LASERWAR

LIMITED LIABILITY COMPANY
LASERWAR

SPECIFICATION



Game Device
“Arsenal 2.0”

LASERWAR
LASER TAG EQUIPMENT DEVELOPER & MANUFACTURER
LLC LASERTAG
KALNU STREET 2 K-1, JURMALA
LV-2008, LATVIA
+371 26763197
SERVICE@LASERWAR.COM
WWW.LASERWAR.COM

Dear Customer!

Thank you for choosing our products! LLC LASERWAR would like to assure you that you will enjoy the purchased device and it will serve you long. This slip sets out the terms of the warrantee as defined by the law of the Russian Federation "About consumers' rights protection".

This warrantee slip is valid for a period of 6 months from the purchase date provided that the terms and conditions set out in this warrantee are complied with.

Warrantee terms and conditions:

1. The warrantee comes into force upon presenting of this slip, with a confirmed by a repair center date of purchase displayed on it.
2. This warrantee only covers the devices purchased from an official representative of LLC LASERWAR, or its official dealer.
3. This warrantee does not cover product defects that resulted from:

- the customer not complying with the directions outlined in the User's manual;
- physical damage;
- any objects or liquids getting inside the device;
- damage by animals;
- unauthorized access to the units and details of the device;
- abuse or misuse, including failure to use this product for its normal purposes;
- any cause beyond the control of the company, Force Majeure (natural catastrophes, fire, accidents, etc.);
- device failure due to being incorrectly connected, voltage fluctuations, and/or improper care.

4. Should it happen that you lose your warrantee slip, you will not be issued a copy.

CONTACT INFORMATION

Official Website:
www.laserwar.com

Email:
help@laserwar.com
support@laserwar.com

Purchase Date: _____



Seal

_____
Signature

Serial Number:	

Information about maintenance works during the warrantee period (filled out by a repair center):

Date:_____ **Maintenance carried out:** _____ _____ _____ **Repair centre stamp**	**Date**:_____ **Maintenance carried out:** _____ _____ _____ **Repair centre stamp**
Date:_____ **Maintenance carried out:** _____ _____ _____ **Repair centre stamp**	**Date**:_____ **Maintenance carried out:** _____ _____ _____ **Repair centre stamp**
Date:_____ **Maintenance carried out:** _____ _____ _____ **Repair centre stamp**	**Date**:_____ **Maintenance carried out:** _____ _____ _____ **Repair centre stamp**

1. Description

The “Arsenal 2.0” game device is designed to fully replenish a player’s virtual ammunition.

2. Applications

The device replenishes players’ virtual ammunition and is used for sporting events, tactical training, corporate events and recreational activities.

3. Package Contents

1. “Arsenal 2.0” game device - 1 pc.
2. Product passport - 1 pc.
3. Activation key - 2 pcs.

4. Technical Specifications

Length, cm	**30**
Width, cm	**30**
Height, cm	**8**
Battery Capacity	**7.4 V; 3000 mAh**
Charger Type	**Smart Li+, “Spider”**
Number of IR Emitters	**3**
Weight, kg	**1**
Battery Life	**48 h**

5. Construction

The product has a black plastic housing with contrasting yellow elements.
The triangular main housing contains the battery, electronic components, three IR emitters, a central control button and mounting hardware.

6. Maintenance

Handle all parts of the device with care to ensure proper operation. Keep the housing and IR emitters clean and free from damage. Do not allow moisture to enter the housing. Recharge the battery in good time. Charge the device through the dedicated connector using a compatible charger.

7. Operating Instructions

Switch on “Arsenal 2.0” using the key. The device operates in a fixed Full Ammo mode, so no game mode selection is required. Pressing the central button sends a command to fully replenish the player’s virtual ammunition.

8. Wall Mounting

“Arsenal 2.0” can be placed on a horizontal surface or mounted on a wall. For wall mounting, use standard self-tapping screws suitable for the wall material and condition. The centre-to-centre distance between adjacent holes is 207.85 mm. The distance from the centre of the upper hole to the line joining the centres of the lower holes is 180 mm. The hole diameter is 9 mm. For mounting, we recommend self-tapping screws with an 8 mm head diameter, together with washers of a suitable diameter.

9. Adjusting “Arsenal 2.0” Operating Parameters

The operating parameters of this device cannot be adjusted.

10. Warranty

The manufacturer guarantees reliable operation of the “LASERWAR” device, provided that the user complies with the operating conditions. Technical support is provided for **12 months** from the date of sale. The manufacturer undertakes to replace or repair the individual equipment set free of charge, provided that the user complies with the transport, storage and operating requirements and pays for shipping the equipment to service center.

Batteries, speakers and IR modules are covered by a 14-DAY warranty. These components are consumables.

WARNING! The battery warranty does not apply in the event of improper battery use (charging with an incompatible charger)!

Equipment Operating Guidelines

1. Weather Conditions. During production, the equipment is tested for operation in various weather conditions. Nevertheless, we strongly advise against using it in rain or at temperatures below -20°C.
What should you know when using game equipment in adverse weather conditions?
Most importantly, prevent moisture from entering the device. If moisture gets inside, stop using the equipment and allow it to dry at room temperature for at least 2 hours.

2. Power Supply. The “Arsenal 2.0” game device is powered by rechargeable lithium batteries.

The batteries must be charged using the “Smart Li+” charger.
Charge only under supervision, for no more than 3 hours.

Store the equipment in a well-ventilated room at a temperature of +18°C to +30°C and a relative humidity of 45–65%.