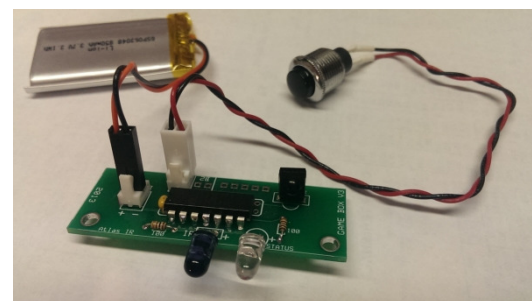


TRIGGER BUTTON Trigger / Program (Momentary, N.O.)
BATTERY CONNECTOR 3V DC to 5V DC Battery

FEATURES:

- Fully programmable (16 functions + Weapon Pickup)
- Wide-angle short range Infrared Emitter
- Status LED indicates power/status
- Compatible MilesTag, AtlasIR and many Pro laser tag systems.



Operation	Press the TRIGGER button to transmit the programmed function. The red status LED will flash.
Auto Transmit (BEACON MODE)	When the Game Box is programmed as a "Hazard", "Stun", or "Stasis" it will automatically emit the signal every 5 seconds (indicated by the flashing of the red LED). NEW for V5 - Install a JUMPER at J3 to activate Auto Transmit for ANY function. The game box will now transmit the signal every 3 seconds. (Jumper must be removed for programming)
Programming	There are 3 options for programming the Game Box: The Mini Remote ; the CommandIR ; and the tagger/controller Referee Mode . Press and hold the game box BUTTON to enter "programming Mode". This is indicated by a long flash on the STATUS LED. Continue holding the BUTTON and aim the programming device toward the IR receiver on the Game Box circuit board. After transmitting, the Status LED will flash rapidly to indicate successful programming. (A long flash indicates an "error").
Weapon Pickup	The Weapon Pickup function is compatible only with the following tagger firmware: MT-56X, MT-8XX, SYSTEM 18 Pro Use the CLONE function on these taggers to program the Weapon Parameters. After cloning, the Game Box will operate as a Weapon Pickup. When a player "picks up" the weapon, their tagger will inherit the new settings and the Name of the weapon will appear on the Top Line of their LCD display.

Programming with the Mini Remote

Press and Hold the TRIGGER button until the long flash.

- KEY A** Team A Respawn
- KEY B** Team B Respawn
- KEY C** Respawn (any team)
- UP (^)** Full Ammo
- DN (v)** End Game
- LT (<)** Full Armor
- RT (>)** Instant Kill
- ENTER (O)** New Game
- POWER** Full Health



These functions are compatible with most legacy systems.

Programming with the CommandIR

The CommandIR offers a standard set of Game Box Presets and direct access to the various programmable parameters. The exact functions available on the CommandIR may be customized based on customer requirements.

You can also load the Editor/Referee firmware on a MAGIC mainboard.



PROGRAMMABLE GAME BOX FUNCTIONS

The Game Box V5 can be programmed to provide various capabilities:

Ammo Station	Set Box ID (00 to 15)	
Medic Station	Set Box ID (00 to 15)	
Armor Station	Set Box ID (00 to 15)	
Flag Station	Set Flag ID (00 to 15)	
	<i>00 = Home Flag for Team Alpha</i>	
	<i>01 = Home Flag for Team Bravo</i>	
	<i>02 = Home Flag for Team Charlie</i>	
	<i>03 = Home Flag for Team Delta</i>	
Respawn Station	Respawn Player	
Team Respawn	A/B/C/D	
Hazard	0 to 15 Damage Points	Auto Transmit
Full Ammo	Restores Player Ammo	
Variable Stun	0 to 15 Seconds	Auto Transmit
Variable Stasis	0 to 15 Seconds	Auto Transmit

WEAPON PICKUP MODE

Weapon Name	8 characters	Use CommandIR to set weapon name
Team ID	A/B/C/D/ALL	Use Referee "Team Assign" function

Weapon Parameters - *The following parameters are affected by the Weapon Pickup:*

- Sound Set
- Rounds per clip
- Clips
- Damage
- Full/Semi/Burst
- Burst Rounds
- Cyclic Rate
- Reload Delay
- Indoor/Outdoor
- Range
- Muzzle Flash On/Off
- SRK Damage & Range (if supported)

NEW FUNCTIONS FOR V5

Program by sending the corresponding REFEREE COMMAND while in Programming Mode.

(Similar to a "learning remote".)

NEW GAME

END GAME

RESPAWN

ADMIN KILL

FULL AMMO

TEST SENSOR

FULL HEALTH

FULL ARMOR

TIME RESET

Install jumper (J3) for continuous transmit (every 3 seconds).

SALES/SUPPORT

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