



Paint inside of tube  
Flat Black

—Red LED Strip  
—Blue LED Strip

PVC Tube

LED Wires

IR Sensor

Power Switch

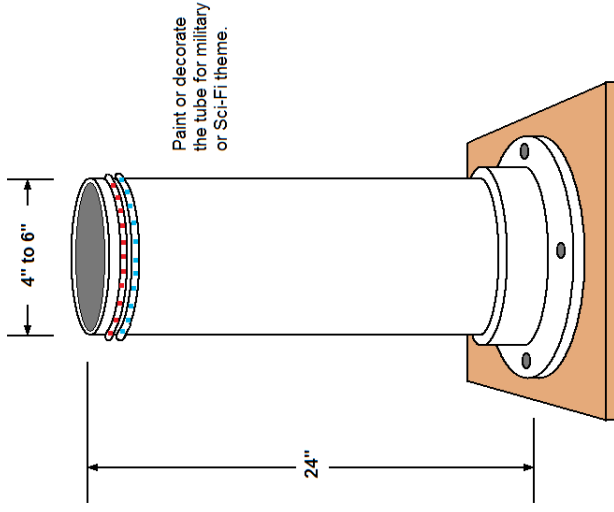
Flange Base

Circuit

12V  
Battery

1/2" Plywood base

Cutaway View



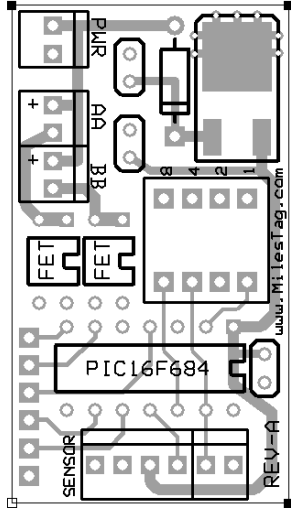
Combat TAG, LLC

MilestTag Domination Tube

J. Robertson

Rev 4

1/30/2010

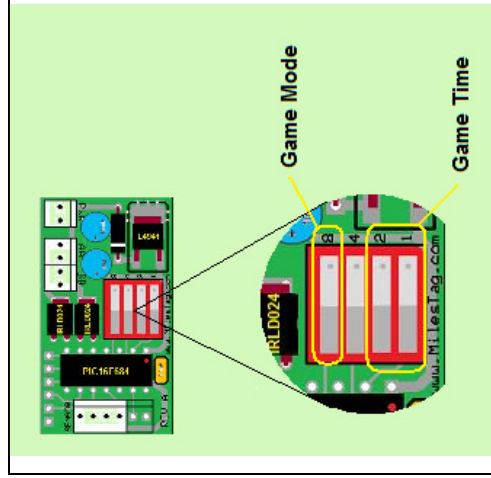


**DOMINATION TUBE PC BOARD (DOM-PCB)**

The Domination Tube is compatible with ALL laser tag systems using MilesTag II data protocol: CORE (RevH), uMT, RevG, Adventure Sports, etc.

**Setup Instructions:**

With power OFF, adjust the DIP switches to set Game Time and Game Mode.



DIP switch design/appearance may vary. OFF=OPEN, ON=CLOSED

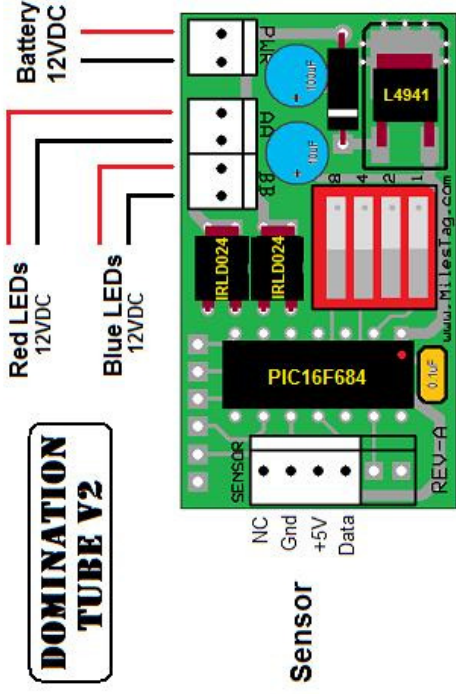
Switch numbers are to the RIGHT of the DIP Switch (1,2,4,8)  
Always leave Switch "4" in the OFF/OPEN position.

Switch "8" sets the Game Mode:

OFF=Domination      ON=End Win

Switches "1" and "2" set the Game Timer:

- 2=OFF and 1=OFF      10 Minutes
- 2=OFF and 1=ON      15 Minutes
- 2=ON and 1=OFF      20 Minutes
- 2=ON and 1=ON      25 Minutes



**OFF-BOARD CONNECTIONS**

**Setup Instructions:**

With power OFF, adjust the DIP switches to set Game Time and Game Mode.

## Operating Instructions:

Turn on POWER.

The RED and BLUE LEDs will flash to indicate the current game settings:

RED Flash 1x = 10 Minute Game

RED Flash 2x = 15 Minute Game

RED Flash 3x = 20 Minute Game

RED Flash 4x = 25 Minute Game

BLUE Flash 1x = Domination Game

BLUE Flash 2x = End-Win Game

**Domination Game:** Win by “Dominating” the Tube (control the tube for more than 50% of the Game Time).

The Domination Tube powers up in Wait Mode (Game Timer not running).

The Game Timer will only start after one of the teams CAPTURES the tube (shooting into it).

The LEDs light up to indicate which team has CONTROL.

When the Game is over, the winning team color is FLASHING.

The game will end early if one team already has control for more than 50% of the total game time.

**End-Win Game:** Win by controlling the Tube at the Game End (Team in control when Game Timer ends).

The Domination Tube starts timer after power on (Game Timer is ALWAYS running).

The LEDs light up to indicate which team has CONTROL.

When the Game is over, the winning team color is FLASHING.

There is no indication of time remaining, so teams should use watches to estimate time left.

Strategy: Teams must carefully decide when to capture the tube.

## **SETUP and GUN SETTINGS:**

(Adjust to fit the game area)

\*DOMINATION TUBE in center of playing area. Small clearing with nearby cover or trail junctions are ideal.

\*Place Respawn Box at each Team Base. Bases should be 50-75 yards from the DOMINATION TUBE.

\*Ideally the DOM TUBE is in a position that allows players to make a sacrifice run to capture the tube. Just enough open ground to make it to the tube before getting tagged out.

Damage = 10

Health = 100

Hit Delay = .25 sec

Auto-Respawn = OFF