

GAME BOX V2 INSTRUCTIONS

For Hi-Tech Pro and MilesTag CORE

SETUP

1. Set Box ID (DIP switches).
2. Install batteries.

MEDIC STATIONS

Up to 16 Medic Stations can be used on a field. Each Medic Station should be placed in a strategic location on the playing field. The box should remain in a fixed location during the game (not carried by a player) so it can be accessed by any player during the game.

★ The function of the Medic Station is similar to finding "health pickup" or "medpack" in a computer/console game. In these games, after you pick up or use the medpack you cannot use it again. To simulate this, each Medic Station will only allow players to receive health points once per game from that station. To receive more health points, players must seek out a different Medic Station. Any number of players can receive health points from a single Medic Station.

★ To use the Medic Station, players simply position their sensors in front of the "emitter" (LED) on the box and press the button. The tagger will emit a confirmation sound that health points were received and the additional points will be immediately visible on the tagger's LCD. It is possible for multiple players to receive health at the same time if they are within range of the emitter. After receiving health points from a medic station, additional presses of the button will NOT provide additional health.

★ A Medic Station will NOT revive a player that has been tagged out (GameOver), but it CAN revive a player that is "dying" (the display shows "GetMedic" and a countdown timer) if this feature is enabled (Death Delay).

★ The number of Health Points received from each Medic Station is defined in the Advanced Global menu on the tagger (Med Stat).

★ All Medic Stations on a single field must have unique ID numbers (00 to 15). Do not place stations with duplicate IDs on the same field.

AMMO STATIONS

Up to 16 Ammo Stations (Ammo Game Box) can be used on a field. Each Ammo Station should be placed in a strategic and easily visible location on the playing field. The box should remain in a fixed location during the game (not carried by a player) so it can be accessed by all players/teams during the game.

★ The function of the Ammo Station is similar to finding clips/ammo in a PC or console FPS game. In the FPS games, after you "pick up" or use the clip you cannot pick it up again. To simulate this, each Ammo Station will only allow players to receive clips once per game. To receive more clips, players must seek out additional Ammo Stations. Any number of players can receive clips from a single Ammo Station.

★ To use an Ammo Station, players must position their sensors within range of the "emitter" (LED) on the box and press the

button. The player's tagger will play a unique confirmation sound that clips are received and the additional clips will be immediately visible on the tagger's LCD. It is possible for multiple players to receive ammo at the same time if they are within range of the emitter. After receiving ammo, additional presses of the button will NOT provide additional ammo.

★ The number of Clips received from each Ammo Station is defined in the Advanced Global menu on the tagger (AmmoStat).

★ All Ammo Stations on a single field must have unique ID numbers (00 to 15). Do not place stations with duplicate IDs on the same field.

FLAG STATIONS

Up to 16 Flag Stations can be used on a field. Each Flag Station should be placed or mounted in a strategic location on the playing field. The box should remain in a fixed location (not carried by a player) so it can be accessed by any player during the game.

★ The first four Flag Stations are considered **Base Flags** for their respective teams:

- Flag ID 00 = Alpha / Red Team
- Flag ID 01 = Bravo / Blue Team
- Flag ID 02 = Charlie / Yellow Team
- Flag ID 03 = Delta / Green Team

★ Traditionally, two teams will each defend their Base Flag while trying to "capture" the flag(s) of the opposing team(s). The first team to successfully return the opposing flag to their base is the winner. The provision for additional teams and flags allows an unlimited variety of fast-action, challenging game scenarios on any size field or arena.

★ To use a Flag Station (capture a flag), players must stand so that their sensors are within the transmit area of their sensors within range of the "emitter" (LED) on the box and press the button. The player's tagger will play a unique confirmation sound that the flag has been picked up and the player's Hit LEDs will begin flashing to indicate that they are "carrying" the flag(s). It is possible for multiple players to receive flags at the same time if they are within range of the emitter (to prevent this, referees can enforce minimum distance rules and only allow single players to approach the Flag Station).

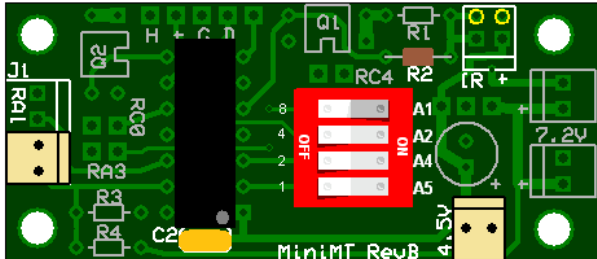
★ After capturing the opponent's flag and/or any additional flags, players must return to their own base and "capture" their own Base Flag in order to "lock in" their flags. The tagger will play a unique sound to indicate successful flag capture, and the LCD will display "Game Over". The number of flags captured can be viewed in the scoring displays.

★ If a player is "tagged out" while carrying flags, any flags they have collected are immediately "dropped". After respawn, the player can start over trying to collect/capture the flag(s).

★ All Flag Stations on a single field must have unique ID numbers (00 to 15). **Do not use duplicate IDs on the same field.**

CUSTOM CONFIGURATION

If a different ID or function is required, the configuration can be easily changed via an internal 4-position "DIP" switch. To access the box internals, remove 4 screws and carefully remove the lid. Remove or disconnect the batteries, then use a non-conductive probe (i.e. toothpick) to set the switches as desired. The battery must be disconnected and reconnected to accept the new switch settings. Remember to re-label the box with the new ID number.



Notes:

- * Switch appearance or actuator style may vary.
- * Some switches may be labeled "Open" or "Closed" rather than ON / OFF:
 - Closed = ON
 - Open = OFF

BATTERIES

3 x AA Alkaline (4.5V) or 3 x AA NiMH (3.6V)

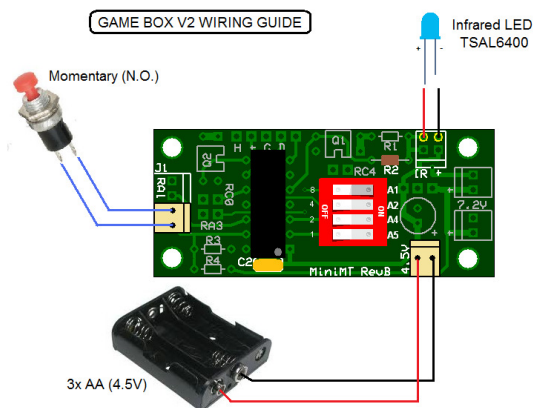
Recommend using name-brand Alkaline or NiMH cells.

Observe battery orientation carefully during installation! Reverse battery will damage the unit.

You should not need remove batteries during storage between events (unless unit is stored for more than 3 months, or exposed to extreme temperatures).

Use a battery tester to check the batteries periodically (approx every 3 months depending on usage). Alkaline cells will last significantly longer than rechargeable (NiMH) cells.

Ensure button is not pressed-in during storage. This will deplete the battery.



AMMO / MEDIC				
8 (A1)	4 (A2)	2 (A4)	1 (A5)	Box ID
OFF	OFF	OFF	OFF	00
OFF	OFF	OFF	ON	01
OFF	OFF	ON	OFF	02
OFF	OFF	ON	ON	03
OFF	ON	OFF	OFF	04
OFF	ON	OFF	ON	05
OFF	ON	ON	OFF	06
OFF	ON	ON	ON	07
ON	OFF	OFF	OFF	08
ON	OFF	OFF	ON	09
ON	OFF	ON	OFF	10
ON	OFF	ON	ON	11
ON	ON	OFF	OFF	12
ON	ON	OFF	ON	13
ON	ON	ON	OFF	14
ON	ON	ON	ON	15

FLAG				
8 (A1)	4 (A2)	2 (A4)	1 (A5)	Function
OFF	OFF	OFF	OFF	Flag 00 (Base A)
OFF	OFF	OFF	ON	Flag 01 (Base B)
OFF	OFF	ON	OFF	Flag 02 (Base C)
OFF	OFF	ON	ON	Flag 03 (Base D)
OFF	ON	OFF	OFF	Flag 04
OFF	ON	OFF	ON	Flag 05
OFF	ON	ON	OFF	Flag 06
OFF	ON	ON	ON	Flag 07
ON	OFF	OFF	OFF	Flag 08
ON	OFF	OFF	ON	Flag 09
ON	OFF	ON	OFF	Flag 10
ON	OFF	ON	ON	Flag 11
ON	ON	OFF	OFF	Flag 12
ON	ON	OFF	ON	Flag 13
ON	ON	ON	OFF	Flag 14
ON	ON	ON	ON	Flag 15

RESPAWN				
8 (A1)	4 (A2)	2 (A4)	1 (A5)	Function
OFF	OFF	OFF	OFF	(Test Sensor)
OFF	OFF	OFF	ON	Respawn
OFF	OFF	ON	OFF	Full Ammo
OFF	ON	OFF	OFF	Timer Reset