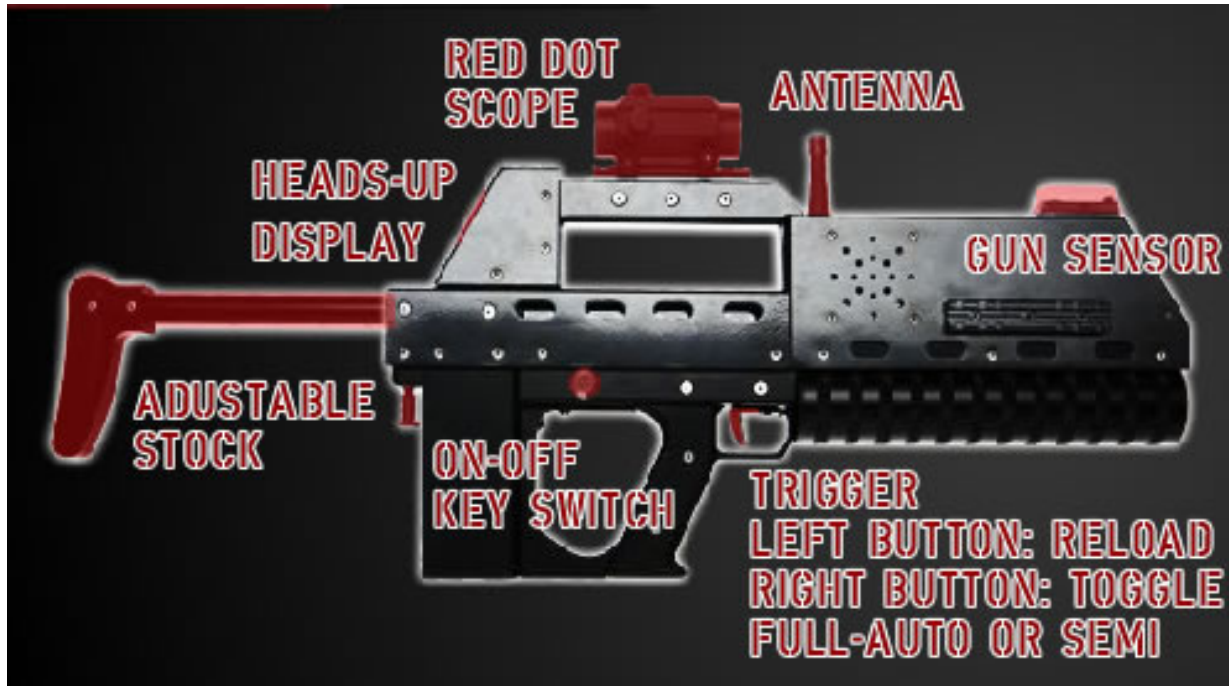


# Getting Started: FAST

## Quick Start:

- ⇒ To switch the gaming gun on, turn the key ¼ TURN clockwise.
- ⇒ The sensors are mounted on a head-band using Velcro & elastic. The headband goes over a bandana or hat. These tell the teams.



- ⇒ Once the gaming gun is on, 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 gaming gun can be set up to emulate different weapons, depending on the mission, and experience of the group. Turn the gaming gun on by turning the key clockwise, one quarter turn.

### BOOT TO LAST CONFIGURATION

A gaming gun remembers its setting between boots after turning the gaming gun on, wait a couple of seconds and then pull the trigger.

### CHANGE FREQUENTLY CHANGED SETTINGS

- ⇒ Boot the gaming gun 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.
- ⇒ To enter live state now, pull the trigger and wait 4 seconds.



## CHANGE RARELY CHANGED SETTINGS.

- ⇒ Boot the gaming gun with the key
- ⇒ Push the right button
- ⇒ Select gun class (ideally consistent with the gaming gun case)
- ⇒ Select the muzzle flash colour
- ⇒ Select hit light colour (recommend red or off)
- ⇒ Select default range so that the range settings of the specified weapon are used.
- ⇒ Set battle, recommend all gaming guns remain on battle 1
- ⇒ Select outdoor mode, unless in tight indoor space. Indoor mode greatly reduces the infrared range.
- ⇒ Set voice feedback ON
- ⇒ Set Red mode OFF (unless you want this gaming gun to act like a referee gun)
- ⇒ Select sound volume, usually leave on HIGH
- ⇒ Friendly Fire should normally be set to ON (except with small children or indoor)

## TRAPS FOR NEW PLAYERS

Make sure all gaming guns to be used in the same game are set to the same battle. Default is battle 1. If the shooting gaming gun is on battle 1 and the target is on, say, battle 3 they will not hit each other. Ensure Friendly is ON for all gaming guns. Do not set the gaming guns to teams.

## 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.

## 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%. As seen in the illustration: A100%.

“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 zero remaining out of your 250 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 3 of a possible 4 reloads left. “S” stands for number of spawns (how many times you have been re-spawns). The word “Long” on the display represents the gaming gun’s current weapon’s range. Long is suitable for open woodlands scenarios. But you can also select medium or short (useful for indoor games) on boot up. The letters “FA” stand for Fully Auto, you can also have SA for semi-auto or BA for bolt action.

The word “Reloading” on the display indicates the gun is currently in the process of reloading. Other options are:

- |              |             |
|--------------|-------------|
| * Game Start | * Ready     |
| * Firing     | * Empty     |
| * Open Bolt  | * Near Miss |
| * Wound      | * Dead      |
| * Paused     | * Resume    |
| * Game Over. |             |

Lastly, the 7.7 or whatever number is shown here shows the current battery charge level. If a gaming guns get below 5.5 a re-charge is recommended.

## REFEREE GUN FUNCTIONS

Any gaming gun can act like a referee gun, although a dedicated referee gun is more suitable to the task. Using the referee gun functions is beyond the scope of this quick start guide. Refer to the SATR user manual.

