LASERTAG NET

Short usage instructions for users when receiving outdoor laser tag game kits
FALCON

Contents

Brief instructions are intended only for the first steps when receiving individual kits for playing laser tag. To further explore the capabilities of the entire set of equipment, you must download the instructions at: https://lasertag.net/manuals/

1. Description of kit items

Laser tag is an exciting, real time, si-fi, game. The game develops the players' speed, physical strength, thinking, and team spirit.

To play the laser tag, each player is given a wireless kit - a laser tag gun and a device for fixing a hit (hereinafter - DFH) - a headband, vest, helmet, etc.

The communication of the laser tag gun and the DFH is wireless and is made over-the-air. To configure, manage and remove statistics using a server and computer programs, a Wi-Fi channel is used.

A laser tag gun is a device that emits focused impulses of safe infrared rays.

When an infrared ray hits any of the sensors on the opponent's kit, the hit signaling device is triggered. At the same time, the opponent player is deprived of health units, and when he/she runs out of them, their laser tag gun is disconnected before being "restored" by the remote control or other gaming devices.
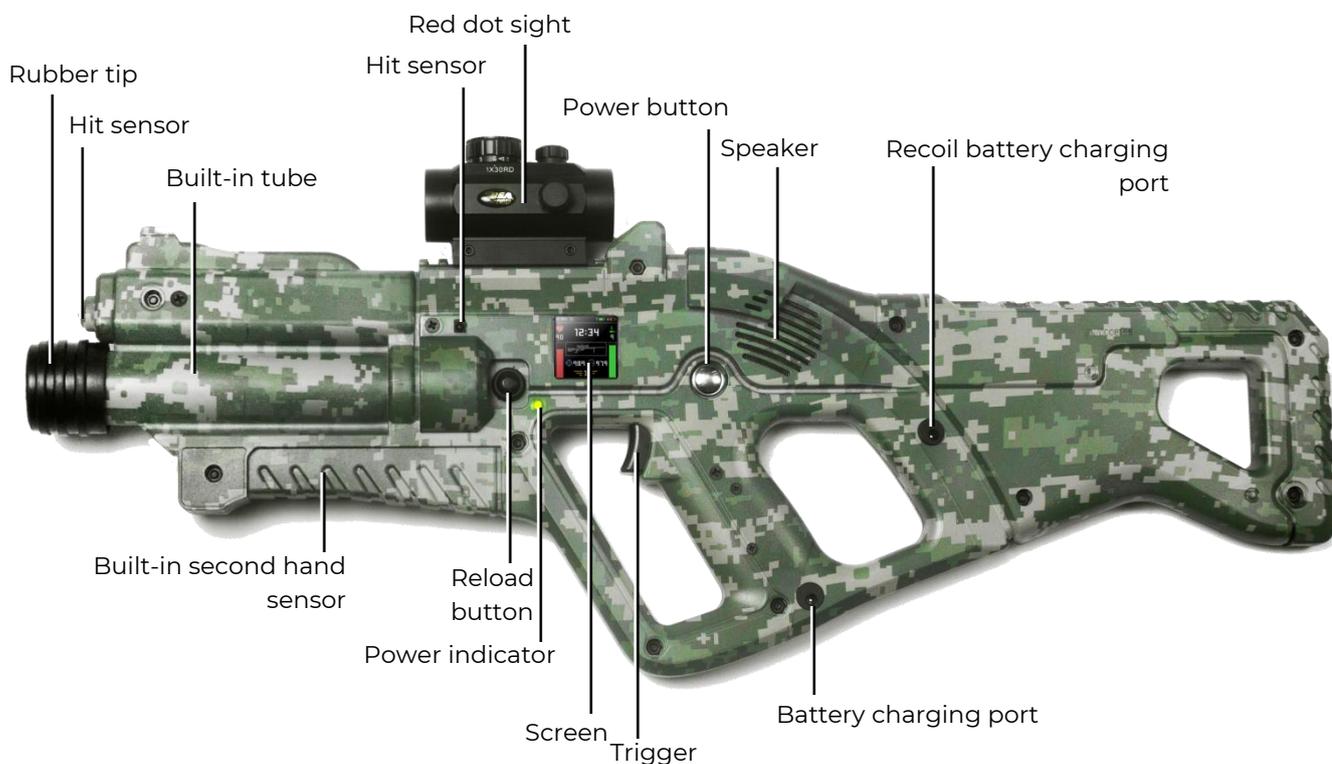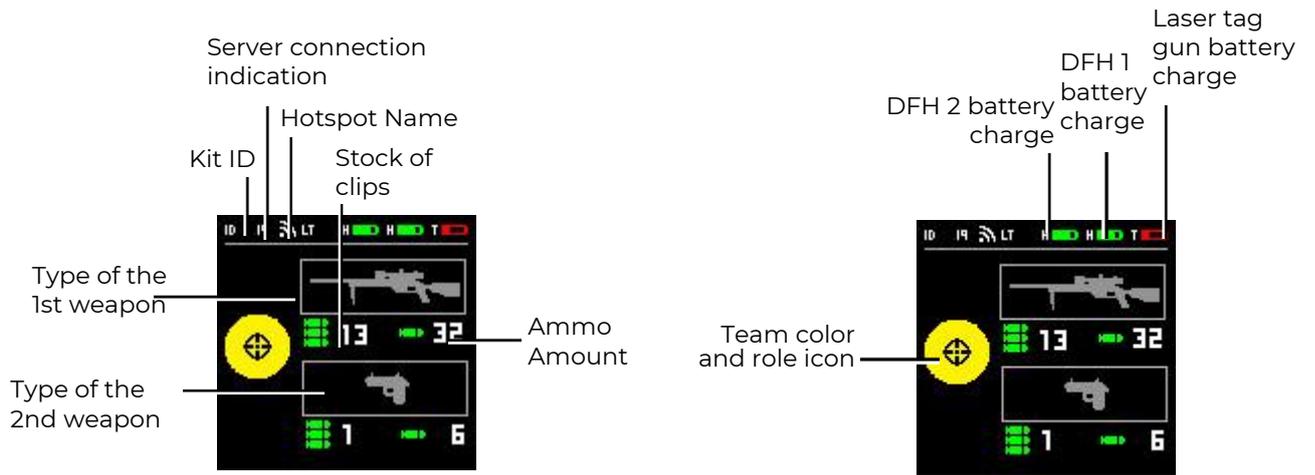

The main elements of the laser tag gun on the example of an assault rifle Falcon F2*
(equipped with Tactical Pro)

* Due to the continuous improvement of the equipment and software carried out by the company, the illustrations and screenshots shown in the instructions may differ from the images of the received equipment and current versions of programs. The latest version of this manual can be downloaded from the company's website at https://lasertag.net/manuals/ (First Start Instructions - actions after receiving outdoor equipment on the NETRONIC Platform).

The laser tag gun, depending on the order, can be equipped with an IPS screen.
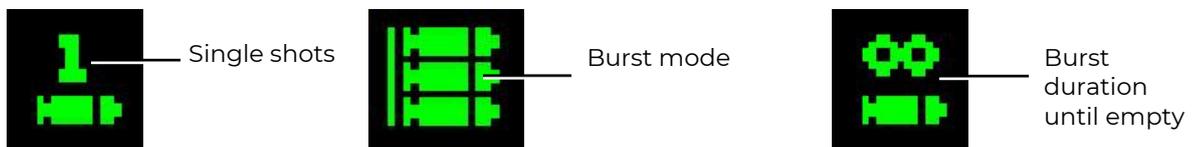
IPS screen menu when selecting kit configuration

Labels (left screen):
- Kit ID
- Server connection indication
- Hotspot Name
- Stock of clips
- Type of the 1st weapon
- Type of the 2nd weapon
- Ammo Amount

Labels (right screen):
- DFH 2 battery charge
- DFH 1 battery charge
- Laser tag gun battery charge
- Team color and role icon

IPS screen menu during the game

Labels:
- Current type of the weapon
- Game timer
- Fire mode
- The number of clips left
- Health units remaining
- Health units level
- The number of hits in the opponents
- Current rating
- Cartridge ammo level
- The number of defeated opponents

IPS screen menu at the end of the game

Labels:
- The number of hits in the opponents
- The number of defeats from the opponent
- Place in rating
- The number of defeated opponents
- The number of points gained

GAME OVER
⊕ 989   ☺ 979
⌂ 979   ▮▮▮3287
1

Pictograms keys of firing modes

- Single shots
- Burst mode
- Burst duration until empty

2. Procedure for checking equipment upon receipt

- Check the complete set of the received equipment according to the passport of the device.
- Carefully inspect the appearance of the devices for cracks, chips, and other mechanical damage that may result from transportation.
- Check the labels on the cases of the laser tag gun and the control unit of the DFH (headbands, vests, helmets). They must be the same. Upon delivery, all kits differ from each other by identification numbers (IDs), but inside the kit, both the laser tag gun and the DFH must have the same number and be connected to each other.
- Turn on the kit by holding down the laser tag gun and control buttons of the hit lock device for 3 seconds (other button execution variations are possible).

Laser tag gun power button

Headband power button (DFH)
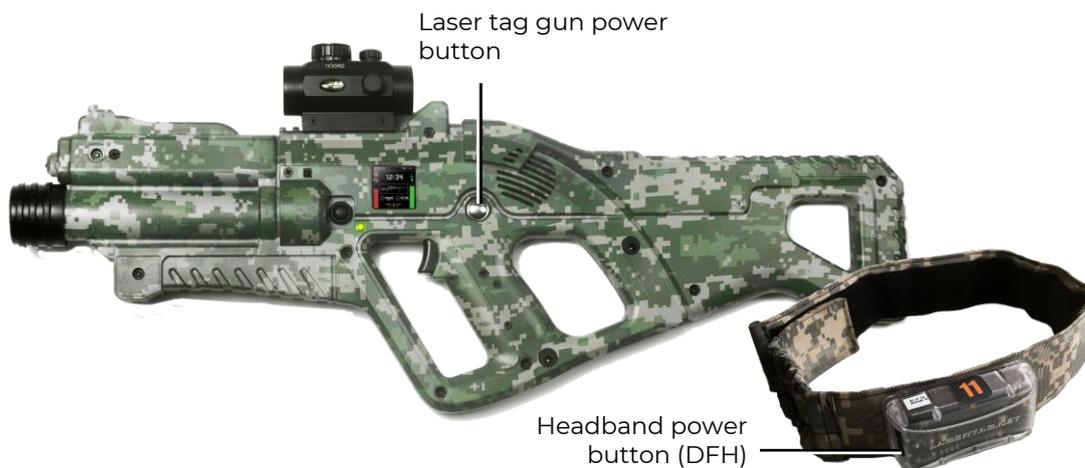
Location of power buttons on the laser tag gun and headband

If the individual numbers of the laser tag gun and the DFH do not coincide, or the laser tag gun is not turned on or its batteries are discharged, the headband buzzer will give short signals.

If the ID of laser tag gun and the ID of DFHs are the same and they are connected to each other, the device LEDs begin to flash smoothly with the team color, and the system signal is played back by the speaker of the laser tag gun. The kit is ready to be set up or for playing the game.

- First of all, you need to check the battery level of the kit, which is displayed on the laser tag gun's screen. If necessary, fully charge the devices with the included standard chargers.

Now, the instructor using the remote control or through a computer program has the ability to change the kit configuration, as well as to start or stop the game round.

- Carefully read the Operating Instructions, which can be downloaded from the company's website at: https://lasertag.net/manuals/ ("Netronic platform 2020 equipment user manual for working with WiFi router").

- Our company has a number of training videos that help you clearly understand how to properly maintain the equipment: https://lasertag.net/video-manuals/

- In case of equipment mismatch, appearance violation, equipment malfunction, contact the company's technical support service: https://lasertag.net/support/

3. Manage kits using the remote control

In order to launch kits into the game using the Remote Control, you must:
- Direct the emitter of the Remote Control to the DFH or the laser tag gun (if the set includes damage sensors).
- Having pressed the buttons with the corresponding color on the Remote Control, distribute the kits according to the teams.
- If necessary, use the Remote Control to change the standard settings of the kit - add ammunition, increase the number of health units, change the power of the IR beam, set a scenario preset (role).
- Click the Start Game button.
- Upon successful activation of the kit, the laser tag gun speaker plays an audio message "Go, go, go!", The RGB-indicators of the DFH will light up once with the color of the player's team and go out.
- Make control shots in kits of another team.
- When an infrared beam hits any of the opponent's sensors, the hit signaling is triggered, which is accompanied by a short vibration signal and the LEDs of the DFH sensors blink with the color of its team. Through the speaker of the laser tag gun, it is reported that the player is injured ("I am wounded" or "Last Life").
- When a player who has a "last life" gets into the sensor, the DFH reacts by blinking white LEDs and a vibration signal. It is reported through the laser tag gun's speaker: "The player is lost - we return to the base!", and the laser tag gun stops emitting impulses.
- To restore the kit, you should re-direct the emitter of the Remote Control to the IR receivers of the kit and click on the Start Game button.
- If a player runs out of cartridges at the laser tag gun during firing, the specific misfire sounds are reproduced from the speaker. To change the clip, briefly press the reload button.
- To change the shooting mode (single "shots", a burst of 3 rounds or an endless burst until the magazine is empty), you need to press the reload button two times with an interval of less than 1 second. Switching is accompanied by a system signal.
- To change the type of weapon (if it is provided for by the preset), you need to hold the reload button pressed for about 3 seconds until the sound signal is reproduced.
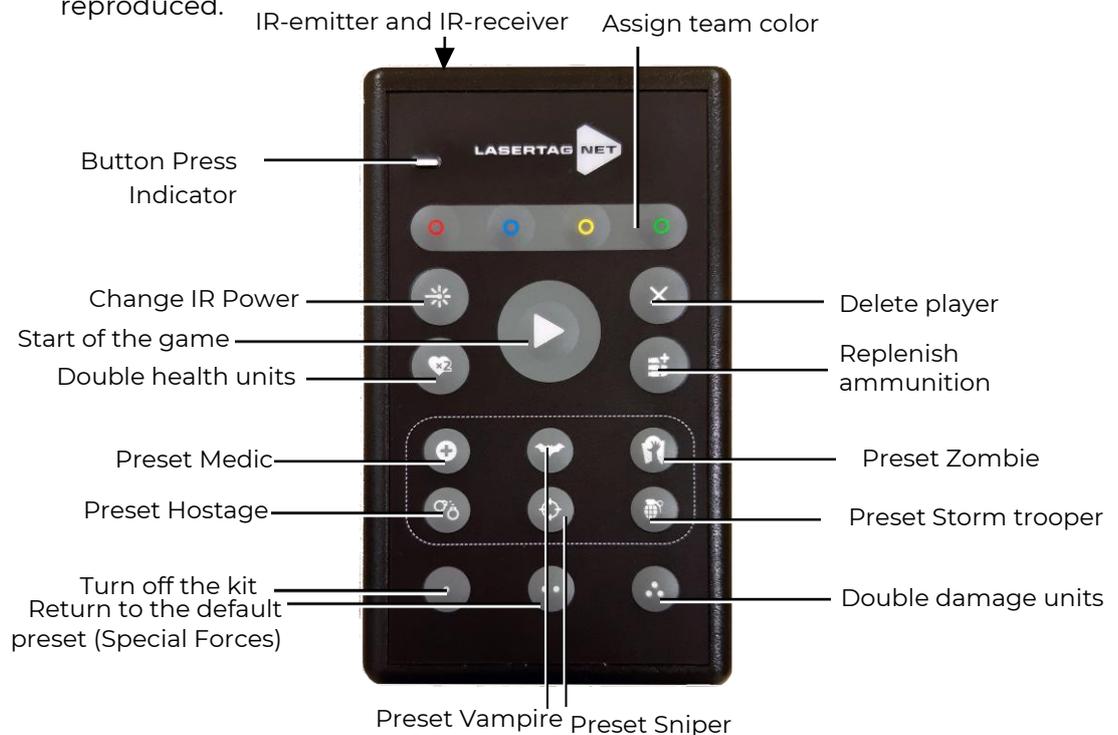
External elements of the remote control

4. Manage kits using an Android smartphone or tablet

To run the kits in the game using the program on a device with the Android operating system (not lower than 7.0), you must:

- Download and install the Lasertag Operator program on the device - available at:
  https://play.google.com/store/apps/details?id=net.lasertag.operator
  or https://lasertag.net/support/
- Turn on the router supplied by the company with the equipment.
- On your smartphone or tablet, turn on the Wi-Fi network connection mode (Settings/ Connections/ Wi-Fi) and search for the Hotspot. (The setup procedure may differ depending on the version of the operating system and device model).
- After finding the LASERTAG Hotspot, select it and enter the password 2015LT2015 in the window that appears.
- Open the Lasertag Operator program. The first time you open the app, the short user's manual is shown. It is recommended to read it. In the future, the display of the manual at startup can be disabled.
- In the start window click on the Main Menu button ☰ , or swipe to the right and go to the main menu screen.
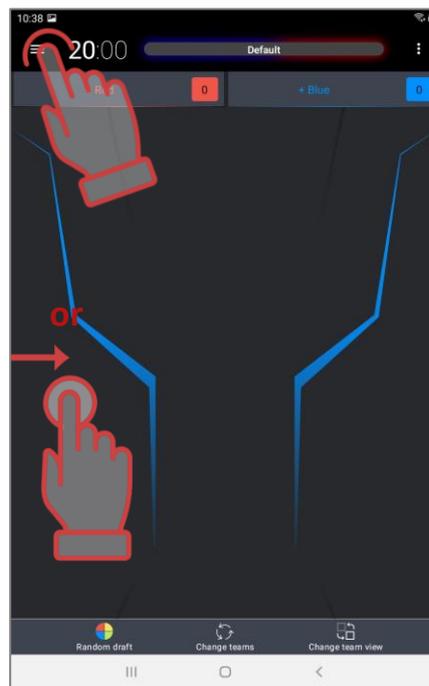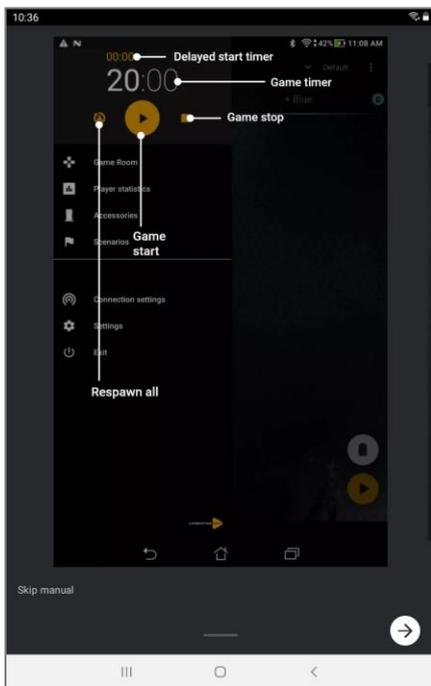

First slide of the short manual and opening the main menu

- On the main menu screen, click on Settings item.
- In the window that appears, in the Connection settings sub-item, check the correctness of the selected hotspot name.
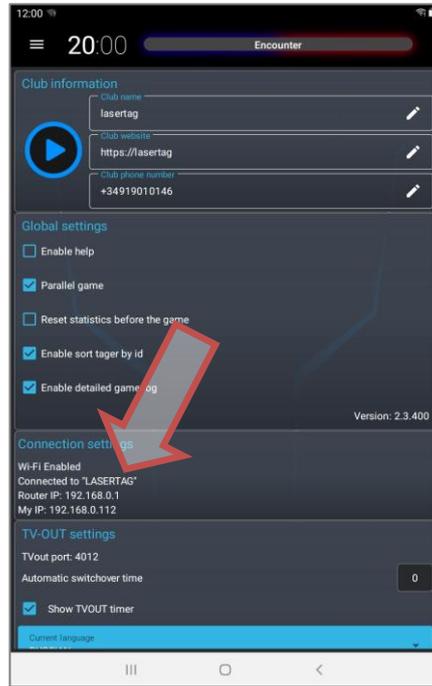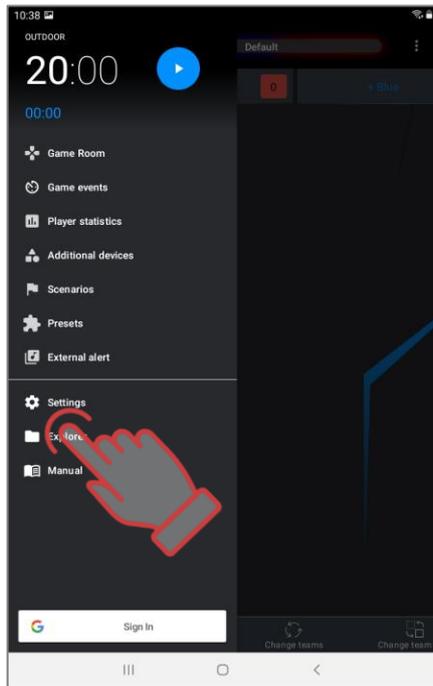
Checking the connection settings

- Go to the main menu.
- Turn on all the kits that will participate in the game.
- In the main menu, click on item Game Room.
- In the screen that appears, click on the button with the name of the team color.
- In the player selection window, mark the cards of the kits connected to the server for the selected team or tick the box in the upper right corner to select all. Confirm your selection by clicking on the OK button. In this case, the LEDs on the sets will change the glow color to the color of the selected team.
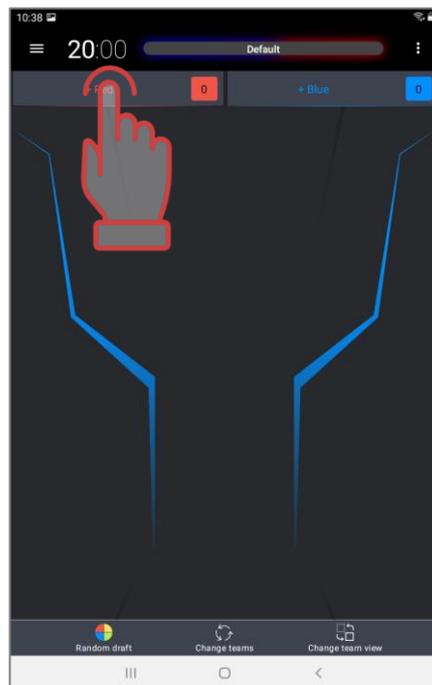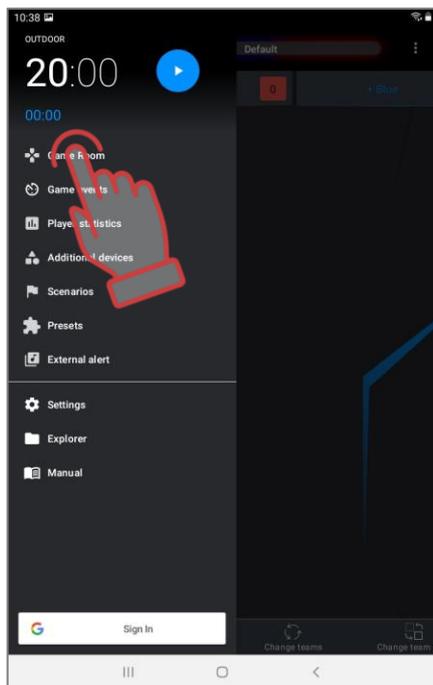
**Go to the Game Room and activate the selection of players for the team**

- Click on the button with the name of the team of another color. Mark cards of the remaining players. Check the equipment for teams.
- There are two types of player card display in the program - Statistics and Service. Switching between modes is done by clicking on the Change display mode button.
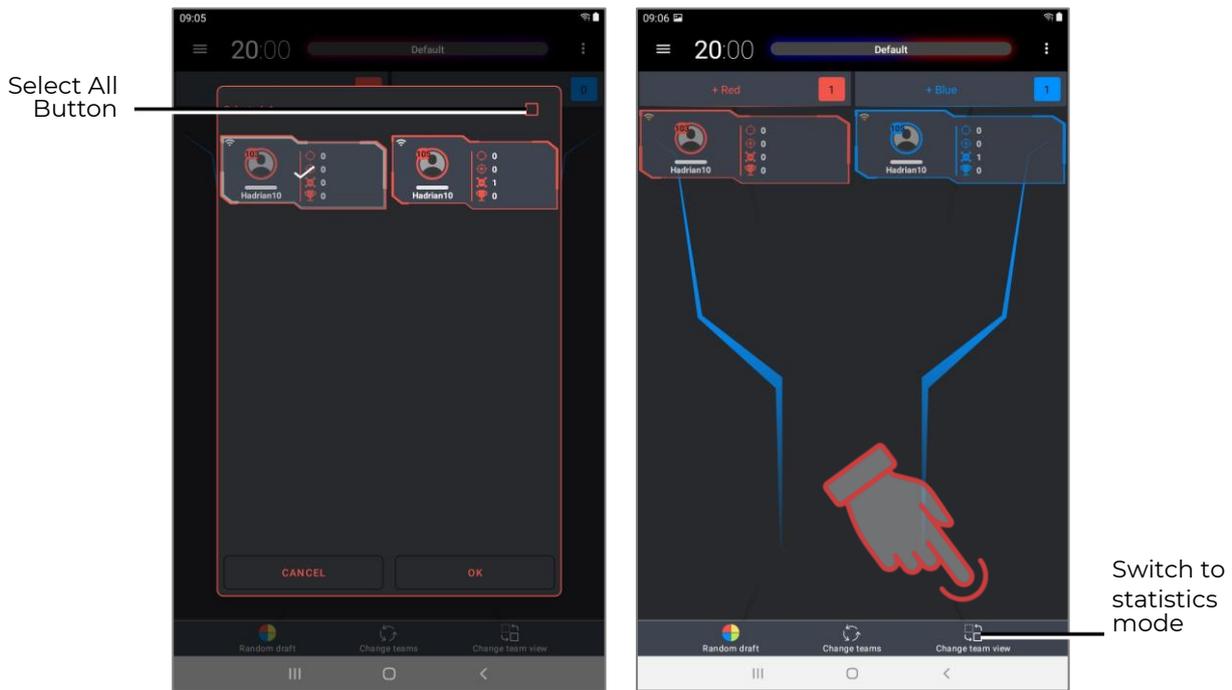
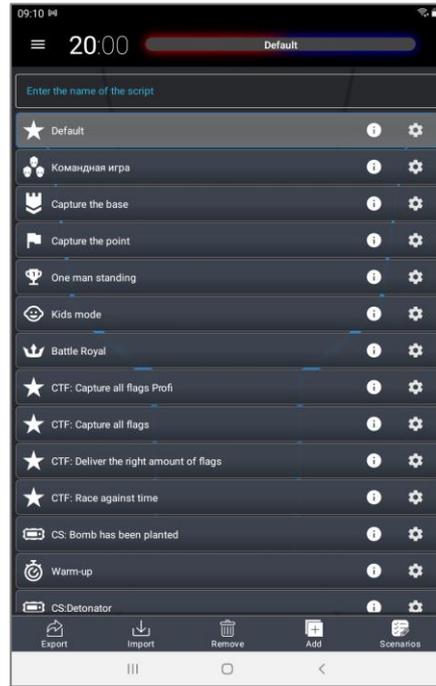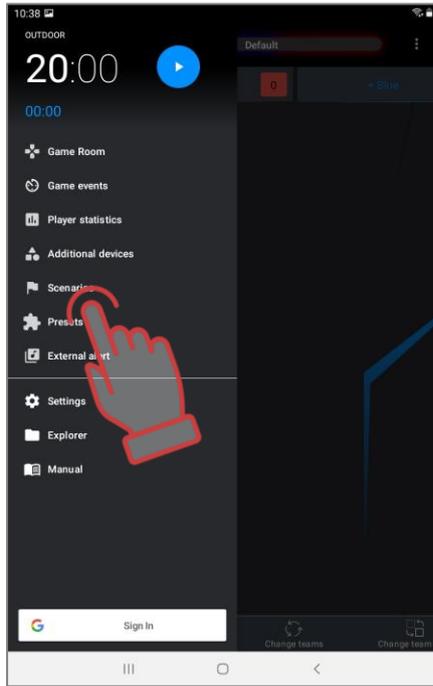**Selecting players for a team and switching between player card views**

**Player's card in statistic mode**
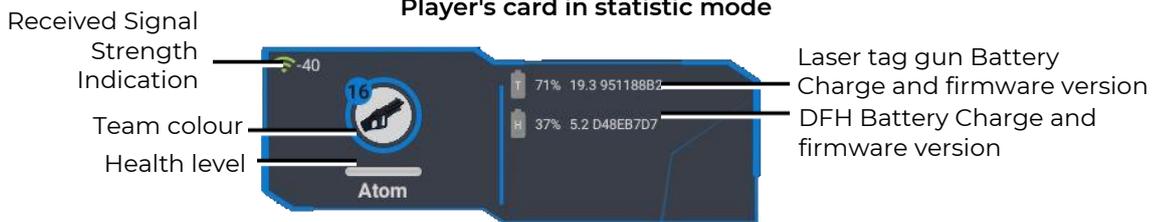
Player's card in service mode

- Choose one of the suggested game scenarios (as an example - the "Default" scenario) or customize your own. To do this, go to the Scenarios menu.

**Go to the Scenarios menu and scenario options for selection**

- The scenarios are presented in the form of tiles, which depict the name of the script and the logo. To view and change the settings for each of the scenarios, click on the icon ⚙ in the right corner of the tile of the selected option. Scenario selection - long (2-3 s) pressing on the tile.
- To create your own scenario, you need to click on the Add button in the lower right corner of the screen. The program will propose you to enter the name of the new scenario, copy the settings from one of the built-in scenarios, and then give the opportunity to configure the parameters.
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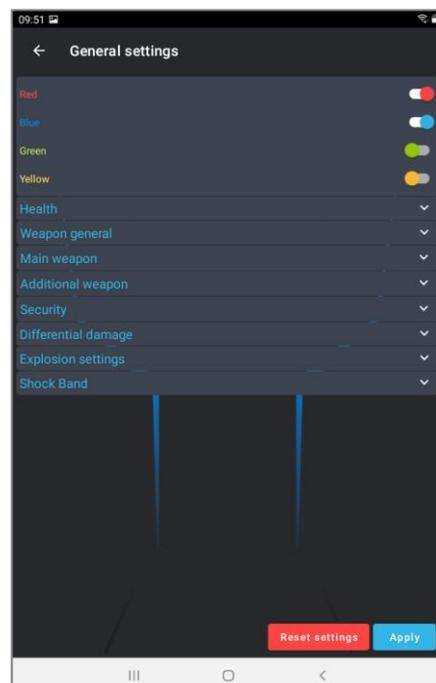
**Scenario settings on the example of the "Default" scenario**

- Set the duration of the round. To do this, in the main menu, click on the large white numbers at the top of the screen. In the window that appears, shifting the numbers vertically, in the left column set the time in minutes (0-99 min), in the right column in seconds (0-59 s).
- In the same way, you can set the start delay by clicking on the small blue numbers under the main timer.
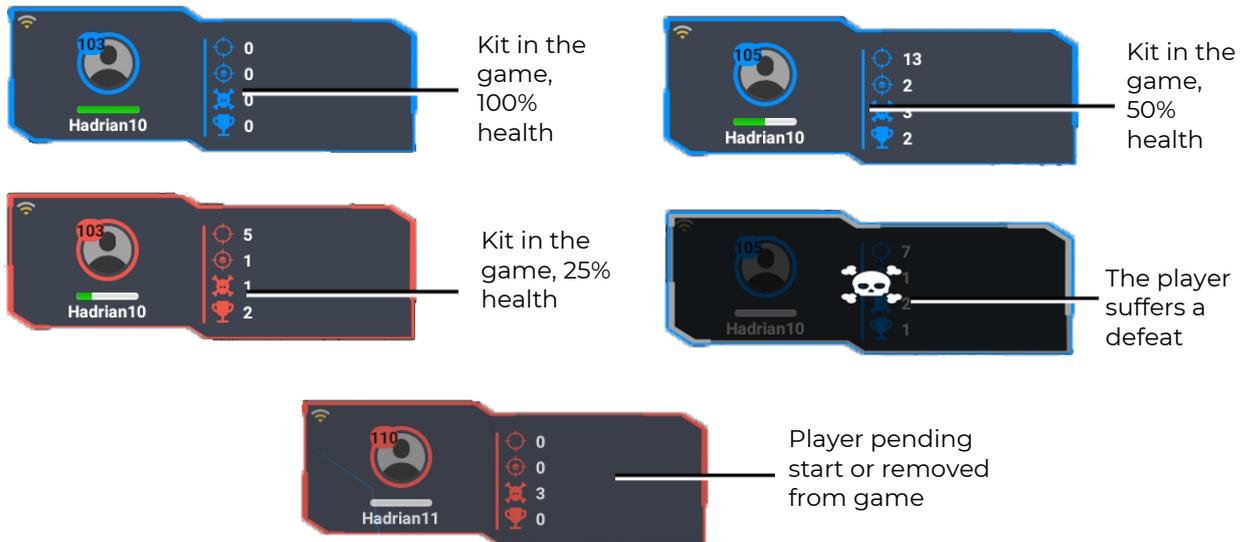
Start Delay Timer   Game Timer
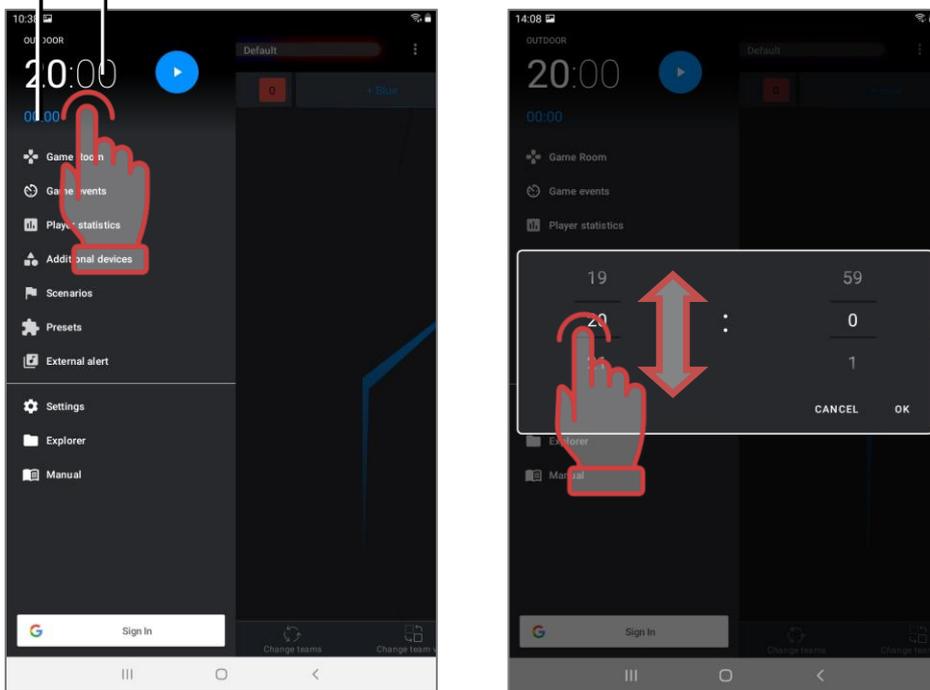
Setting start delay and game timer

- To start the game, you can use the start button in the main menu.
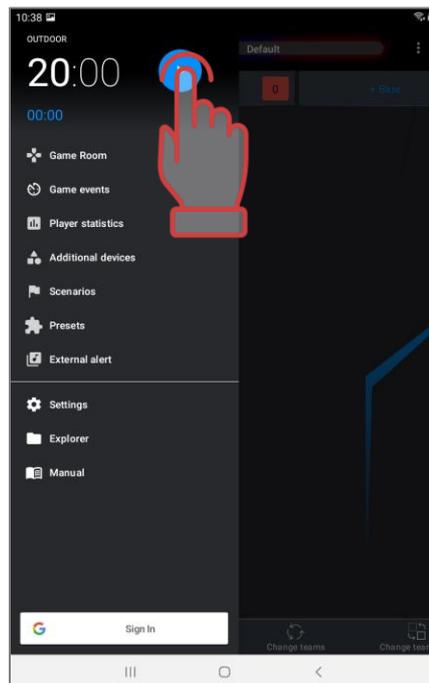
Start the game

- During a game round, the health indicator under the cards of the team players turns green and you can use it to monitor the state of the game kits. The bar will decrease in proportion to the remaining health points.

Kit in the game, 100% health

Kit in the game, 50% health

Kit in the game, 25% health

The player suffers a defeat

Player pending start or removed from game

**Display the status of kits during the gameplay**

- During the game, a log is shown on the screen - a report on the main events taking place on the playground. In order to show the log on the screen, you need to go to the main menu item Game events during the game.
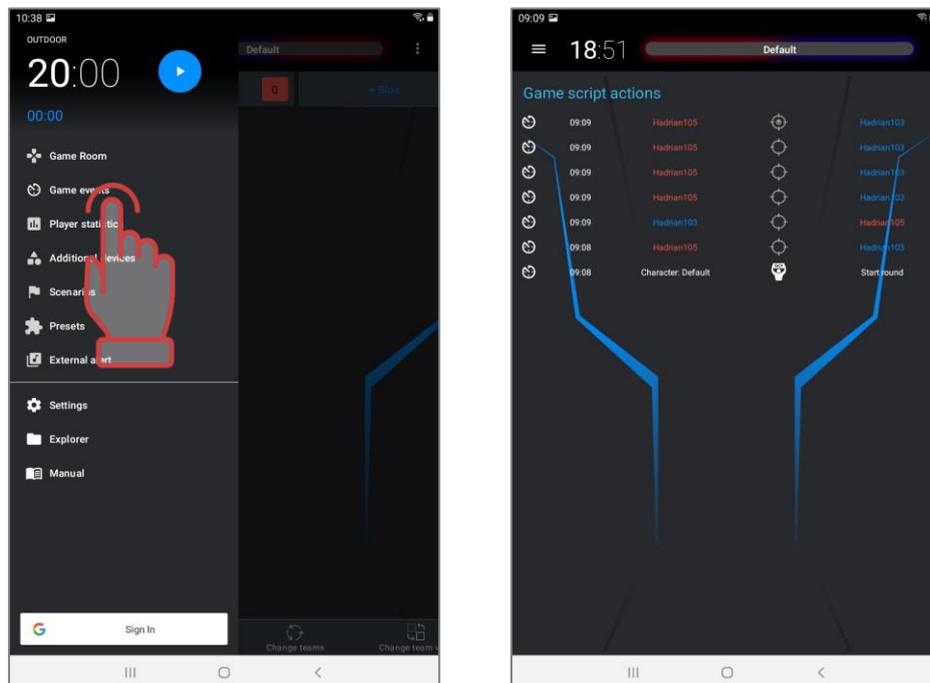
Show scenario events (logs)

- During the game, players who hit an opponent or additional devices will receive points, and at the end of the round both team and individual result will be summed up.
- In the simplest version, the game (including in the "Default" scenario) ends on a timer. In the scenario editor, you can set the game to end when certain conditions are met - capturing an opponent's base, capturing a Domination Box, reaching a given number of points, exploding a bomb, etc.

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- At the end of the game, it is possible to view statistics, both in the form of a table, and in the form of various nominations. To work with statistics, click on the "Game statistics" button in the main menu.
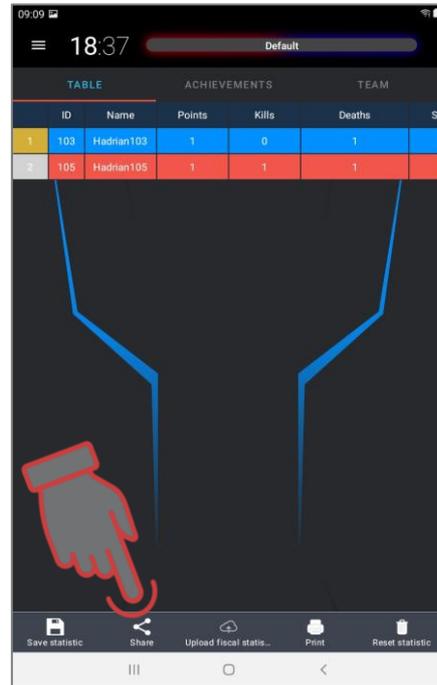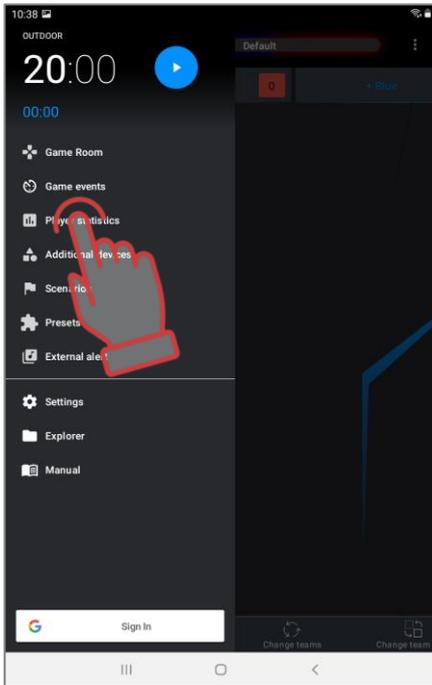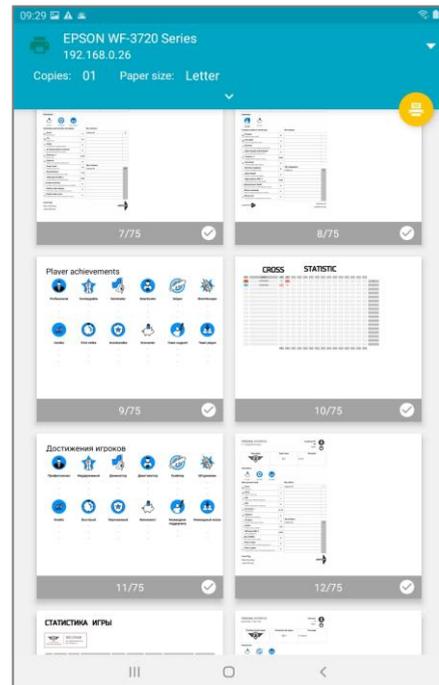

Opening the statistics window and its tabular display
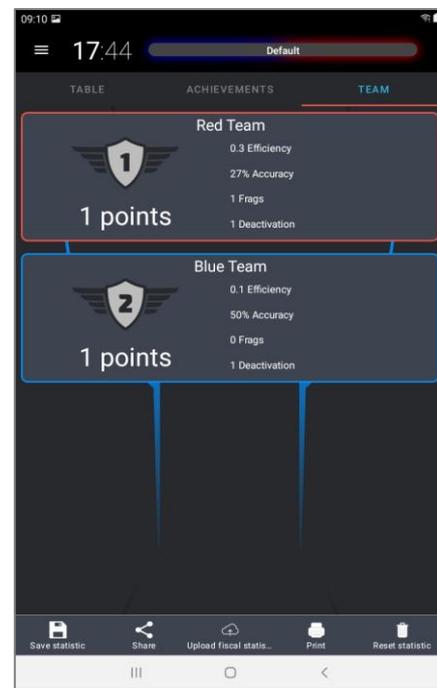
Windows for displaying nominations and working with statistics

The program allows you to save, print and reset statistics, as well as share the results saved in the form of colorful reports on social networks.

Statistics screen and print preview

It is also possible to display statistics on an external screen.

 To do this, you need to download the LaserTagStatistic program for broadcasting statistics to an external screen (for kits with firmware v.19) https://lasertag.net/support/ or in the Play Market application – program Laser tag Scoreboard

https://play.google.com/store/apps/details?id=ua.com.Netronic.TVOutLasterTagScoreboard

It must be installed on Android device (TV, set-top box, tablet, etc.) The device must be connected to the same network as the tablet/smartphone with the Lasertag Operator installed.

After opening the LaserTagStatistic program, click on the arrow in the lower right corner of the program start window.
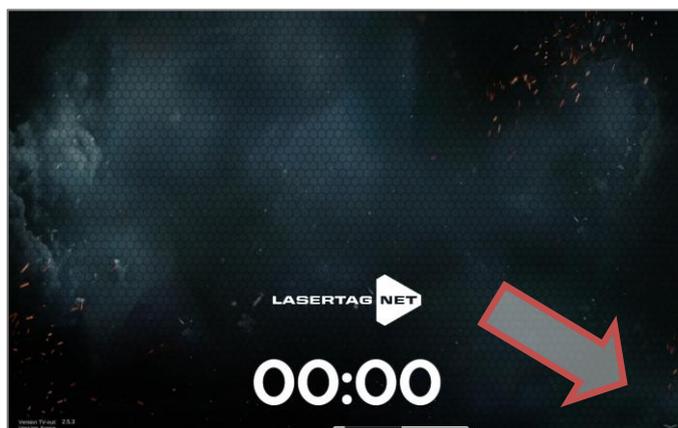
Start window of the program

A gear icon will appear, which you also need to click on.

In the window that appears, check the compliance of tablet's or smartphone's IP and port number with the data specified in the Lasertag Operator program (Menu/Settings). If different, change manually by clicking on the corresponding value.

It is also possible to select the background of the program, including the custom one.

Confirmation of changes - press the checkmark button.
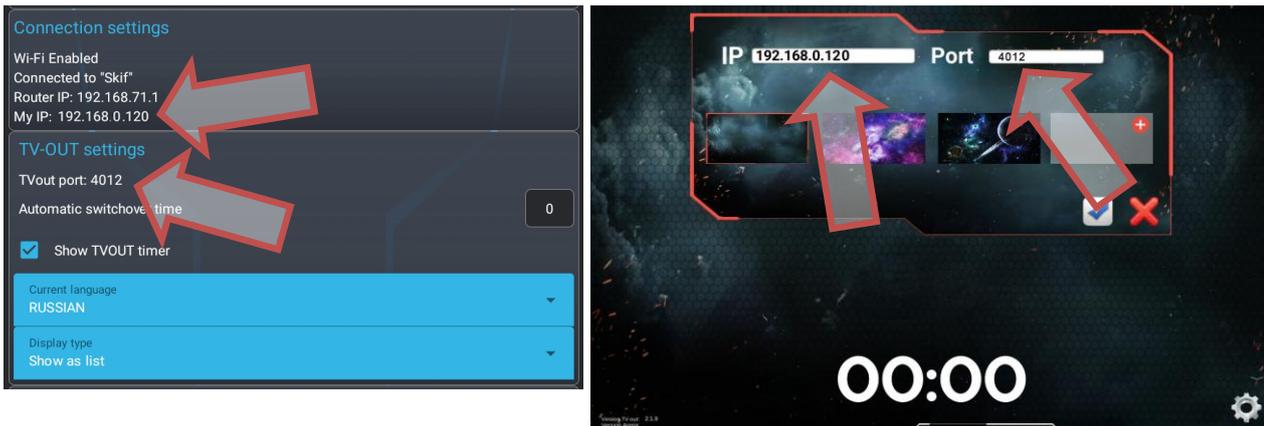
Checking TVOUT settings in programs

During the game, the screen will display team actions and current statistics, and at the end of the round, personal and team indicators will be shown.

Details on using the programs are described in the Operating Instructions, which can be downloaded from the company's website at: https://lasertag.net/manuals/ (Netronic platform equipment user manual for working with WiFi router Part 3 "Setting up and using software on the android operating system").

These instructions list only the first steps for using laser tag equipment manufactured by the company.

Using built-in scenarios and creating your own scenarios, including additional devices in them, functional changes in the settings of the kits - all this greatly diversifies the gameplay, making it one that will satisfy both a novice player and an experienced professional.

5.   Warranty obligations

Dear customer! Thank You for choosing Lasertag.net!

The warranty obligations of the supplier will be upheld providing the customers compliance to the rules of transportation, storage and operation during the warranty period.

After receiving your purchase, be sure to check the warranty card; it will be necessary for your warranty service. The serial number and model name of the product that You purchased must be identical to that which is noted on the warranty card. No changes or corrections to the card are allowed. In order to avoid any misunderstandings keep all the documents (warranty card, invoice, Contract, etc.) that were attached to the product.

Please carefully read the Operating Instructions, which you can download at https://lasertag.net/manuals/ ("Netronic platform equipment user manual for working with WiFi router"), or by scanning the QR code, before using the product and before contacting the Technical Support Service of the company.

The guarantee period of the product is 12 months from the moment the user receives the equipment.

The guarantee does not cover certain parts (power button, reset button, remote control buttons, trigger, microswitch, charger connectors, output LEDs, audio cables, network and USB).

The guarantee for embedded batteries and third-party supplied equipment is determined by the manufacturer.

The guarantee does not cover the products with defects caused by:
1.   non-compliance with transportation, storage and operating rules;
2.   incorrect configuration and connection of the equipment;

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3. damages caused by improper using, handling or application;
4. mechanical damage caused by a hit, falling, high pressure, animal activity etc.;
5. excessive pollution, ingestion of foreign objects and liquids, exposure aggressive to the materials of the equipment materials;
6. force majeure (natural disasters and emergencies);
7. repairs made by unauthorized persons;
8. making design or circuit changes and software changes unauthorized by the manufacturer;
9. redirection of power, telecommunications and cable networks;
10. natural depreciation and amortization of the product (abrasion of the device case, scratches, etc.).

Transportation services for warranty repairs are paid as follows: the customer pays transport costs when sending a product to a service center, the supplier pays the costs when sending from the service center to the customer. The method of sending a product by the customer must be agreed with the supplier.

In case of non-warranty repair the customer is entitled to the service repair, but the cost of work, supplies and transportation costs shall be paid at his/her own expense. The product is accepted for repair fully equipped, including a warranty card. The complete set of a product is specified in the passport.

⚠ The product must be sent complete, with all the components, including a warranty card. The complete set of a product is specified in the passport.

When performing non-warranty repairs, the service center gives a guarantee of 14 days for those components that have been repaired.

The manufacturer reserves the right to make design changes that improve the products quality while maintaining the basic operational characteristics.

The company undertakes to provide support (including updates) of the laser-tag software throughout the entire warranty period of its operation. If the customer, during the warranty period, has a program failure or a significant malfunction of the equipment is detected due to software faults, the repair work will be carried out as soon as possible depending on the complexity of the identified problem.

The actual versions of the equipment`s microcontrollers and the software versions should correspondent to each other.

⚠ Due to the peculiarities of the internal structure and chemical composition of lithium-ion batteries, as well as to avoid problems associated with the aging of the chemical composition of cells, such as spontaneous combustion, loss of capacity, etc., we recommend replacing the batteries in the equipment after 2 years of use.

The software guarantee does not cover mistakes caused by:
1. non-compliance with the device requirements for the devices on which the program is installed;
2. failure or incorrect operation of the device on which the program is installed;
3. failure of an operating system installed on computer or mobile equipment and by the action of third-party software products, including computer viruses;
4. as a result of the independent intervention of the User in the device of the software product;
5. incorrect operation of the software in accordance with the instructions.

The manufacturer reserves the right to make design changes that improve the quality of the product, while maintaining the basic performance characteristics.