



SAFETY INSTRUCTIONS

- Please read the user manual carefully before the initial use of your device and keep it for reference. Any use of the device that is not in accordance with the instructions will release the manufacturer from any liability.
- This device should not be used by children.
- Do not use the device if it is not functioning properly. If it is damaged, it should be repaired by our services.
- This device is not waterproof, and the manufacturer disclaims any liability for use in wet environments.

WARNING

- The use of discharged batteries solely holds the user responsible for any damage to property and/or persons. The manufacturer is not liable in such cases.
- Any use of the device contrary to the instructions in this manual releases the manufacturer from liability.

AFTER-SALES SERVICE

- For your safety, do not use accessories or spare parts other than those provided by our brand.
- Any intervention other than customer cleaning should be performed by our services.

INITIAL SETUP - ON/OFF

After checking the condition of your battery (3.7v rechargeable CR123A), simply place it in its holder to start your product.

To turn off the product, simply remove the battery.

CAUTION!

Inserting the battery in the wrong direction may result in product damage (not covered by warranty).

GAME SETTINGS

Before going into details, please note that the system remembers the game options, even when the product is turned off. Therefore, you won't need to adjust your device before each game (unless there is a change in the game parameters, of course).

SETTINGS MENU

To enter the settings menu:

- Remove the battery.
- Press and hold the push button.
- While keeping the button pressed, insert the battery.

You will now enter the settings menu, where you can define the following parameters:

- Enable or disable the buzzer.
- Maximum countdown time.

Please note that a few seconds of inactivity will confirm the parameter.

BUZZER ACTIVATION:

By pressing the button, you can enable (green LED ON) or disable (red LED ON) the buzzer.

After 2 seconds of inactivity, the parameter is saved, and the illuminated LED will blink rapidly about ten times. You will proceed to the next setting.

MAXIMUM COUNTDOWN TIME:

By pressing the button, you increase the value by 15 minutes. Without any button press, the countdown will be infinite. The maximum configurable time is 4 hours.

With each button press, you will notice the LED's response. You will observe two colors (red and green), indicating:

- Adding a "quarter-hour" in red.
- Adding an "hour" in green.

At the start of the setting, no flashes are emitted, indicating that no countdown value has been entered. If you want an infinite countdown, simply leave it untouched until the game starts (wait for 5 seconds).

During the parameter setup, if you press the button once, you will notice a red flash. This visual feedback indicates that you have set the countdown for 1 x 15 minutes.

Let's take an example where you want to set a countdown of 45 minutes. You would press the button 3 times, and in response, you will see 3 red flashes, indicating that the value is set to 3 x 15 minutes.

Now, let's consider an example of a parameter set for 1 hour and 30 minutes, which is equivalent to 6 x 15 minutes. You would press the button 6 times and receive 1 green flash and 2 red flashes in return.

- 1 green flash = 1 hour
- 2 red flashes = 2 x 15 minutes

This totals to 1 hour and 30 minutes of gameplay.

As you can understand, if you press the button multiple times and see 2 green flashes and 3 red flashes, you have set the maximum countdown to:

- 2 green flashes = 2 hours
- 3 red flashes = 3 x 15 minutes

This results in a total of 2 hours and 45 minutes.

Once the arming time value is set, wait for 5 seconds until the parameter is saved.

CONGRATULATIONS, YOUR GAME MODULE IS NOW CONFIGURED!

As explained earlier, each time the product restarts, it will use the last saved parameter.

You can, of course, redefine it at any time by relaunching the setup menu.

ONCE THE GAME IS STARTED...

COUNTDOWN ACTIVATION

Upon inserting the battery, the LED blinks in the following pattern:

Green
Red
Green
Red...

and waits for the user to arm the countdown.

COUNTDOWN ARMING

By pressing and holding the button during a green flash, you will start an easy game. Pressing it during a red flash will increase the difficulty.

Once the button is pressed, you will hear a sound sequence indicating that you are arming the system. As soon as the module stops emitting sound, you can release the button, which will now be used to disarm the device.

SYSTEM DISARMING

There are three ways to disarm the objective, but the key point to remember is that your action must take place when the green LED is illuminated.

If you attempt to disarm when the red LED is illuminated, the buzzer will sound, indicating a failed objective.

HOW TO DISARM?

- By pressing the button
- By disconnecting the cable(s)
- By cutting the cable(s)"

DEVICE CLEANING

- The device should never be immersed in water.
- If you clean it with a damp sponge, make sure to remove the battery and thoroughly dry the device before using it again.
- Also, be careful not to scrub with the abrasive side of the sponge to avoid scratching the product.

IT DOES NOT WORK?

<ul style="list-style-type: none">• I insert the battery, but the device doesn't turn on.	<ul style="list-style-type: none">• Please check the battery voltage (should be 3.7V instead of 3V).• Verify the battery polarity (+/-).• Check the battery for any signs of damage.• Inspect the solder joints of the battery holder on the circuit board.• Inspect the central chip for any signs of damage or burning. If it appears perforated or burnt, you may have damaged the component by inserting the battery in the wrong orientation.
<ul style="list-style-type: none">• If a LED doesn't light up• If the buzzer doesn't sound, even with the correct settings	<ul style="list-style-type: none">• Contact After-Sales Service for further assistance.
<ul style="list-style-type: none">• Experiencing problems with the settings not being saved:	<ul style="list-style-type: none">• Check the battery voltage again (should be 3.7V instead of 3V).• If the issue remains unresolved, please contact My Airsoft Game for further assistance.

PoFor any questions or additional information, you can reach us at the following email address:

Contact@MyAirsoftGame.com

For better assistance and tracking, we recommend contacting us directly through your customer account on our online store:

www.MyAirsoftGame.com

IDEAS?

Do you have any ideas? Would you like to see them come to life? Don't hesitate to share them with us!



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