

Quick Start Guide (Lock Out/Rental Mode)

Get Started

This Quick Start Guide is for the Lock Out "Battlefield TAG" or Laser Tag Theme.

What's in your Box?

When you first get your box/boxes check off each item against your packing slip. Any questions? Call us.

Locate your keys. There is one per box. To switch each unit on, turn the key $\frac{1}{4}$ turn clockwise.

- Take the key out of the phasers/boxes to play.

The Phasers are set to Teams.

- The phasers on the blue can **ONLY** tag the red team. And cannot tag other blues.
- Likewise the red team can only tag blue. And cannot tag red.

How To Play.

- Each gamer has a phaser. Each has 3 sensors – 2 on the head & 1 on the barrel. Sensors are mounted on a headband using the clip on the back of the dome. Aim for the head or barrel.
- The headband goes over a colored bandana. The colors tell the teams.
- Aim with either the red-dot scope or the peep sight depending on which model you've rented.
- Each time you tag an opponent your phaser says "Tagged!" The display shows the number of tags after the letter T.
- The display shows your current health between 0 & 5 after HP. D is for de-activated & shows many players you have deactivated. See page 3 for more detail about the display.
- The red button is for reloading and the black button is for changing from rapid fire to single shot.

Your Medic Box

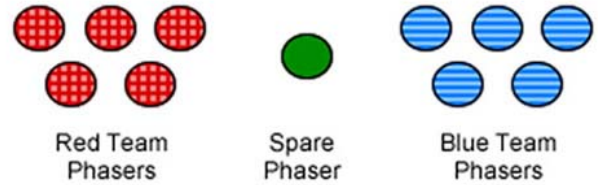
- When deactivated, return to your medic box. Point the phaser at the box for at least 2 seconds. The Box will re-activate you. Your phaser will then say "Reactivated" and your phaser will be back to full health.
- Note that the signal from the medic box needs a clear line of sight to at least one of your sensors to work.

Your Game Box (Optional)

- The game box is an optional item. Its purpose is run a "Domination" style game. The game box is the objective for both teams, a team has to tag

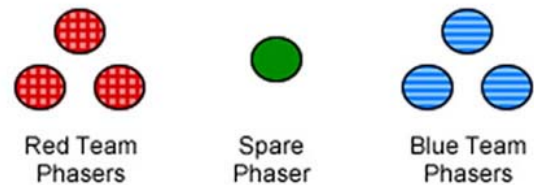
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10+ Packs Include:



Plus 1 x Master Controller & 2 x Medic Boxes

6 – Pack Includes:



Plus 1 x Medic Box (respawns both teams)

Your Master Controller

If you rent 10+ phasers you'll get a Controller. The Controller does many things, the default is to reactivate a de-activated phaser (just like a medic box) but regardless of their team setting.

- The controller starts/ends a game. **Note: a start game requires a confirmation. Scroll by pressing the Red/Black buttons till you see "START (Radio)", pull the trigger once, push the red button once & then pull the trigger again.** You'll hear a "clunk" sound effect,
- The packs come pre-set with untimed games. If you want set a timed game. Turn the Controller on & press the red/black button until you see "Game Time Menu?" Next : 15:00. Press the trigger & you will see "Timed Game?" Timed. Press the trigger again you'll see "Set Time Limit 15 Minutes". Press the trigger to choose that time. Then press red/black buttons to scroll through the menu options. You'll want "START (Radio)". Press the trigger. Press the black button to confirm. Then press the trigger to kick off that timed game.
- Then game will run for that amount of time (time starts when you'll pulled the trigger to confirm –) & you see the time start to count down on the bottom of the screen. All phasers will enter "game over" at the end of the time.

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the box to take "control" of it, and while they have control it will flash their team color.

- One second = one point.
- While in control, the team is earning time. The team which controlled the game box the longest during the game wins!
- Place the medic boxes at each end of the field, this becomes the team base. Then put the game box in the center of the field. Try to find a location for the game box that is out of sight of each team's base.

Using The Battery Charger

- Our phasers are designed for hours and hours of game time (around 16 hours).
- For maximum use, please turn the units **OFF** with the key, when not in use.
- To ensure you get the max use out of the equipment, we include, for no extra cost, rental of a battery charger. It looks like, & works pretty much the same way as a phone charger. All the phasers come charged up. So you should get around 16 hours of play-time from them. But if this just isn't enough, you can re-charge, & then keep on going. Please note that this is just designed for a top-up. So to re-charge from fully flat takes around 3 hours. **DO NOT** leave the phasers on charge for more than 3 hours. Usually a quick re-charge of 15-30min is enough to get going again.

Troubleshooting: My Phaser will not tag another one (Flat Battery)

- If your display is blank, check if the phasers are on. Or try re-charging the battery (remember you need to turn the unit off to re-charge).
- All the gaming phasers are fully charged when we deliver them to you. If the battery seems to be running out of charge then simply pop the phaser on charge for 15-30 minutes.

- A master controller can also be used set the team of the target phasers
- And set the audio volume.
See "Using a Master Controller" page with photos which explains each screen.

NOTE: When starting your first timed game you will need to "end" any current game in progress.

Your Spare Phaser

- Every pack has a spare phaser. This spare does not come with a headband. Typically it is green. Please keep this one in reserve.
- Only use the spare if one of the other phasers, game box, medic box or master controller stops working. The spare device has a special menu when you turn it on, scroll through the options, using the red or black buttons (as up & down) lock in your choice with the trigger.
- The spare can be used as a game box, medic box, master controller or phaser. With a spare phaser used as a medic box, the phaser has to be aimed at a sensor and the trigger pulled.

How To Charge a Phaser or Box.

1. **Turn Phaser OFF** with key.
2. Plug the Charger in & turn it on. A **GREEN** light will show – this means the power is on.
3. Plug in the charger cable into the phaser. The Charger Light will change to **RED**.
4. During charging the red light will remain on.
5. Once the light **TURNS GREEN** the phaser is charged & ready for use.
6. Do not charge a unit for more than 3hrs at a time.



Troubleshooting: My Phaser will not tag another one

- Remember your phasers & boxes are set to teams. So Blue team can only tag Red Team.
- If a red team phaser cannot tag a blue team phaser, please call us. We should be able to sort it out over the phone.





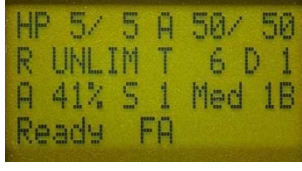
Still Having Trouble?

- During business hours PH: 1300 666 559
- After hours emergency mobile 0432 058 910 or if no answer then try 0403074 878.

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Using a Master Controller

The Master Controller helps you run the games, it's the phaser without a curly cable. First turn the Master Controller on by turning the key 1/4 turn clockwise and pull the trigger. The first screen you will see is the "Re-activate" screen. To get to a new screen press the red or black buttons to scroll through the menu options.

	<p>Reactivate (IR) Once a player is deactivated they need to be reactivated. This can be done with a Master Controller set on this screen, or with a medic box. The screen shows "REACTIVATE (IR)" - if you point the Controller at a deactivated phaser and pull the trigger, the Controller will automatically re-activate them. The player will hear "Reactivated" SFX & have 5/5 HP again.</p>			
	<p>Timer. Press the black button once & you'll get to the next menu screen: "Set Game Timer". The units are usually pre-configured to 10mins. If your unit is set to "unlimited" you can set a timer. Pull the trigger once & the screen will show: "Timed Game?" Your options are: Timed / Untimed. Select "timed" and pull the trigger. And the screen will show: "Set Time Limit" (You can select 1 to 15 minute game, or a game time in 5 minute increments between 20 to 60 minutes, or a game time in 10 minute increments between 70 to 120 minutes). Once you are happy with the number of minutes, pull the trigger to lock your choice in. Say you choose 5mins. When you pull the trigger you'll see "set game timer / next: 5:00" Press the black button to move to the next menu screen.</p>			
	<p>START (Radio) The next menu screen to look at is "START (Radio)". This option will start all the phasers at once on a brand new game, and will time the game as well if the Set Game Timer is activated. This example image shows what it will look like for an untimed game. If you have set the game time to 10 minutes, like our example above, then the bottom line on the screen will say: "10:00— RUN 10:00". Either way, once you are ready to start, pull the trigger once then you will see: "Confirm START. Press trigger to make no change". Next press the black (or red button) and you will see "Confirm START. Press trigger to START Game now!" This double click prevents accidental game starts! You will now see "START (Radio). Reactivates 0. MM:SS RUN 10:00". 'Game Start' will be heard from all the players' phasers so they'll know it is the start of the game.</p>			
	<p>End (RADIO) If you've set a game time the Master Controller will automatically end all players' phasers at once. With one minute to go you'll hear 3 long beeps, at 30 seconds to go you'll hear 3 beeps, with 15 seconds to go you'll hear 3 quick beeps. At the end of the time you'll hear a thud, like a door closing. These sound effects are also heard on the Medic Boxes (but not on the players' phasers). Instead the phasers will say "Game Over" right at the end of the game. If you haven't set a timer and want to stop everyone at once, push the red (or black) button & scroll through till you see "END (Radio)" on the screen. Pull the trigger. You should see "Confirm END game. Press trigger to Continue game" Press red (or black) button again, you'll see "Confirm END game. Press trigger to END Game now!" so just pull the trigger to END. This double click prevents accidental game ends!</p>			
	<p>Phaser Display Screen</p> <table border="0" data-bbox="475 1758 1497 1942"> <tr> <td data-bbox="475 1758 858 1942"> <p>HP 5/5 (Five out of Five Hit Points) R UNLIM (Unlimited Reloads) A 41% S 1 (41% Accuracy Respawn1) Ready (Status, ready to play)</p> </td> <td data-bbox="874 1758 1497 1942"> <p>A 50/50 (Ammo Fifty out of Fifty) T 6 D1 (Tags 6 Deactivations 1) Med 1B (Medium Range Group 1, Team B) FA (Full Auto which is rapid fire)</p> </td> </tr> </table>		<p>HP 5/5 (Five out of Five Hit Points) R UNLIM (Unlimited Reloads) A 41% S 1 (41% Accuracy Respawn1) Ready (Status, ready to play)</p>	<p>A 50/50 (Ammo Fifty out of Fifty) T 6 D1 (Tags 6 Deactivations 1) Med 1B (Medium Range Group 1, Team B) FA (Full Auto which is rapid fire)</p>
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