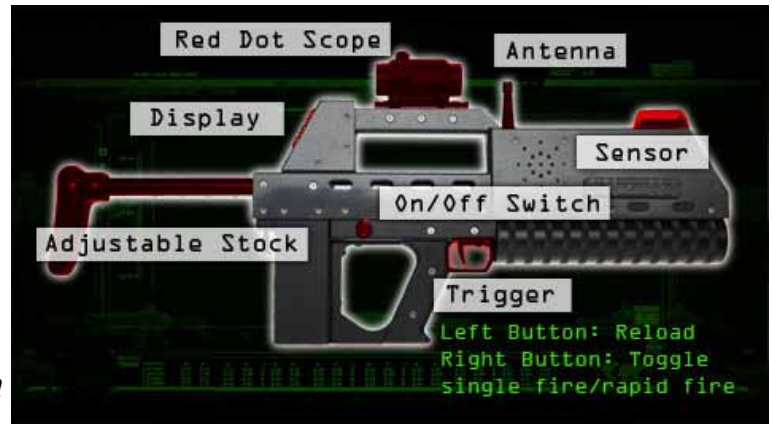


Getting Started: FAST

Quick Start:

- ⇒ To switch the gaming gun on, turn the key $\frac{1}{4}$ TURN clockwise.
- ⇒ The sensors are mounted on a headband using Velcro & elastic. The headband goes over a bandana or hat. These are coloured to tell the teams.
- ⇒ Once the gaming gun is on, pull trigger to commence countdown. After a few seconds your gaming guns is ready to go.
- ⇒ **Take the key out to play.**
- ⇒ Aim at the head or the gun barrel (that's where the sensors are). Re-load ammo by pushing left button once and let go (do not hold down).
- ⇒ When you are finished turn the gun off using the key.



BOOT TO LAST CONFIGURATION

Gaming guns remember their previous setting between boots. All gaming guns come **pre-set**, so all you need to do is, after turning the gaming gun on, wait a couple of seconds and then pull the trigger - then you are ready to play!

BATTLE GROUPS & TEAMS

This system can play up to 4 groups simultaneously without crossfire. So, for example, you have two separate groups of people, one group of playing area one and another one playing area two. These two groups can play without interference. If you are having trouble, double-check that all gaming guns are set to the same battle. If the shooting gaming gun is on battle 1 and the target is on, say, battle 3 they will not hit each other.

Within each battle group you can also set the TEAMS. We recommend playing with friendly fire off, and dividing your players in half so one half is on TEAM A and the rest on TEAM B. Please note TEAM A gamers will not be able to shoot others on their own team. TEAM A gamers can only hit people from TEAM B. The gaming guns come **pre-set** to Battle 1 with Team A / Team B. If you are having trouble, double-check that your are not trying to shoot someone on your own team.

IF YOU MUST CHANGE THE SETTINGS...

- ⇒ Turn the gaming gun on with the key
- ⇒ Push the left button
- ⇒ Set the difficulty level required using the left or right button
- ⇒ Pull trigger to lock in selection
- ⇒ Select weapon from list based on current gun class
- ⇒ Select the spare ammunition measured in magazines
- ⇒ Select health in hit points
- ⇒ Select language for audio



- ⇒ You will then return to the initial boot screen.
- ⇒ Pull the trigger, wait 4 seconds, then you're ready.

CHANGE REARLY USED SETTINGS

- ⇒ Boot the gaming gun with the key
- ⇒ Push the right button
- ⇒ Gun Reset (YES/NO) Choose yes to return to factory default settings.
- ⇒ Select device role—Choose "weapon mode" for a gaming gun.
- ⇒ Select gun class (ideally consistent with the gaming gun case)
- ⇒ Select FIRE MODE—Shooting = normal game-play i.e. one hit, takes one HP off your opposition.
Killing = one shot, one kill.
- ⇒ Select the muzzle flash colour (white is standard, however you can also select red or green).
- ⇒ Select hit light colour (select red, green, or none)
- ⇒ Select range (outdoor or indoor). We recommend outdoor mode unless you are playing in a tight indoor space. Indoor mode greatly reduces the infrared range. Use Default range.
- ⇒ Set voice feedback ON.
- ⇒ If all gaming guns have friendly fire ON, then all gaming guns on the same battle can hit each other. We recommend, however, using the team settings (Team A & Team B) and to turn OFF friendly fire, so only Team A gamers can hit Team B, and cannot hit members of their own team.
- ⇒ Select sound volume, usually leave on HIGH
- ⇒ Set battle, recommend all gaming guns remain on battle 1

IN GAME FUNCTIONS

The left button reloads the gaming gun. If the weapon selected supports it, the right button changes fire mode from fully automatic or burst fire to semi automatic. Each gaming gun can be set up to emulate different weapons, depending on the Live-Play (games), and experience of the group.

READING THE DISPLAY

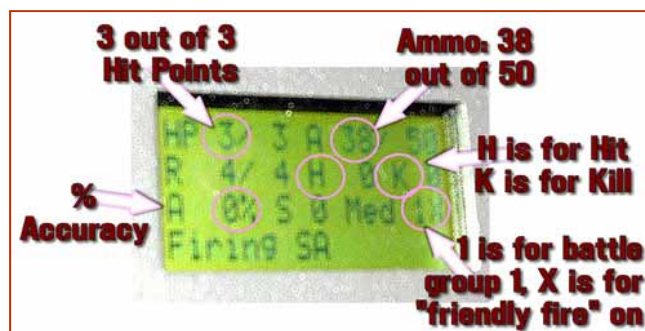
On the display "H" stands for hits. Now gamers know exactly how many hits they have made. "K" stands for kills. Say a gamer has 4 hit points, the first time you shoot them your opponent will hear a near-miss sound effect, like a bullet whizzing past, the second time you hit them they will hear a "OAUGH" or wound sound effect, hit 'em again and they'll hear another "OAUGH" and the last time you get 'em they will hear the "AAAAAARGH!" dead sound effect.

On your display you will see H 3 K 1. Because, in this example case you used 4 bullets for the 4 hits, your accuracy percentage would be 100%. The illustration [right] shows A0%. (This means they've hit no-one.) "HP" stands for hit points, in this example case you have 3 out of 3. Each time you are shot this will count down by one HP. The "A" on the top line stands of Ammunition. In this case, you have 38 remaining out of your 50 round magazine.

Different S*A*T*R guns are allocated different amounts of ammo depending on the weapon it is currently emulating. Next "R" stands for reloads, in this case the gamer has 4 of a possible 4 reloads left. "S" stands for number of spawns (how many times you have been re-spawns). The letters "SA" stands for Semi-Auto, you can also have FA for fully-auto or BA for bolt action. The word "Firing" on the display indicates the gun is currently in the process of shooting.

Other options are:

- | | | | |
|--------------|-------------|-------------|----------|
| * Game Start | * Ready | * Game over | * Paused |
| * Reloading | * Empty | * Resume | * Dead |
| * Open Bolt | * Near Miss | * Wound | |



MASTER CONTROLLER FUNCTIONS

Any gaming gun can act like a Master Controller. Although a dedicated Master Controller is more suitable to the task. Using the Master Controller functions is beyond the scope of this quick start guide. Refer to our comprehensive *S*A*T*R User Guide*.