

Additional equipment

TRINITY GRENADE



L A S E R W A R




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Getting started

1. Introduction

Congratulations on having purchased the Trinity laser tag grenade. 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 Trinity.

2. Description

During the game, the laser tag grenade simulates an explosion. Different indication levels are used. The body is equipped with 6 red LEDs. They illustrate how long it takes for the explosion to happen in the battle mode. This same function is duplicated by a powerful piezo signal.

Inside there is a lithium battery; the charging status is indicated by a LED on the bottom. To charge, unscrew the lever's bolt; beneath the lever there is a standard firefly or Li+ connector.

Playing with Trinity grenade

3. Switching on/off

The pin must be released and the lever must be pressed to trigger the grenade; after a predetermined amount of time, the device will go off. To turn it off, hold down the lever for ten sec.



4. Device settings

Trinity has a setting mode. To do so, actively push the lever 10 times with small strokes. When you hear the first beep, you're in time settings mode.

Press the lever to set the time after which the grenade can be reused.

1 LED flashing - you can use the grenade immediately;

2 LED flashes - after 5 sec.;

3 LED flashes - after 60 sec.;

4 LED flashes - after 300 sec.;

5 LED flashes - after 600 sec.

Press and hold the lever for 3 sec. to enter the command settings. Choose required IR settings by pressing the lever.

- one beep - the Kill Player command The device is compatible with other brands.

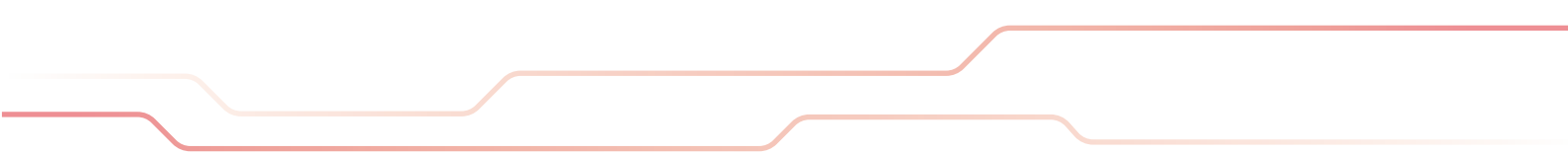
-two beeps - the Blow Up Player command. In this mode the player's tagger will emit a special beep when killed by a grenade.

- three beeps are the Stun Player command. Taggers hit by the grenade will not be able to fire for 10 sec. Also supported by other manufacturers.

To confirm the selection, press and hold the lever. If there are no players around, the grenade enters the search mode and begins beeping.

5. Operation

The unit's entire operation is controlled by pushing the lever. During the game, it is advisable to observe safety rules and not to throw the grenade violently towards the opponent.



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