

VAY-ZON

Light Gun System

Quick Start Guide.



VAY-Zon from Forest Electronic Developments

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Introduction

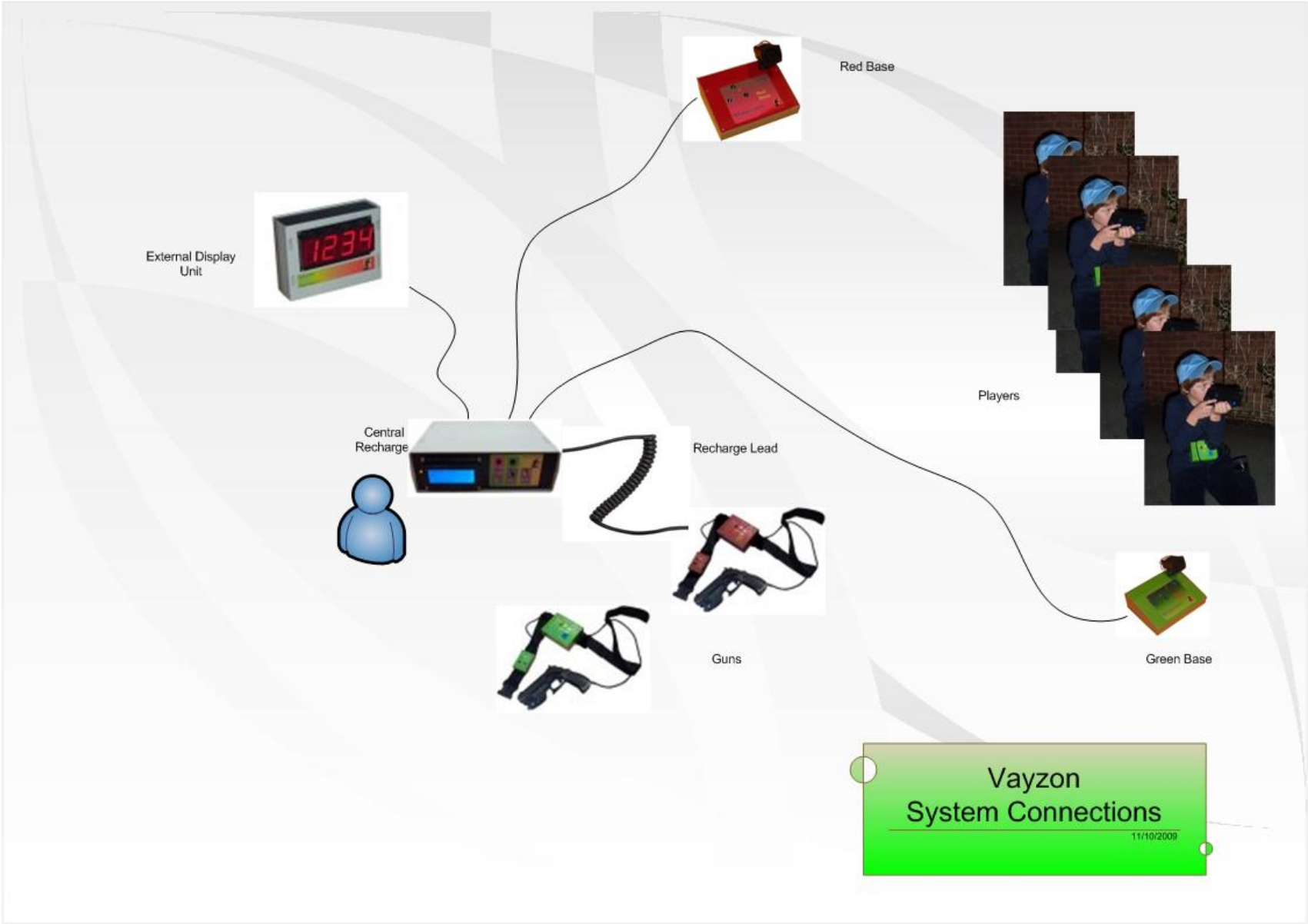
There are 4 phases to running a game :

- 1) Locating the bases, central recharger and cabling them
- 2) Kitting out all players with guns
- 3) Turning it all on
- 4) Playing the game

In addition we also show :

- 5) Starting a new game
- 6) Changing the game type and features
- 7) Game Types
- 8) Packing Up

Each phase has its own page in this manual



1. Location and cabling

Identify the boxes as follows :

	Central Recharger Unit Players come here to recharge their guns and see their scores
	External Display Unit Shows the scores as the game progresses
	Team Base There are two of these, one red and one green. Players aim to shoot and trigger the oppositions base.
	Gun pack One for each player

Look at the picture above which shows the layout of the game components.

Firstly find somewhere to locate the central recharger and external display units which must be close together and then the team bases. The team bases need to be located about the same distance apart from the recharger.

There are 3 sets of cables to connect –

1. External Display Unit to Central Recharging Unit
2. Team bases to Central Recharging Unit
3. Gun recharge leads (curly leads) to Central Recharging Unit

Connecting the External Display Unit to the Central Recharging Unit

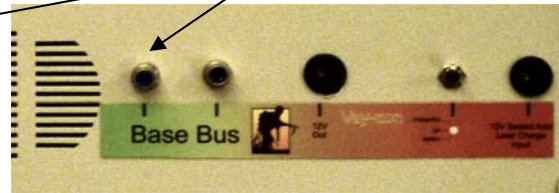
They are connected with the lead which is about 1m long and as the following plugs :



Plug one end into the central recharger unit into any socket marked "Base Bus", plug the other into the external display unit - either socket marked "Base Bus" :



Central Recharger Unit
Back Panel



External Display Unit
Back Panel

Connecting the Team Bases

Find the place for the two team bases. The long white cables with this connector needs to be used :



The cables should be run out somewhere safe where there is no chance that they will trip anyone up or can be run into. A good place is to place the recharger by a fence and run the cables to two bases down the fence. Plug one end into any socket labelled "Base Bus" on the central recharger unit, plug the other end into the back panel of the team base labelled "Base Bus".



Central Recharger Unit
Back Panel



Team Base
Back Panel

You can also daisy chain the cable and plug one team base into the other, or you can plug a team base into the external display unit.

IT IS NOT ESSENTIAL TO CABLE THE BASES TO THE RECHARGER. IF A SAFE CABLE RUN CANNOT BE FOUND THEN THEY CAN BE LEFT UNCONNECTED. In this case the bases will work fine but base hits won't count towards the score only lives and hits.

Gun Recharge Cable

The final cable to plug in is the two gun recharge cables which look like this :



Plug one end of each lead into the central recharging unit into the charging sockets :



Central Recharging Unit – Back View

Leave the other end free, clip it to a table with a clamp so that if it is pulled the Central Recharging Unit won't fly off with the player !

Now players can recharge by plugging the lead into the socket on their guns.

2. Kitting out the players with guns

Unplug each gun from the battery charging lead, one at a time, and give each gun to a player. Make sure there are roughly even numbers of red and green guns (so for example with 9 players ensure there are 4 red players and 5 green or vice versa).

Get all the users to put on a gun pack. The large pack goes at the front, the small pack at the back.

The belt clips can be adjusted by pulling the free end of the belt to tighten it.

Read out the following to the players :

- 1) There should be an orange light flashing on the back of the gun, if the gun has turned off then press and release the trigger.
- 2) Before the game is started there is a short period during which you can charge your gun.
- 3) To charge the gun, insert the plug from the curly lead into the charging socket on the front of your pack and leave it there until the gun lights flash and a siren noise sounds.
- 4) When the gun is charged before the game starts, the gun lights will flash and you should run into the game area and join your team and consider tactics. You cannot shoot at this time.
- 5) When the game starts the gun will give a count down after which you can shoot other players on the other team.
- 6) To shoot press and release the trigger.
- 7) If you are shot the gun will vibrate and the pack will give a siren noise. For a few seconds you cannot shoot or be shot. After that the lights on the gun will flash and you can be shot, but not shoot back so you should take care to take cover.
- 8) You will also lose a life every time you fire 60 shots, so keep an eye on the shooting!
- 9) After you have been shot you have one second and one revenge shot to shoot back and get your own back on your attacker !
- 10) To shoot the bases you need two players. One player should shoot the base and the lights will go out, 5 seconds later the lights will flash together and another player from your team should shoot it. The base will trigger and both players who hit it will get points.
- 11) At the end of the game the gun will say "Game Over" repeatedly, return to the central recharger to download your final score, after all players have downloaded you will be able to see your score and position in the game.

3. Turning it all on !

Turn on the central recharging unit by pressing down the switch at the back of the unit, it has 3 positions, press all the way down.

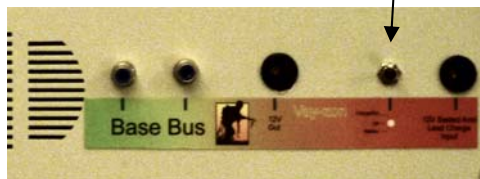


To reset the game at any time turn it on and off again.

Turn on the bases by pressing the switch down at the back :



Turn on the external display unit by pressing the switch down at the back, it has three positions, push all the way down.



If the team bases are correctly connected to the recharger then the green and red lights on the front of the recharger will illuminate, and the small orange light on the back of the team base will also illuminate.



Team Base back panel



Central Recharge Unit front panel showing team base connected lights

4. Playing the game

Only when all are kitted up and ready to go should you start the game by turning on the central recharger. We will have set up the central recharger for a simple game of 10 minutes with 10 lives per recharge, so you don't need to change any of the game features for your first game.

The central recharger will show :

```
QUICK START ?  
YES
```

Press the Enter key to start the game.

All users now have 2 minutes to charge up and find good starting locations – the external display will show the time counting down. Charge each gun by inserting the curly lead into the gun pack charging socket until the pack makes a siren noise and then withdraw the lead:



When the game starts the guns will become active. When users run out of lives the guns will go dead and the player must return to the recharger and recharge his gun using the curly lead.

Once complete the guns will repeat "Game Over". All users should return to the central recharger and plug in the curly lead to download the final scores.

At this point the central recharger will show :

```
WHEN ALL DOWNLOADED  
PRESS ENTER BUTTON
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Once all guns have downloaded then press the enter key to display the final scores, note that it is not essential that every single gun downloads before pressing the enter key, the only effect will be that the score will be slightly inaccurate if all players have not downloaded.

5. Starting a new game

To start a new game switch the central recharging unit off and on again

OR

Press the Enter, Up and Down buttons at the same time.

6. Changing the game type and features

Once you have played a simple game then you can play other game types, or change the game length or number of lives.

To change the game type and features then turn the central unit off and on again. When the display shows :

```
QUICK START ?
YES
```

Press the up or down key so that it shows :

```
QUICK START ?
NO
```

Now press enter and the display will show the next option. Keep pressing enter and the display will show different features on each press. Use the up and down keys to change a particular game feature. The following features and game types are available :

SET GUN ID	Do not use this option
NO	
GAME TIME	Game time in minutes, press up and down to change it
10	
PREGAME (SECS)	Number of seconds before the game starts during which guns may recharge. Press up and down to change it
60	
LIVES	Number of lives per recharge, press up and down to modify this value.
6	
SHOTS	Number of shots before a life is lost. Press up and down to change.
25	
GAME TYPE	Steps through the available game types. Press Down to cycle through the game types.
SIMPLE	
QUICK START	Enter the game
YES	

For example one option is the game time in minutes. When any option is selected, the second line of the display will show the value of the current option. So

considering the example above it shows a game time of 10 minutes, press up and down to move any option up or down, hold down the button to move on quickly.

7. Game Types

There are four game types as follows :

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SIMPLE
ALL AGAINST ALL
SUPERUSER
CASTLE DEFENCE
```

Simple

In the simple game each team plays together to defeat the other team. Players gain points by shooting members of the other team, and by shooting the other team's base. Players lose points by being shot, and by recharging, a share of the overall team score is also assigned to each player.

Tactics are straightforward, players should work with each other to inflict the greatest number of hits on the other team and the greatest number of team base hits.

To hit a base in the simple game, it is necessary to use two players. The first player hits the base and the base lights will go out for five seconds, after which they will flash together for 5 seconds. During this second period a different player from the same team must hit the base to trigger it. Once triggered a sign will sound and the base will then take 30 seconds before it may be hit again.

All against all

In the all against all game, each player plays on their own. Any player may hit any base. Points are lost for being hit, and for recharging.

To hit the base in this game, a single player must target the base, at which point the base lights will go out for 5 seconds, then they will flash in unison for 5 seconds and during this period the same player must then hit the base again to trigger it.

Tactics in this game may include players ganging together against other players to form ad hoc alliances, and spotting when other players are going for the base and using the ability to hit them and to hit them again once they are vulnerable to stop them ever completing the triggering of the base.

Superuser

The superuser game is identical to the simple game, except that only one player at a time may hit the base, this is the superuser. The superuser is created at random when he recharges and a player who has become a superuser will become aware of it because the gun will chant “game”, “game”, “game” at 1 second intervals and all the lights on the gun and it's pack will flash all the time. Superusers must hit the base twice – having hit it for the first time then the same superuser must then hit the base again to trigger it.

Tactics in this game are different from the simple game, it is essential for players to support the superuser at all times, Similarly for defenders seeing the superuser, their main target will be to ensure that the superuser is disabled or killed before he has a chance to trigger the base.

In this game points are gained for hitting other players, and a team score for hitting the base. There is no individual score for the superuser hitting the base, the team score at the end for base hits is divided amongst all players. This gives an incentive for players to work together for good team scores.

Castle.

8. Packing up

The guns are placed in the carrying box in layers of 4, the recharger, external display unit and team bases are on top :

Pull out all the battery recharging leads and plugs from the box, there are 5 groups of 4 leads. Each group is used for a layer of guns or game components.

Now place 4 guns on the bottom of the box and plug in battery recharger leads to each :

Put a layer of bubble wrap over the guns and repeat for the next 4 guns :

When all guns are in place, add a final layer of bubble wrap and then put in the team bases and central recharger unit. Plug in the bases and recharger, the external display unit does not need to be plugged in.