (C\_\_2)***

Cd	Team color	1-4	Единицы измерения
HP	Strength points	1-9999	х/п
dHP	Increase in strength points per second	1-9	
dtHP	base recovery delay	10-19	sec.

dt	recovery time	10-59:50	sec.
n	number of impulses		

**Cd:** command. (the command indicator shows the command color).

**HP:** the number of the base strength points.

**dHP:** increase in strength points per second during recovery.

**dtHP:** delayed start of base recovery.

**dt** with the recovery indicator: period of recovery impulses.

**n:** the number of recovery impulses issued.

The device initially belongs to one team. As soon as the game has started, the team icon is colored accordingly and the countdown starts. A recovery impulse is fired after a set period of time.

When an opponent fires a shot at the device, it takes away base strength points equal to the shot power. The impulses stop being sent and the remaining strength points are displayed. After a certain period of time, the strength begins to recover and, having recovered fully, the base once again begins to send recovery impulses. If shots take away all strength points, the base is considered destroyed and will not be restored.

### ***Control Point (C\_3)***

dt	round time	01:00-69:59	sec.
dt with radiation	time before radiation	01:00-69:59	sec.
dt with recovery	recovery time	01:00-69:59	sec.
n	recovery impulse	1-9	

**dt:** round time.

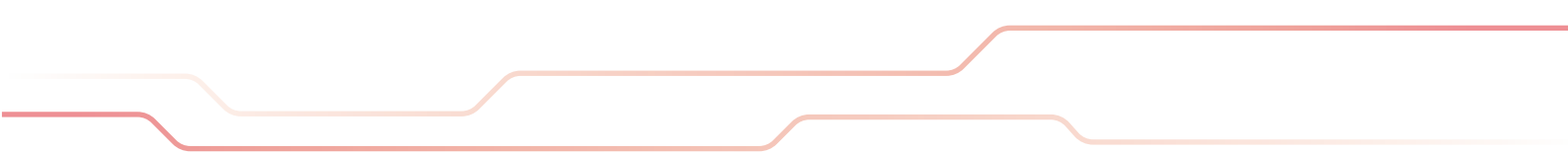
**dt** with the radiation indicator: radiation impulse delay.

**dt** with the recovery indicator: period of treatment impulses.

**n:** number of treatment impulses issued.

Control Point doesn't belong to any team. Once the player has fired, the device is considered captured by the player's team and signals this by coloring the team icon.

With a delay after the shot, the game sets release a radiation impulse and proceeds to treat the players of the team-owner. If the team holds the point for a certain amount of time, the game stops and the point shows the color of the winning team.



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

*Technical support*

Phone: +371 26763197

Email: [help@laserwar.com](mailto:help@laserwar.com)

WhatsApp: +371 26763197

Viber: +371 26763197

Skype: [help@laserwar.com](https://www.skype.com/people/help@laserwar.com)

Official website:  
[www.laserwar.com](http://www.laserwar.com)



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