

ARM BUTTON Arm / Program
CHARGE JACK 5V DC Input

FEATURES:

- Fully programmable (9 parameters)
- Six wide-angle, hi-power Infrared Emitters
- Bright Red “flash” LEDs
- Green Status LED
- Piezo Status Indicator
- Long life 3.7V LiPo Battery
- Built-in intelligent charger circuit
- Standby Time >200 Hours (typical, varies with use)
- Compatible with most MilesTag-based Pro Laser Tag systems.



| | |
|-------------|--|
| Operation | Press and hold the ARM button for 3 seconds. You will hear a “triple beep” and the green status LED will light to indicate the Grenade is “armed”. Release the Button and a countdown will begin. The beeping will get faster until the Grenade “explodes”. |
| Charging | WARNING! Use only the provided 5VDC charging adapter. Never leave the Grenade unattended while charging. Connecto the charger (5VDC). The red indicator will light up to indicate. Charging the Grenade for ~1 hour should provide a full charge even if the indicator has not turned off. |
| Programming | There are 2 options for programming the Grenade: The Mini Remote ; and the CommandIR . The CommandIR is required to access the advanced capabilities available on the latest versions of Hi Tech, MilesTag and other pro laser tag systems. While the Grenade is “armed” (press and hold the ARM button), it is also in Programming Mode. Continue holding the ARM button and aim the programming device toward the IR receiver on the center of the Grenade circuit board. After transmitting, the Grenade will beep/flash six times to indicate successful programming. |

Programming with the Mini Remote

Press and Hold the ARM button until the triple beep.

- KEY A** Instant Kill
- KEY B** Legacy Stun (6 seconds)
- KEY C** Damage (3 blasts x 10 points)
- KEY ENTER (O)** Explode (No Resawns)

These functions are compatible with most legacy systems.



Programming with the CommandIR

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



PROGRAMMABLE GRENADE FUNCTIONS

The MT Grenade can be programmed to provide various capabilities.

| | |
|---------------|--|
| Grenade Mode | Command / Damage |
| Repeat Blast | 1 to 6 times |
| Lockout Delay | 1 seconds to 240 seconds (lockout period after use) |
| System ID | MilesTag, Hi-Tech, Combat Laser Games, Adventure Sports, etc |

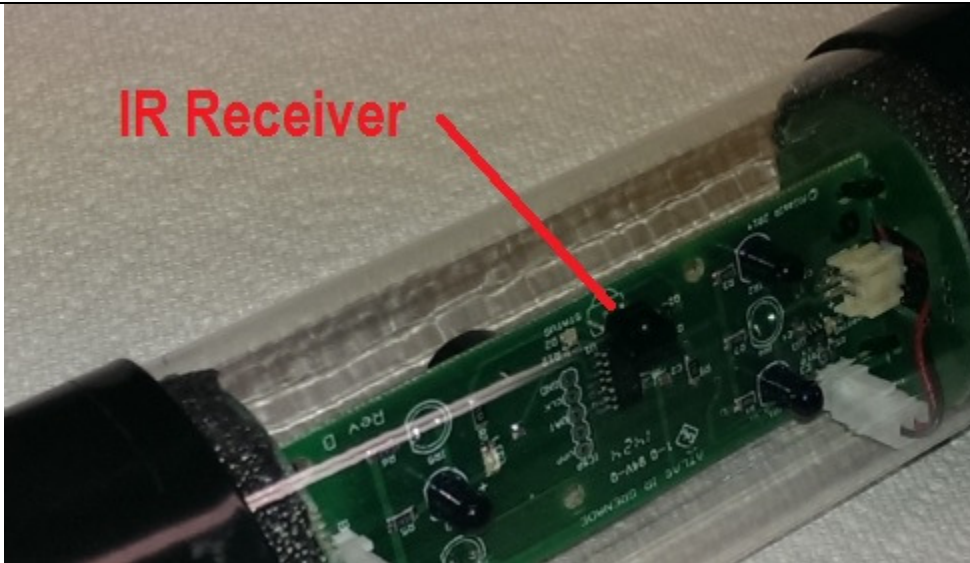
Command Mode

| | | |
|--------------------|---------------------------------|------------------------|
| Instant Kill | Instant Kill | Explosion Sound Effect |
| Explode | Instant Kill, No Respawns | Explosion Sound Effect |
| Legacy Stun | 6 second Stun | Stunned Sound Effect |
| Variable Stun | 1 to 30 seconds Stun | Stunned Sound Effect |
| Variable Stun XP | 1 to 30 seconds Stun | Explosion Sound Effect |
| Variable Stasis | 1 to 30 seconds Stasis | Stunned Sound Effect |
| Variable Stasis XP | 1 to 30 seconds Stasis | Explosion Sound Effect |
| Variable Damage | 1 to 250 points, fully variable | Explosion Sound Effect |

Damage Mode

| | |
|--------------|--|
| Damage Value | 1, 2, 4, 5, 7, 10, 15, 17, 20, 25, 30, 35, 40, 50, 75, 100 |
| Player ID | 0 to 127 |
| Team ID | 0 to 3 |
| Zone ID | A or B |

IR Receiver



SALES/SUPPORT

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