

Quick Start Guide (UNLOCKED: Battlefield LIVE)

Get Started SATR3

This Quick Start Guide is for the Unlocked (or complex settings) in the "Battlefield LIVE" genre.

Boot Up

To switch the unit on, turn the key ¼ clockwise without holding down any buttons.

Take the key out of the unit to play.

You'll see the copyright notice then a welcome screen.

Welcome Screen

Line 1, The top left shows the unit's Alias. If no alias has been set then you will see "NO ALIAS". The top right hand will say "Std", short for Standard as the current difficulty level. SATR3 has 4 difficulty levels: easy, standard, hard & legendary.

Line 2 has the Genre, in this case it is "BF LIVE" (for Battlefield LIVE). You can select from 12 genres, Battlefield LIVE is the factory default.

Line 3 has the current language setting & the battery's current voltage. "Female" means US accent English Female. This example shows 7.8volts (the Li-ion battery for the Blaster & SATRAIR have 7.4volts).

Line 4 shows the current emulation, i.e. FN P90. Select from 285 Emulations. Each has its own sound effects & settings. The screen scrolls between the software version, i.e. SATR3.1H9 & armor. Then scroll to the way the system determines damage, in this case "Fixed". There are 4 types: Fixed, Even, Bell & Basic.

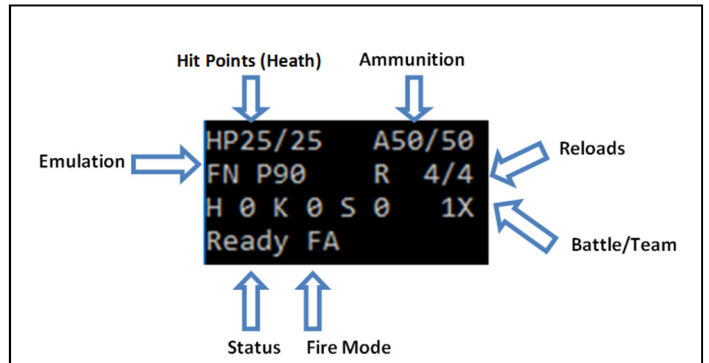
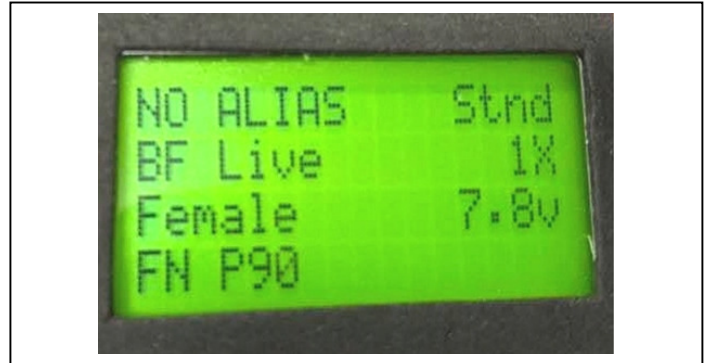
Press the Trigger & you'll hear SFX "Mission Start".

Ready Screen

After a short count-down, you'll see the "Ready" Screen [see right]. The image shows the Battlefield LIVE genre gamer's default emulation "P90".

The 2nd row on the right scrolls between the number of reloads available & "Med P4" means medium range, 4 points of piercing damage if they hit the barrel sensor. In other words, if a gamer shoots an opponent with HP25 with this P90 they will inflict 4 points of piercing damage, leaving their opponent with HP21. If they hit the head-sensor this goes to 5 points of damage due to the head shot damage multiplier.

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Ready Screen (continued)

- **Line 1** shows your hit points. In this case it's 25 of a possible 25. Next is ammunition – 50/50 means this unit has 50 bullets out of a possible 50.
- **Line 2** shows the current emulation i.e. FN P90 & armor, if any. Next is R for Reloads i.e. 4 out of 4. Then the display scrolls to "Med P4" (medium range/4 points piercing damage).
- **Line 3** lists H = hits, K = kills, S = respawns, 1 = Battle Group 1, & X = Team X (no team).
- **Line 4** contains the status bar. In this case the status is "Ready". The line also lists the rate of fire: in this case, "FA" meaning fully automatic fire

You can set up to 7 teams, or friendly-fire on (no teams) across 8 separate battle groups. Most operators use Battle 1, Team A (Alpha) versus Team B (Bravo). In the illustration it is Battle 1 – Team X (1X).

The red (left) button is for reloading & the black (right) button is for changing from full-auto to semi-auto. (Some emulations have different firing modes, please refer to the full User Guide.)

- More info www.battlefieldsports.com/user-guide
- Or contact us online via chat or email support@battlefieldsports.com

NOTE: This Quick Start Guide is for gaming equipment set in UNLOCKED or complex mode. We also have a LOCK-OUT mode where lots of settings are pre-set, so your staff cannot change the configuration. Need for more info about Lock-out? Just ask us.

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How To Play

- Each gaming gun 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 using either the red-dot, the telescopic scope, or the peep sight depending on which model you've got.
- The headband goes over a bandana or hat. The headwear tells the teams.
- Each time you shoot an opponent your gaming gun says "**Hit!**" & then "**Wound**" & then "**Kill**". The display shows hits after the letter H & the kills after the letter K. If you shoot a gamer that is dead you'll hear "**Dead Already**."
- A gamer can typically only be hit once per second (this is configurable). A player that is hit but still has more than half hit points hears a "near miss" noise. A gamer that is hit & now has less than half hit points hears a "wound" noise. Once a player's hit points are reduced to 0, they will hear the "death scream" & the player is dead. If they pull the trigger & they are already dead they'll hear a SFX "you're dead".
- If your magazine is empty, reload ammunition by pushing left button once & let go
- **If you are dead you will need a respawn.** This is done via a Battle Box or a Controller.

The Battle Box/Boxes

- The most common setting for a Battle Box is to act as a Medic Box or Respawn Point.
- When dead a gamer needs to return to their medic box. The box will respawn you. Your gaming gun will then say "Respawned" & your hit points will be back to full health e.g. 25/25.
- There are 3 ways a box can respawn: 1. Via infrared from the press of a button; 2. Via infrared pulse (note the signal from the medic box needs a clear line of sight to at least one of the sensors to work); or 3. Digital RF Zone (in this case the gamer just needs to be in very close proximity to the box).

The Domination Box

- Use a "*Domination*" Box or Boxes to play the Domination game. The Domination box is the objective for both teams, a team has to shoot the box to take "control" of it. While they have control it will flash their team's color.
- While in control, the team is earning time. The team which controlled the game box the longest during the game wins!
- SATR3 has 3 light effects: Team A = red; Team B = blue; & Team C = purple.

Charging Your Units

Our gaming units are designed for hours & hours of use (up to 16 hours for the 4,000mAh NiMH or up to 8 hours for the 2,200mAh LIB). [These instructions are for the Battery Charger sourced from Battlefield Sports for the NiMH batteries, other chargers may have different steps.](#)

1. **To charge turn the gaming unit OFF** with key.
2. Plug the battery charger in & turn charger on. There are 3 lights that flash in sequence, while the charger is searching for the battery.
3. Connect in the charger cable to the gun with the charging jack lead.
4. During charging the red light will remain on. The second red light will turn on when the battery is half-charged.
5. Once the 3rd light **URNS GREEN** the gun is charged & ready for use.
6. Do not charge a unit for more than 4hrs at a time. Do not leave the chargers on overnight, unattended.



Troubleshooting: My Gun will not Shoot another one

- **TEAMS:** Remember your guns & boxes are usually set to teams. So, Bravo team can only shoot Alpha Team. Bravo cannot shoot another Bravo.
- **BATTERY:** If your display is blank, check if the units are on. Or try re-charging the battery (remember you need to turn the unit off to re-charge).
- **SATR ID:** Each unit must have a unique ID number. This is set at the factory for you. If 2 units have the same ID please refer to the User Guide or call us.

At the End of Your Event

When you are not using them, or have finished playing **turn the gaming guns off** & turn the battle boxes off using the key (¼ TURN anti-clockwise). Please make sure everything is **turned off with the key before** you pack the equipment away. All the devices will remember their previous settings so you can set up a new event quickly.

Things To Do Before Launching Your Business

BATTERIES: As part of your initial establishment of your operation you will want to condition your batteries. Refer to the "**Battery Fact Sheet**" on how to do this.






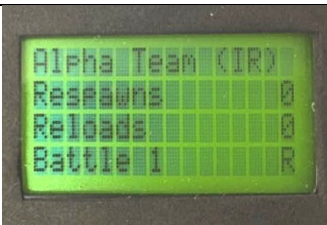
ALIASES: If you are planning to use the "monitor" feature in the Controller, then give each of your support units an alias, e.g. if you have 2 battle boxes which act as medic boxes then set them to "BOX 1" & "BOX 2" & if you have a Domination Box set its alias to "DOMBOX 1". Alias setting for your boxes is done at the factory. Setting aliases for all your guns is optional. For instructions on how to set aliases on your units refer to the User Guide.

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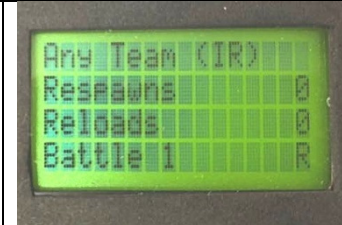



Using the Master Controller (Simple)

The factory default for the Master Controller is the complex options but to get started quickly it is a good idea to start with the Simple Controller. To switch your Master Controller from complex to simple follow these instructions:

- On the Boot Screen, push the black/mode button
- Pull trigger on the genre you want, such as BF LIVE.
- Pull trigger on Reset (No)
- On "Device Role" scroll through the list with the reload/red button until you get to see "Simple Control"
- Pull trigger to select the Simple Controller
- Edit Config: No
- Pull trigger on boot screen to start using the Simple Controller.

	<p>Respawn This will return the target phasers (gaming guns) already deactivated (dead) to ready state. The "IR" means this command will use the infrared system to communicate with target devices</p>		<p>Game Timer The Game Timer menu specifies how long the next game will run for before it ends. The timer starts when the Start (RF) command is used. A time stamp is sent by radio to all devices on the same battle every 30 seconds after the game starts.</p>
	<p>End "End" command will end the current game on all devices on the same battle by radio, as long as those devices are in radio range of the controller. Try to hold the controller so the antenna is vertical when you perform this command (or any other radio command). The "RF" means controller will use the digital radio system to communicate with other devices on the same battle as this controller.</p>		<p>Start The "Start" command will start a new game and transmit a start signal by radio to all the devices on the same battle. Devices not in game over state will be unaffected by this command. If a game timer has been set, this command will restart the timer</p>
	<p>Find A find command is designed to help locate other devices within radio range. Any device regardless of device role or battle will respond by sound effect & flashing its hit lights and flashing the muzzle flash. This is a useful function at the end of a session to ensure all the devices are turned off with the key.</p>		<p>Set to Alpha Team Set target devices to the Alpha Tea / Red Team ("A" team).</p>

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	<p>Set to Bravo Team Set target devices to the Bravo Team / Blue Team ("B" team). This command is issued via IR so you'll need to shoot the target.</p>		<p>Set to Any Team Set target devices to Any Team ("X"). If the target device is a gaming gun/phaser this will turn friendly fire on, so players can tag their own team. Great for a free-for-all game.</p>
	<p>Reload Reloading the current emulation.</p>		<p>Briefing Similar to the radio command "pause" but "briefing" sets the gaming guns ready to do a briefing. The best feature is that if gamers pull the trigger no sound will be made. It clears the statistics including session stats and restores gamers to full health.</p>
	<p>Set Volume Changes the volume setting. Select from low, medium or high.</p>		