

## Instruction

### for usage of the Bomb Multistation mode in Laser tag game scenarios



The Bomb mode was present in the device from the very first release, but based on the reviews, it was not particularly popular. Players complained about the low playability of the mode, including inability to defuse a bomb. And in less than two years, the mode was updated. Thanks to the additional settings, it became possible to create scenarios both in the outdoor and in the arena laser tag, in the style of extremely popular computer game Counter-Strike.

The operating instructions can be downloaded at <https://lasertag.net/support/manuals> by scanning the QR code.




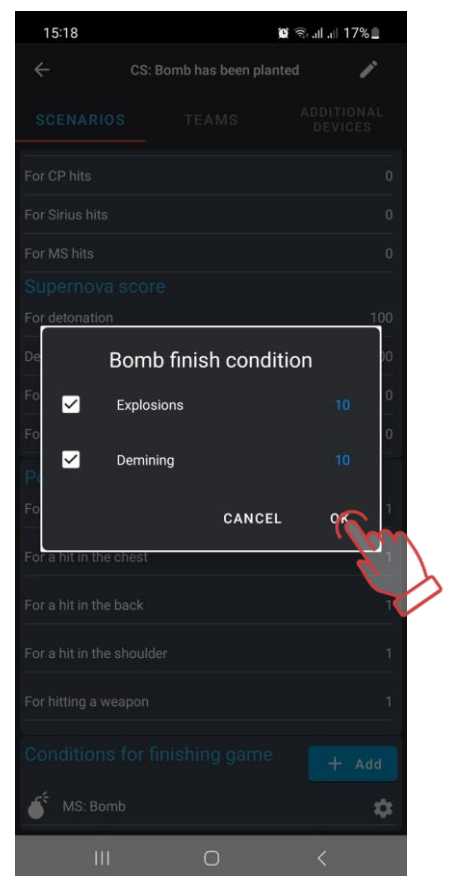
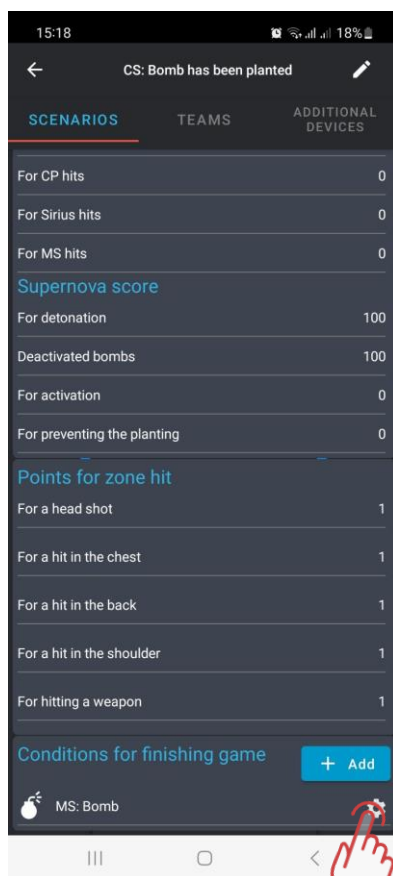
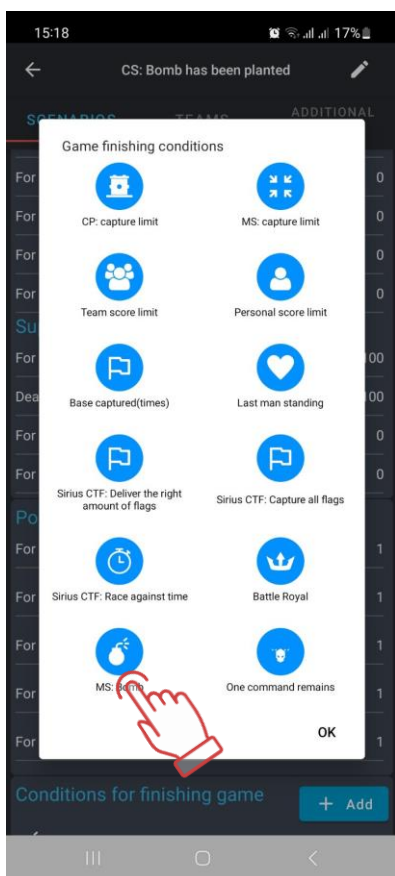
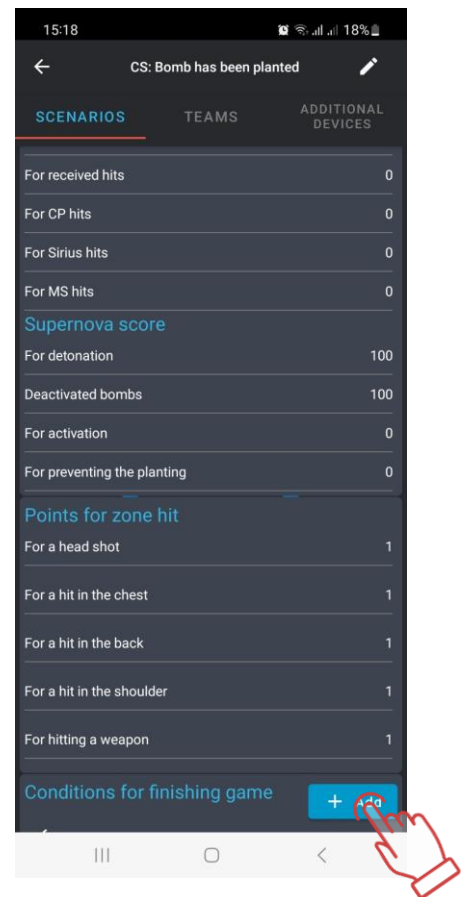
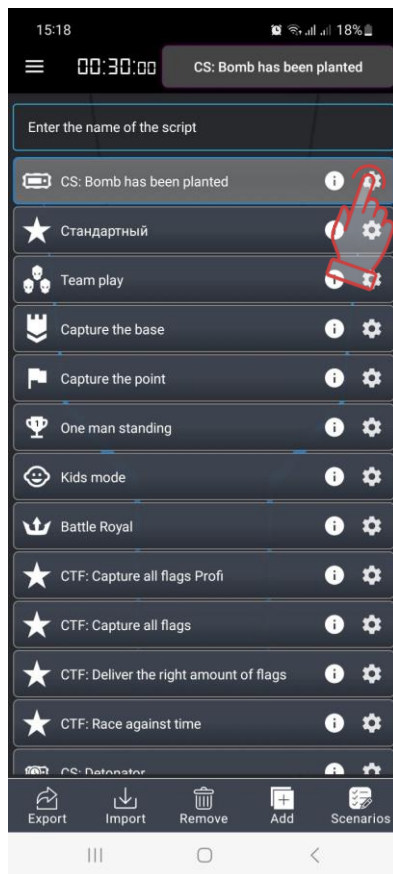
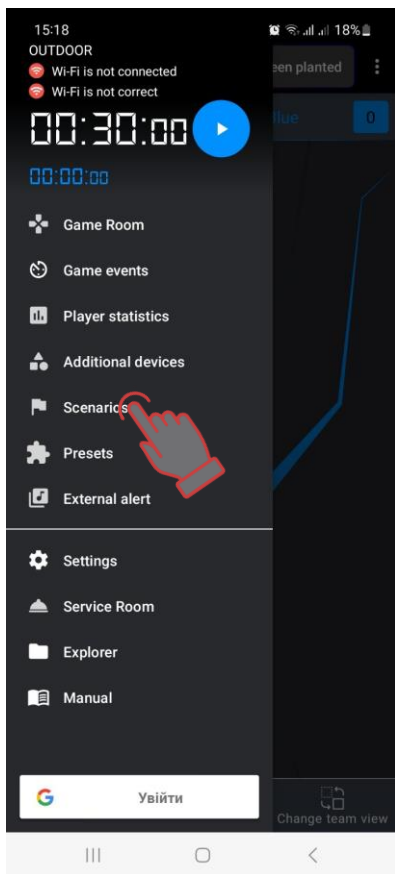
Initially, players are divided into two teams - miners, who set the bomb and sappers, who must disarm it.

When recruiting players to teams, it is necessary to take into account the quantitative, gender and age composition. Also, do not forget about the configuration of the playground: in which place the Multistation is installed, what the opportunities are to set an ambush, if there are any shooting passages, etc. To equalize the balance, use the team or individual settings of the kits. For example, players who are obviously weaker due to the number or composition of the team are added health units, or given increased ammunition, etc. It is also possible for teams to set different time of shock and invulnerability, to "give out" them unequal weapons with differing characteristics.

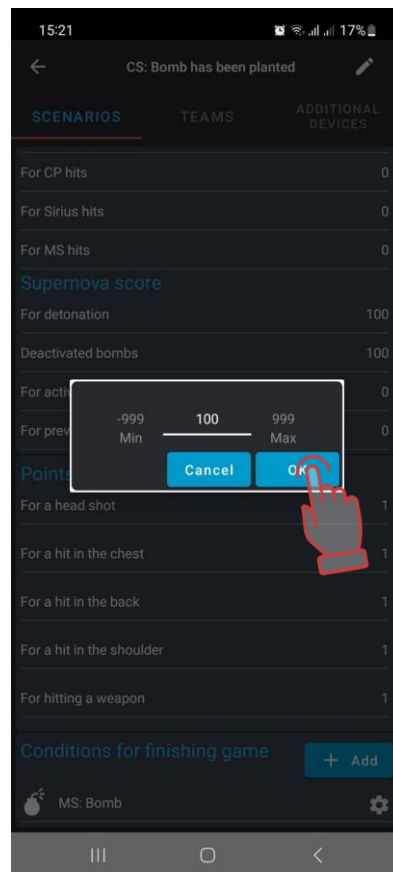
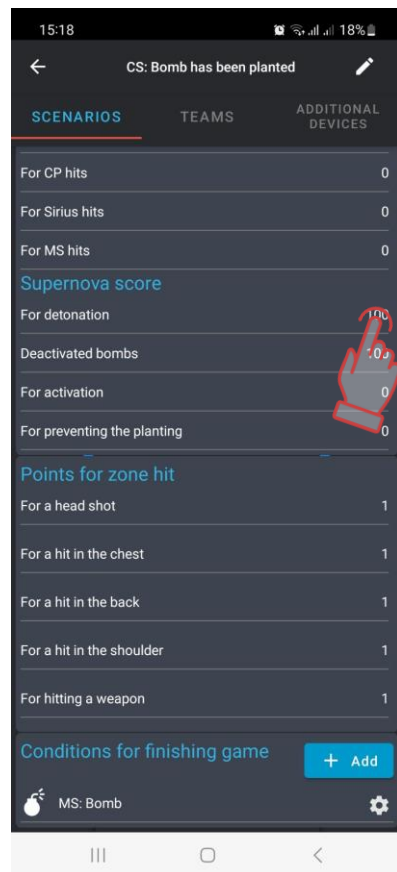
You can configure the mode in program on Android platform.

In the Lasertag Operator Android application (starting with version 2.0.3), it is possible to add a condition for early termination of game, but here you can also set the number of explosions and clearing, and as a result the game stops. This is useful when playing with time control, and when playing a game consisting of several rounds.

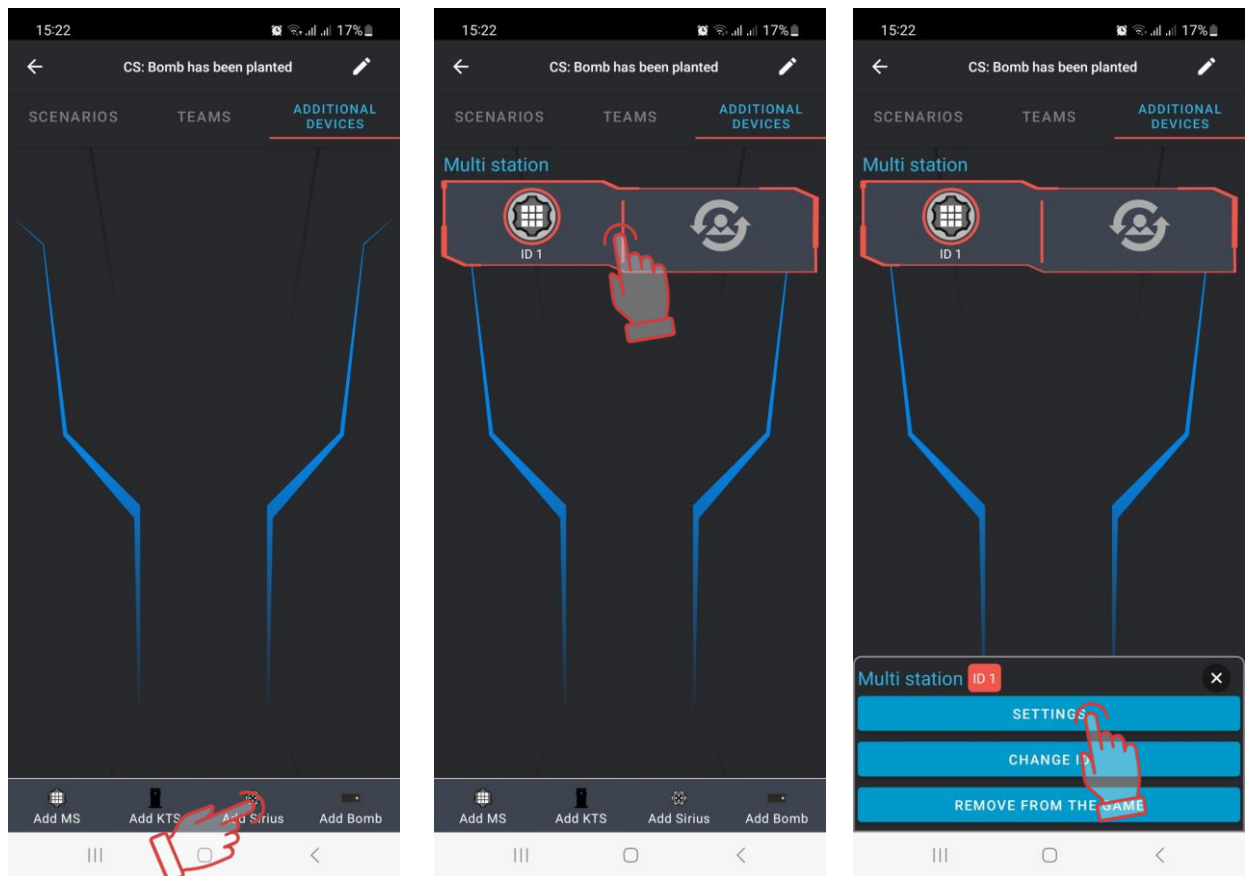
To select this parameter, you need to go to the Scenarios tab in the scenario editor and click on the +ADD button in the lower right corner. You will see a window with options for ending the game and here you need to select the bomb icon. The condition will be added to the Game ending conditions field and a button  will appear next to the icon. After clicking on it, a window will appear in which you can set the number of explosions and clearing before the end of the game. In a one-round game, both values are set to 1.



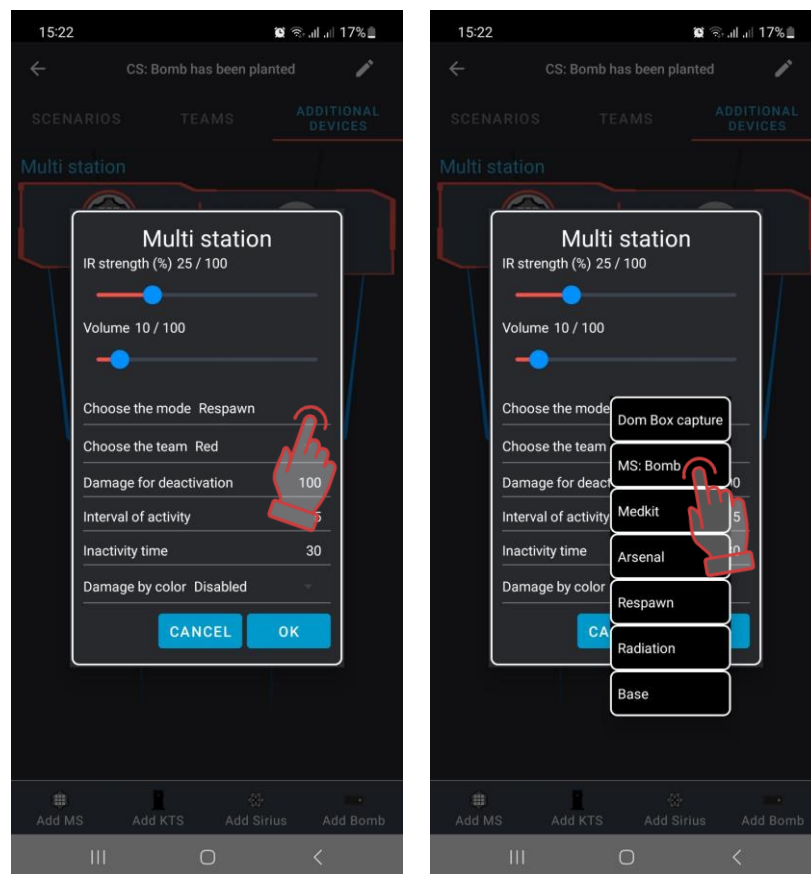
Also in the Scenarios tab you can set the number of points accrued for getting into the bomb.



Now you need to go to the Additional devices tab and add the Multistation to the game. To do this, click the corresponding button in the lower part of the screen. After that, the device card will appear in the editor window. By default, the Multistation is included in the scenario in the Respawn mode and in order to assign the Bomb mode, you need to click on the card and select the Settings item in the window that appears.

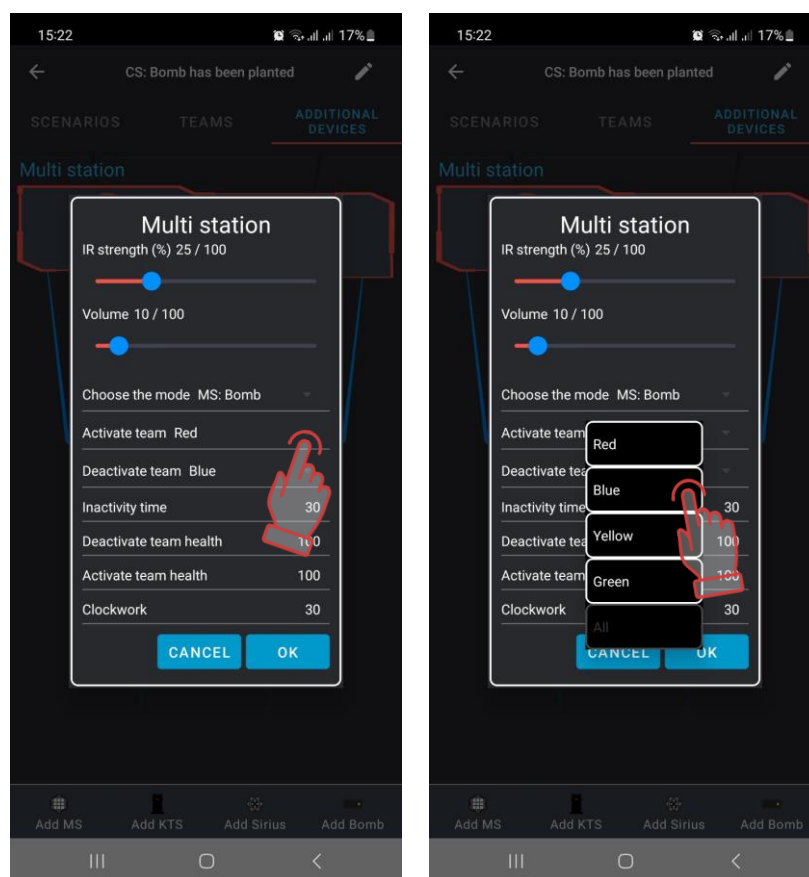


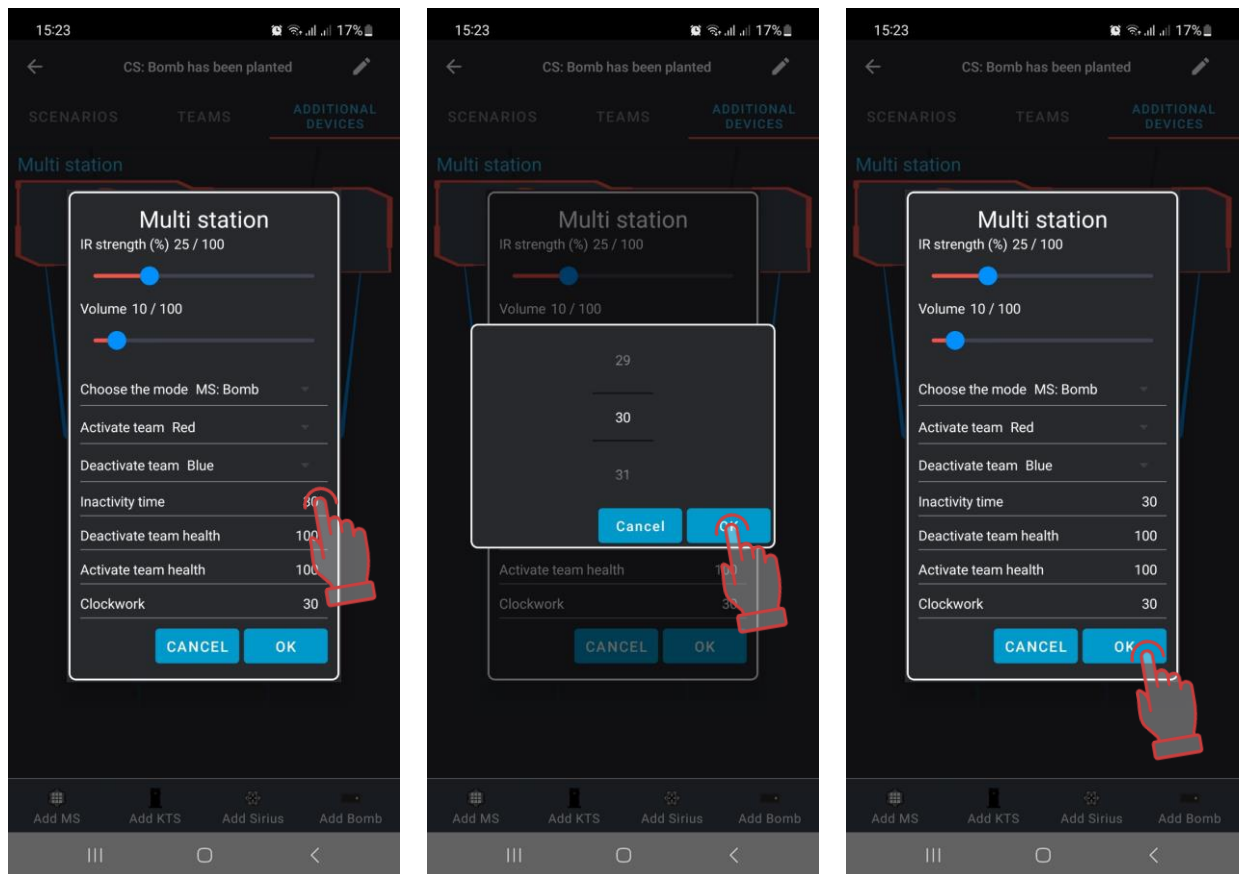
In the window, select the Bomb mode and after that set it up.



The program allows you to assign the color of teams that will play the role of sappers and miners - to do this, click on the button in the form of a checkmark and select the desired color from the drop-down list. In the same window, you can set the inactivity time (pause between the possibility of re-installation after the explosion - from 1 to 254 s), the number of shots for installation and clearance (1-999), as well as the capture time (time given to sappers to clear the bomb after installing it with miners - from 1 to 999 s). To change these parameters, you need to tap on the corresponding number and in the window that appears set the necessary one while scrolling up and down the row of numbers. To speed up the selection, you can click on the central digit in this window and dial using the appeared numeric keypad.

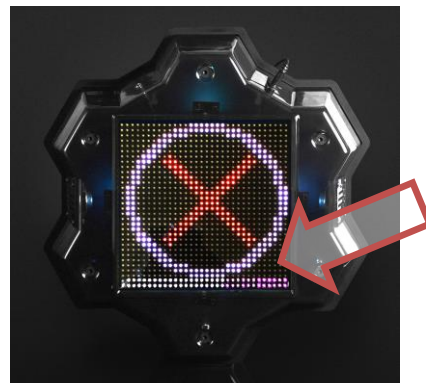
When you click on the inscription OK, the settings are confirmed, to discard the changes - click on the inscription Cancel.



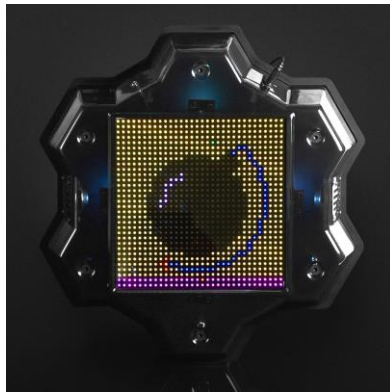


In the simplest version, the scenario of the game using the Multistation in the Bomb mode is as follows:

- The multi-station is located approximately in the center of the playing field, at an equal distance from the bases of the teams, where they can be reborn.
- In the script editor, the condition for early completion of the script is set - "Bomb exploded".
- Teams of miners and sappers are formed. If necessary, player's kits can be configured.
- At the start of the game, a white ring with a red crosshair is displayed on the screen of the Multistation, which symbolizes the place of the bomb.
- A team of miners sets a bomb with shots the number of which is set in the program. The team of sappers at this time is trying to prevent this, hitting the players of the miners team. The dynamics of the installation can be observed on a progressive scale at the bottom of the screen of the Multistation. Moreover, the device does not respond to sapper shots.



- If during the game round the installation did not complete, or the bomb did not explode, the victory is awarded to the team of sappers.
- If a bomb was installed, the speaker of the Multistation reports: "Bomb has been planted" and the timer starts, which is graphically displayed on the screen as a burning wick of an old grenade. The "wick" is lit in proportion to the time set in the Clock work field. Now the tasks of the teams become diametrically opposed - the team of sappers needs to disarm the bomb during the timer work, hitting the device (shots are also controlled by the lower two rows of screen LEDs), and the miners must counteract this by hitting the opponent. Accordingly, the station now does not respond to shots from miners.
- The following are two options. The sappers manage to disarm the bomb, and it returns to its original state - the message "Bomb has been defused" sounds and the ring with a crosshair appears on the screen again. Or the bomb explodes.



The explosion is animatedly displayed on the screen of the Multistation and is accompanied by the corresponding sound.

Since the condition of early completion of the scenario "The bomb is detonated" will be fulfilled in case of a bomb explosion, the round ends with a victory for the team of miners.

You can use the updated Bomb mode only starting with the firmware version of the microcontroller Multistation MS\_v2.1.14. Therefore, there is a need to update the firmware.