

# XBlaster MANUAL

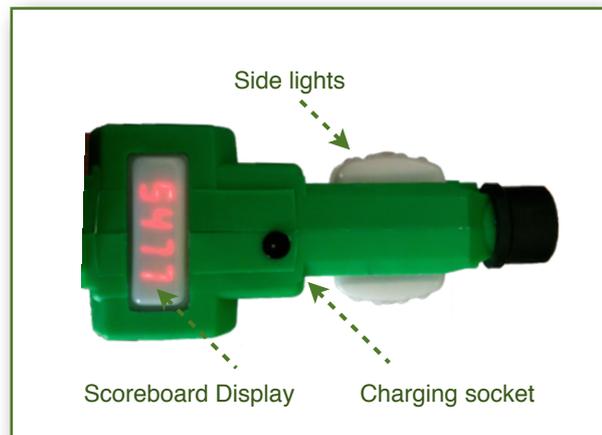
The VEQTOR XBlaster stand alone system is a light weight alternative to the traditional Laser Tag Blaster with unitized vest systems.

## DURABLE

The XBlaster is made of durable polyethylene. A lanyard is supplied with each XBlaster. It is a consumable aid to prevent damage should the XBlaster be dropped by the player. Players are advised to place the lanyard on to their wrist while playing.

## SAFE DESIGN

The XBlaster lanyard is designed to break at approx. 10 Kilo's of force. This is to protect users so that if the X Blaster gets caught in an arena barrier it won't damage a player's arm/wrist if pulled. The rubber nose cone softens the front end of the Blaster in the case of front impact during play with other players. The safety interlinked trigger on the XBlaster ensures that players keep both hands on the blaster when firing. This reduces the incidents of blaster being pushed into other players, and minimises the risk of players swinging the XBlaster around at arms length during play, instead the XBlaster is kept close to the body.



## EFFECTIVE HIT RANGE

IR receive sensors are on each side of the XBlaster. Post 2011 releases point towards the front for front on hits, and some point out sideways for side on hits. This provides a large curvature of hit from blaster fire. Distance of shot varies from 10 meters (35 feet) to 45 meters (150 feet) subject to ambient light levels, fog particles in the air and model of XBlaster purchased.

## ON BOARD SCORING

The digital display is designed to go on and off during play to conserve battery power. It only lights up when there is a major event that changes a players score (like hit, bonus or penalty).

## TEAM IDENTIFICATION

Each X Blaster is molded in a coloured plastic for easy team identification. In addition, along each side of the blaster are coloured side light LEDs which constantly flash in the appropriate team colour. This allows the identity of each team when playing in darkened arenas.

## RECHARGEABLE BATTERIES

The battery charging inlet is located on the side of the XBlaster. Charging should take place overnight for a minimum of 10 hours (refer to XBlaster Lithium Battery DO's and DON'TS document). The 5.5 mm x 2.1 mm DC barrel connector charging cable plugs into the distribution panel (six ports) which is feed by way of a three (3) amp 12 volt DC transformer . The transformer must then be plugged in to the mains. When charge is flowing into the batteries an LED will

illuminate on the 6 way black distribution box. Each distribution box can support up to six (6) XBlasters for charging. A set of charging cables have been provided. One cable must be plugged into each socket and then plugged into each XBlaster. At the end of charging (each morning) these cables should be stored away from customer view. Sites generally won't have to recharge during the day as the batteries last 8 to 12 hours. Sites that operator for 20 hours should purchase extra XBlasters so they can have spare charged blasters and also consider using the optional XBlaster dynamic charging docks!

### **STARTING the XBlaster is EASY**

To start a game, use either the hand held starter, programmer; a POD, or venturSCAPE Target system.

With the starter press and hold the button on the side of the box; or plug power into the socket (depending on model purchased) while aiming the LED at the Blasters. If using a programmer - fire an F3 code directly at the XBlaster (this is the default code when turned on) to fire code press the bottom button on the left. With the POD or Network NODE - you will have to press a start button, as players enter the arena.



If a start up delay has been preprogrammed into each XBlaster a player will not be able to fire - they will here a single 'GO' and have to wait the delay time until the XBlaster says "GO GO GO". Use a start up delay to reduce incidents of players shooting each other while entering the arena (prior to the 'official' game start).

### **GAME PLAY**

On starting, the player is given 5000 points and this will be displayed on the digital display for 5 seconds.

Points are scored or deducted when the following events happen:

- survival bonus for each 6.5 seconds a player is in the game +7
- when a player is shot by another player -20
- each shot the XBlaster fires -3
- mine hits (players do not get blown up) -100
- proximity bonus transmitted (venturSCAPE target systems or POD) +100
- good shot bonus (received when opponent is hit front on and catches the bonus ricochet) +100

When a game is timed out (depending on what length of game has been programmed into the XBlaster) the XBlaster will say "GAME OVER". The player can then pull the trigger and their individual score will be displayed. This will time-out after 3 minutes. If a player still wishes to see their score after this time, the operator can use the hand held programmer to fire an 'F0' code at the XBlaster to see the scores. An additional scoring system can be purchased that gives more detailed scoring results (e.g. who hit who during game play and team scores), video display and souvenir printouts. Speak to your VEQTOR distributor about this option.

## CHANGING THE GAME

Each XBlaster comes from the factory with a default game profile:

- 0 seconds start delay
- 10 or 15 minutes game duration (dependent on customer specification)
- unlimited shots
- unlimited lives
- 16 seconds invincibility time window

Customers can request separate hard coded game parameters that are reset on power off or are fully reprogrammable. Check with VEQTOR to find out how your XBlaster system is configured.

You can change these settings to be more specific to your needs using the digital hand held programmer and the XBlaster Internal Settings document. It is important that all players are programmed to the same game length so they automatically end at the same time. When you pull the power pin on an XBlaster the display shows internal setting for the first five seconds of start up.

The internal start-up setting sequence goes as follows are:

- 1<sup>st</sup> number sequence = Players Starting score (e.g 5000)
- 2<sup>nd</sup> number sequence = Firmware version (e.g. \_ 961)
- 3<sup>rd</sup> number sequence = Blaster game counters (e.g. \_ 125)
- 4<sup>th</sup> number sequence = Game length (e.g. \_\_ 91 = 10 minutes)
- 5<sup>th</sup> number sequence = Number of Shots (e.g. \_ 255 = Unlimited Shots)
- 6<sup>th</sup> number sequence = Number of Lives (e.g. \_ 255 = Unlimited Lives)

The programming only needs to be done once as the XBlaster retains your settings after power off or during recharging.