

QUICK START GUIDE

Quick Start:

- Mount sensors to hat using Velcro and elastic.
- Turn the key clockwise.
- Pull trigger to commence countdown.
- Take the key out to play.
- Aim at the head or the gun barrel (that's where the sensors are)
- Reload ammo by pushing left button once and let go (do not hold down).
- When you are finished turn the gun off using the key.



Gun Settings:

Each Battlefield Sports weapon has the capability for the referee to set it to suit the mission and experience of the group. Turn the weapon on by turning the key clockwise, then do the following:

1. CHOOSE DEFAULT—The screen will display “Last”.
2. Pull the trigger now—the gun will default to your last configuration.
3. **OR LOAD NEW SETTINGS**—Push the right button once to get into the set up screen—the display will change from “Last” to “Load”
4. **SELECT AMMO** — Push the right button once, twice or thrice to select the weapon mode. You can rotate through Con1 (Arcade), Con2 (Modern), or Con3 (Bolt Action)
5. Pull the trigger once to enter your configuration.
6. The display will change to show your next option.
7. **SELECT SOUND EFFECTS**—Push the right button once to toggle.
8. Pull the trigger once to enter which one you'd like to use—sci-fi or military sounds.
9. The display will change to show your next option.
10. **SELECT “HEALTH”** — Using the left or right buttons now will alter the weapon's hit points in the display. Press left once to add a hit point. Press right once to reduce a hit point. The first two digits show health, the second two show ammo (eg 4 hit points, 30 rounds).
11. Pull the trigger once to begin the 10 second countdown. A sound effect will tell you the gun is ready to go.

L A	L o	
S t	A d	
C o	C o	C o
n 1	n 2	n 3
S n	S n	
d 1	d 2	
0 4	3 0	

Weapons Mode Summary:

Weapons Mode	Usage	Description	Ammo	Hit Rate	Rate of Fire
Con1	Children under 13yrs	Easy Arcade	Between 50 and 99 rounds per clip	Can be shot once every 3 seconds	300 rounds per minute
Con2	All players 13 and up	Modern realistic	Typically 30 rounds per clip	Can be shot once every second	300rpm
Con3	Experienced players	Early 20th Century realistic	Typically 8 rounds per clip	Can be shot once every second	60rpm