

Laser Tag Pro: Battle Rifle

Congratulations and thank you for your purchase of the Battle Rifle Pro Bundle! We hope you are excited to take advantage of everything this unit has to offer. Whether for business or private use, the Battle Rifle Pro is a lightweight, highly customizable piece of laser tag equipment that is sure to provide entertainment for its users. This guide will help you better understand the product and how to maximize each gameplay experience.

What's in the Box

- Battle Rifle Pro Tagger
- Wireless 3Up Wireless Head Sensor
- Sling/Body Strap
- Battery
- AC Power Adapter
- 2 Barrel Keys

Let's get this thing fired up.

Power Unit On/Off

To start up the Battle Rifle Pro,

1. Locate the **Key Slot** on the underside of the Stock (rear end of the gun).
 - a. Powering the gun on or off requires a Barrel Key delivered with your Battle Rifle Pro which prevents users affecting the gun's power status during gameplay.
 2. Insert the Barrel Key into the **Key Slot**; twist the key 90 degrees to power on.
The LCD Display should now be illuminated.
 3. In order to power off the unit, simply twist the Barrel Key in the opposite direction.
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Battery Information

1. In order to charge the battery, plug the AC Adapter into the port on the underside of the Tagger's stock.
 - a. A drained battery will take approximately 4 hours to fully charge.
 - b. A full charge will last approximately 20 hours of moderate gameplay.
 - c. It is recommended that you charge the unit after any extended session of gameplay.
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Menu Navigation

Navigating the menu is made simple using the Directional Pad. You can customize as many settings as you desire using this menu system. Each feature is set to a default value should you choose not to change any of the gun settings. (See the "Battle Rifle Pro - Menu Map" for the full breadth and convenient view of menu options.)

1. Press **← or →** on the Directional Pad to the desired menu category.
2. Press **↑ or ↓** on the Directional Pad to the desired menu item.
3. Press the **Red Reload Button** to enable changes to the item.
4. Press **↑ or ↓** to scroll through various features.
5. Press **← or →** to change settings.
6. Press the **Mode Button** to return to the previous menu level.

At this point, you will have successfully changed a setting. If you do not perform the following steps, the gun will return to its prior setting after power is recycled.

1. From the top menu, press **← or →** to arrive at [Save Settings?].
2. Highlight {Yes} and press the **Red Reload Button**.

[Primary Gun] Menu Options

Gun types are a unique feature that allows you to select between different weapon characteristics. Each gun type has default settings for range, damage, magazines, ammo, reload times, and sound effects, etc. This section describes the available features and settings followed by tables of the presets (defaults) for each gun type.

Primary Gun Feature - Descriptions

[Gun Sound] - Changes the sound of the weapon as it is fired.

Setting Selections:

- {Battle Rifle}
- {Rifle}
- {Sniper}
- {Shotgun}
- {Heavy Machine Gun}
- {SMG}
- {Assault Laser}
- {Battle Cannon}
- {Silenced Shot}
- {Pistol}
- {Gatling Gun}
- {Charge Fire}
- {Ray Gun}
- {Melee Attack}
- {Star Blast}

[RPM] – Controls the fire rate of the gun. Decrease RPM to create longer intervals between rounds.

Setting Selections:

- {30}
- {60}
- {100}

- {200}
- {300}
- {400}
- {500}
- {600}
- {700}
- {800}
- {900}
- {1000}

[Overheat Delay] – Controls the length of time the tagger is disabled after overheating (any value other than {OFF} enables overheat).

Setting Selections:

- {OFF}
- {1-20}

[Reload Delay] – Controls how long it takes to reload weapon after the reload button is pressed. Increase the reload delay if you want players to work more efficiently at using the rounds in their magazines.

Setting Selections:

- {0-30 Seconds}

[Bullets in Mag] - The number of rounds per magazine. For skilled players, you may wish to run a game with minimal rounds in each mag. An {unlimited} selection is available for less competitive or basic team games.

Setting Selections:

- {Unlimited}
- {1-254}

[Magazine] - The number of magazines that the weapon will have to start. If you are playing an objectives based game using the Support Role, decreasing magazines is important.

Setting Selections:

- {Unlimited}
- {1-100}

[Shot Range] - Adjusts range of the signal. This option controls the distance a weapon can fire.

Setting Selections:

- {5, 10, 20, 30, 40, 50, 60, 70, 80, 90, or 100%}

[Bullet Damage] - Changes the amount of damage dealt per round of ammunition.

Setting Selections:

- {2-100 HP}

[Shot Type] – Allows the Admin to control the shooting action for the various gun types.

Setting Selections:

- {Semi Shot}
- {Burst Shot}
- {Auto Shot}

Primary Gun Feature - Default Settings

[Battle Rifle]

<u>Tagger Feature:</u>	<i>Default Value:</i>
Gun Sound	Battle Rifle
RPM:	600
Overheat Delay	OFF
Reload Delay	1
Bullets in Mag	30
Magazines	10
Shot Range	60%
Bullet Damage	25
Shot Type	Semi Shot

[Laser Rifle]

N/A

[Charge Rifle]

N/A

[Infected Gun]

<u>Tagger Feature:</u>	<i>Default Value:</i>
Shot Range	20%
Bullet Damage	25

[Custom Gun3]

<u>Tagger Feature:</u>	<i>Default Value:</i>
Gun Sound	Battle Rifle
RPM:	600
Overheat Delay	OFF
Reload Delay	1

Bullets in Mag	30
Magazines	10
Shot Range	60%
Bullet Damage	25
Shot Type	Semi Shot

[Custom Gun2]

Tagger Feature:	Default Value:
Gun Sound	Battle Rifle
RPM:	600
Overheat Delay	OFF
Reload Delay	1
Bullets in Mag	30
Magazines	10
Shot Range	60%
Bullet Damage	25
Shot Type	Semi Shot

[Custom Gun1]

Tagger Feature:	Default Value:
Gun Sound	Battle Rifle
RPM:	600
Overheat Delay	OFF
Reload Delay	1
Bullets in Mag	30
Magazines	10
Shot Range	60%
Bullet Damage	25
Shot Type	Semi Shot

[Battle Cannon]

Tagger Feature:	Default Value:
Gun Sound	Battle Cannon
RPM:	500
Overheat Delay	OFF
Reload Delay	3
Bullets in Mag	2
Magazines	40
Shot Range	80%
Bullet Damage	100

Shot Type	Semi Shot
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[Assault Laser]

Tagger Feature:	Default Value:
Gun Sound	Assault Laser
RPM:	700
Overheat Delay	OFF
Reload Delay	1
Bullets in Mag	36
Magazines	10
Shot Range	60%
Bullet Damage	20
Shot Type	Auto Shot

[SMG]

Tagger Feature:	Default Value:
Gun Sound	SMG
RPM:	800
Overheat Delay	OFF
Reload Delay	1
Bullets in Mag	40
Magazines	8
Shot Range	40%
Bullet Damage	10
Shot Type	Auto Shot

[Heavy Machine Gun]

Tagger Feature:	Default Value:
Gun Sound	Heavy Machine Gun
RPM:	500
Overheat Delay	OFF
Reload Delay	2
Bullets in Mag	60
Magazines	12
Shot Range	70%
Bullet Damage	20
Shot Type	Auto Shot

[Shotgun]

Tagger Feature:	Default Value:
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Gun Sound	Shot Gun
RPM:	300
Overheat Delay	OFF
Reload Delay	2
Bullets in Mag	6
Magazines	20
Shot Range	20%
Bullet Damage	50
Shot Type	Semi Shot

[Sniper]

<u>Tagger Feature:</u>	<i>Default Value:</i>
Gun Sound	Sniper
RPM:	200
Overheat Delay	OFF
Reload Delay	3
Bullets in Mag	1
Magazines	50
Shot Range	100%
Bullet Damage	100
Shot Type	Semi Shot

[Burst Rifle]

<u>Tagger Feature:</u>	<i>Default Value:</i>
Gun Sound	Rifle
RPM:	600
Overheat Delay	OFF
Reload Delay	1
Bullets in Mag	24
Magazines	10
Shot Range	80%
Bullet Damage	15
Shot Type	Burst Shot

*Remember that a factory reset will restore all of the factory default settings of the gun.

[Select Player Type] Menu Options

The player selection menu allows the Admin to assign special roles and abilities to individual players which are required for some game types.

[Default] - This is the normal player type with no special roles or abilities. All players other than those who have been specifically designated to a role should be assigned to Default.

[Infected] - This is the zombie or diseased type player in the Infection Game Type that will try to attack and turn opponents, causing them to become “Infected” players as well. **The Infection Game Type must be selected for this player type to function properly.**

Infected Player Settings Exceptions

- Lives: Unlimited
- Respawn Time: 10 seconds
- Unlimited Attack (Bullets and Magazines)

[VIP] - This player is the focus of the VIP game. The game Admin can be creative describing the VIP as a doctor, a general, or a politician depending on the needs of the scenario. If the VIP is on your team, protect him at all cost. If he is on the opposing team, you want him gone. **The VIP game type must be selected for this player type to function properly.**

VIP Player Settings Exceptions

- Lives: 1

[Support] - This player is a mobile ammunition supply. You can make the game very interesting by starting players with a small amount of ammunition and giving each team a Support player.

[Medic] - This player can deal out health to teammates. If things get sticky on the battlefield, this player can be the difference between victory and defeat.

[Select Game Type] Menu Options

Here you will select the game type of your choice. The options in this menu can be adjusted to accommodate your specific preferences with regard to each game. All players should have taggers set to the same game type to function properly.

Game Type Feature - Descriptions

[Secondary Gun] – Using weapon swap (in game), users have the ability to switch to the weapon assigned in the [Secondary Gun] feature. In game, inform players to press **↑ or ↓** on the directional pad to swap between the primary and secondary guns.

Setting Selections:

- {OFF}
- {Battle Cannon}
- {Assault Laser}
- {SMG}
- {Heavy Machine Gun}
- {Shot Gun}
- {Sniper}
- {Burst Rifle}

- {Battle Rifle}

[Random Gun Respawn] – When enabled, players will be assigned a random weapon after respawn.

Setting Selections:

- {ON}
- {OFF}

[Start Delay] - Amount of time between coming out of Ready Mode and actual game start. For example, Start Delay is used in Free for All where players need time to spread out at beginning of the game.

Setting Selections:

- {1-250 seconds}

[Respawn Delay] - The minimum amount of time between a player's death and when they can respawn.

Setting Selections:

- {1-120 Seconds}

[Auto Respawn Time] - Defines the time interval from a player dying until automatic respawn. [Auto Respawn] (below) must be enabled for this option to function.

Setting Selections:

- {Unlimited}
- {1-200 Seconds}

[Auto Respawn] - Allows you to automatically respawn back into the game after the set amount of time. While you are waiting to respawn you will see a timer counting down to show you how long you have to wait to reenter the game.

Setting Selections:

- {ON}
- {OFF}

[Friendly Fire] - The ability to hit your own teammates. Use friendly fire to force players to be more careful with placing their shots.

Setting Selections:

- {ON}
- {OFF}

[Armor] - Provides bonus hit points to a player's health.

Setting Selections:

- {OFF}
- {Unlimited}
- {1-200 HP}

[Health Recovery] - Allows a player's health to fully recharge after the set amount of time.

Setting Selections:

- {OFF}
- {1-251 Seconds}

[Edit Health] - The starting amount of hit points (HP) for each life. When players lose all HP, they will lose a life.

Setting Selections:

- {1-200 HP}

[Edit Lives] - The starting number of lives for the player. When all lives are eliminated, the player's game is over. Selection of the Lives count is driven by the game objectives you have designed.

Setting Selections:

- {Unlimited}
- {1-100 Lives}

[Edit Game Time] – Controls game length. Upon expiration of game time, the unit will cease to function and the Admin must assign players to Ready Mode.

Setting Selections:

- {Unlimited}
- {1-99 Minutes}

Game Type Feature - Default Settings

[Team Battle] - Up to four teams battle towards victory in this mode; it is used for many game types including last team standing, capture the flag, etc.

<u>Tagger Feature:</u>	<u>Default Value:</u>
Secondary Gun (Press →)	OFF
Random Gun Respawn	OFF
Start Delay (seconds)	OFF
Respawn Delay (seconds)	OFF
AutoRespawn Time (seconds)	8
Auto Respawn	OFF
Friendly Fire	OFF
Armor (seconds)	OFF
Health Recovery (seconds)	OFF
Edit Health (Hit Points)	100
Edit Lives	3
Edit Game Time (minutes)	8

[Free for All] – Tests the individual player’s skills against the rest of the party, that is “every man for himself”. Friendly fire will be enabled automatically if this game is selected.

Note: Each tagger must be set to a different Player ID number (in Global Settings) for this game to function properly.

Tagger Feature:	Default Value:
Secondary Gun (Press →)	OFF
Random Gun Respawn	OFF
Start Delay (seconds)	10
Respawn Delay (seconds)	OFF
AutoRespawn Time (seconds)	8
Auto Respawn	ON
Friendly Fire	ON
Armor (seconds)	OFF
Health Recovery (seconds)	OFF
Edit Health (Hit Points)	100
Edit Lives	3
Edit Game Time (minutes)	8

[Capture the Flag] - Get to your opponent’s base → grab their flag → return it to your team’s base; not nearly as easy as it sounds.

Tagger Feature:	Default Value:
Secondary Gun (Press →)	OFF
Random Gun Respawn	OFF
Start Delay (seconds)	OFF
Respawn Delay (seconds)	OFF
AutoRespawn Time (seconds)	30
Auto Respawn	OFF
Friendly Fire	OFF
Armor (seconds)	OFF
Health Recovery (seconds)	20
Edit Health (Hit Points)	100
Edit Lives	Unlimited
Edit Game Time (minutes)	99

[Infection] - Keep your distance from the Infected or you will become one of them. This game is great as a time survival or last man standing game, but can also be used with other types like team battle or capture the flag.

Tagger Feature:	Default Value:
Secondary Gun (Press →)	OFF

Random Gun Respawn	OFF
Start Delay (seconds)	OFF
Respawn Delay (seconds)	OFF
AutoRespawn Time (seconds)	10
Auto Respawn	OFF
Friendly Fire	OFF
Armor (seconds)	OFF
Health Recovery (seconds)	10
Edit Health (Hit Points)	100
Edit Lives	1
Edit Game Time (minutes)	8

[Domination] - Control the domination point(s). This is another objective that is much easier to say than do.

<u>Tagger Feature:</u>	<i>Default Value:</i>
Secondary Gun (Press →)	OFF
Random Gun Respawn	OFF
Start Delay (seconds)	OFF
Respawn Delay (seconds)	OFF
AutoRespawn Time (seconds)	30
Auto Respawn	OFF
Friendly Fire	OFF
Armor (seconds)	OFF
Health Recovery (seconds)	20
Edit Health (Hit Points)	100
Edit Lives	Unlimited
Edit Game Time (minutes)	8

[VIP] - This mode is similar to team battle. Each team has a VIP who is selected prior to the start of the game. The opposing team's VIP is your main target. Protect him at all costs.

<u>Tagger Feature:</u>	<i>Default Value:</i>
Secondary Gun (Press →)	OFF
Random Gun Respawn	OFF
Start Delay (seconds)	OFF
Respawn Delay (seconds)	OFF
AutoRespawn Time (seconds)	30
Auto Respawn	OFF
Friendly Fire	OFF
Armor (seconds)	OFF
Health Recovery (seconds)	OFF

Edit Health (Hit Points)	100
Edit Lives	Unlimited
Edit Game Time (minutes)	15

[Global Settings] Menu Options

Global Settings Feature - Descriptions

[Name Entry] - Name of the tagger. The entered name will be displayed on the tagger's LCD screen when in Ready Mode.

[PIN CODE Entry] – To assign and pair a Laser Tag Pro Wireless Headset Sensor Array to a Battle Rifle Pro, locate the 7 digit code on the back of the headset and enter it here.

[Weapon Drop] – Causes players to lose their secondary weapon when they die.

Setting Selections:

- {ON}
- {OFF}

[Flashing Lights] – Causes headsets lights to oscillate Off and On continuously.

Setting Selections:

- {ON}
- {OFF}

[Hit Delay] – Defines the amount of time which must pass between receiving hits.

Setting Selections:

- {0-5 Seconds}

[Low Battery Alarm] – An audible indication that the battery needs to be charged.

Setting Selections:

- {ON}
- {OFF}

[Death Alarm] – When a player dies, a 8 second alarm will sound to indicate that player has been eliminated.

Setting Selections:

- {ON}
- {OFF}

[Kids Mode] - Plays a more kid-friendly sound when a player dies.

Setting Selections:

- {ON}
- {OFF}

[Night Mode] - Causes all sensors to glow for easy visibility. When a player is shot, the sensor LED flashes off then back on.

Setting Selections:

- {ON}
- {OFF}

[WiFi] - Activates Wifi signal (integral for software projects currently under development).

Setting Selections:

- {ON}
- {OFF}

[Bluetooth] - Activates Bluetooth so that a gun can be paired to a Wireless Headset Sensor Array.

Setting Selections:

- {ON}
- {OFF}

[Ammo Box Magazines] - The number of clips given when ammo ability is used.

Setting Selections:

- {Full}
- {1-20 Clips}

[Ammo Ability] - Allows players to give teammates additional clips of ammo.

Setting Selections:

- {ON}
- {OFF}

[Medic Health] - The amount of health a medic gives when healing a player.

Setting Selections:

- {1-200 HP}

[Medic Ability] - Allows you to heal players from your own team.

Setting Selections:

- {ON}
- {OFF}

[Head Sensor Check] - Used to help eliminate the possibility of players unplugging their wired head sensors during play. If this feature is engaged, you will hear constant beeping noise when a head sensor is unplugged. This option helps to control cheating by identifying the players whose headsets have been disconnected from the tagger.

Setting Selections:

- {ON}
- {OFF}

[Gun LED Glow] - Activates the light emitted from inside the gun through the clear panels.

Setting Selections:

- {ON}
- {OFF}

[Death Light] – When {ON} headsets will glow when a player dies; when {OFF} headsets will not illuminate to indicate death.

Setting Selections:

- {ON}
- {OFF}

[Health LED] – Controls the row of 6 LEDs on the front of the gun. {ON} causes LED lights to decrease when hits are taken, {OFF} causes LED lights to increase when hits are taken.

Setting Selections:

- {ON}
- {OFF}

[Vibration] - Activates the vibration feature of your unit.

Setting Selections:

- {ON}
- {OFF}

[Volume Setting] - Controls the volume of your unit. Higher value selections correspond to louder volume.

Setting Selections:

- {0-5}

[Field ID] - Prevents players on separate fields from hitting each other. For example, players on Field A will not be able to hit or take hits from players on Field B.

Setting Selections:

- {A}
- {B}
- {C}

- {D}

[Player ID] - Each unit needs to be set to a different Player ID in order for system to distinguish between units.

Setting Selections:

- {1-127}

[Select Team] - Changes your team color.

Setting Selections:

- {Team All}
- {Team Blue}
- {Team Yellow}
- {Team Red}
- {Team Green}
- {Team Purple}
- {Team Cyan}

Global Settings Feature - Default Settings

<u>Tagger Feature:</u>	<u>Default Value:</u>
Name Entry	
PIN CODE Entry	0000000
Weapon Drop	ON
Flashing Lights	OFF
Hit Delay (seconds)	0
Low Battery Alarm	OFF
Death Alarm	OFF
Kids Mode	OFF
Night Mode	OFF
WiFi	OFF
BlueTooth	OFF
AmmoBox Clips	Full
Ammo Ability	OFF
Medic Health	100
Medic Ability	ON
Head Sensor Check	OFF
Gun LED Glow	ON
Death Light	ON
Health LED	OFF
Vibration	ON
Volume Setting	2
Field ID	A Field

Player ID	2
Select Team	Team Red

[Save Setting?] Menu Options

The [Save Settings?] menu option is very simple but also very important. When tagger settings are changed (e.g. Bluetooth turned {ON}) whether individually or by clone, those settings will revert to the previous selection after the tagger is powered down unless the user has chosen {YES} in [Save Settings?].

Setting Selections:

- {YES}
 - {NO}
-

[Master Clone] Menu Options

The Maser Clone feature provides a simple way to quickly apply settings from one of your Battle Rifle Pro taggers to any number of others taggers.

- Features that will not clone are Name Entry, PIN CODE and Player ID found in [Global Settings].

Clone procedures to change internal tagger settings:

When using the clone feature, do not attempt to transfer too many setting changes at the same time. The cloning feature makes menu changes quick and convenient since only one tagger must be changed manually. Take care to clone only one set of options at a time. For example, you may choose to manually define characteristics to Custom Gun1 then clone to your other taggers. Do not also try to change global settings in the same round of cloning. Instead, clone the settings for Custom Gun1, then go to global settings and make the desired changes and clone again. You will find the cloning feature to be higher fidelity when a conservative number of options have been changed per cloning period.

To clone:

- 1) Select one tagger and manually change the desired menu setting.
- 2) Press the Mode Button to back out to the top menu, then press ← or → to arrive at [Master Clone].
- 3) Make sure all other units are powered up and pull trigger on your cloning gun while aiming at the sensors on the other taggers. If it has registered correctly it will place the other units in ready mode. Leave them in this position and **DO NOT POWER OFF THE OTHER GUNS!**
- 4) Remember when cloning to only change one menu option at a time.
- 5) Once you have cloned your desired gun and game settings to the other units then you have to do a master save if you wish for the changed settings to become the new presets after the power is recycled.

6) If you are in Ready Mode, hold the ↓ button for a few seconds to return to the main menu. Navigate to [Save Settings?] and save. You have saved your cloned settings as the new defaults/presets.

[Factory Reset] Menu Options

[Factory Reset] restores taggers back to their original factory settings. Many times a [Factory Reset] will correct anomalous faults. Features that will not change after a factory reset are Name Entry, PIN CODE and Player ID found in [Global Settings].

Setting Selections:

- {YES}
 - {NO}
-

[Admin Mode] Special Menu Options

Laser Tag Pro has added a special refereeing menu used to help moderate the playing field. To access this mode press and hold the Mode Button for 5 seconds and release. Use the Directional Pad to scroll through the settings to find the desired option. Whatever option is selected will be transferred to the desired number of taggers. The advantage of [Admin Mode] is that you are not changing internal settings of the gun, such as cloning, rather you are telling the gun to refer to the settings which it already has saved.

Admin Mode allows referees or game Admins to quickly change tagger characteristics so minimal time is lost in the transition between games.

[Admin in Game] - Administrator functions necessary to referee games.

Setting Selections:

- {Respawn Player} - Brings a dead player back to life.
- {Add Life} - Adds one life to a player's total lives.
- {Penalize Player} - <Scheduled for removal from firmware>
- {Kill Player} - Kills a player, taking one life.
- {Restore Health} – Restores 100% to player's life.
- {Ready Mode} - Puts gun into ready mode.
- {End Game} - Ends game of player you shoot.

[Admin Game Type] - Used to change preset game modes on taggers quickly. See Game Types above for game descriptions.

Setting Selections:

- {Team Battle}
- {Free For All}
- {Capture the Flag}
- {Infection}
- {Domination}

- {VIP}

[Admin Player] - Quickly selects preset player types on players' taggers. See Player Types above for player descriptions.

Setting Selections:

- {Default}
- {Infected}
- {VIP}
- {Support}
- {Medic}

[Admin Team Color] -Changes a player's team color on the fly.

Setting Selections:

- {Team Cyan}
- {Team Purple}
- {Team Green}
- {Team Yellow}
- {Team Blue}
- {Team Red}

[Admin Gun Type] - Allows you to change individual player's weapon on the go.

Setting Selections:

- {Battle Rifle}
- {Charge Rifle}
- {Laser Rifle}
- {Battle Cannon}
- {Assault Laser}
- {SMG}
- {Heavy Machine Gun}
- {Shot Gun}
- {Sniper}
- {Burst Rifle}

Ready Mode

Once all menu options are selected, pull trigger once. The unit is now in Ready Mode. To start game, hold trigger for two seconds. In order to return the Menu Screen, hold the ↓ button for a few seconds.

Tip: Ready Mode is an easy way for an admin to disable guns until he or she is ready for the game to begin. This will give you time to explain rules and be sure that all players are properly equipped before entering the game as well as prevent unnecessary noise or distractions during game setup time.