

Paint inside of tube
Flat Black

— Red LED Strip
— Blue LED Strip

PVC Tube

LED Wires

IR Sensor

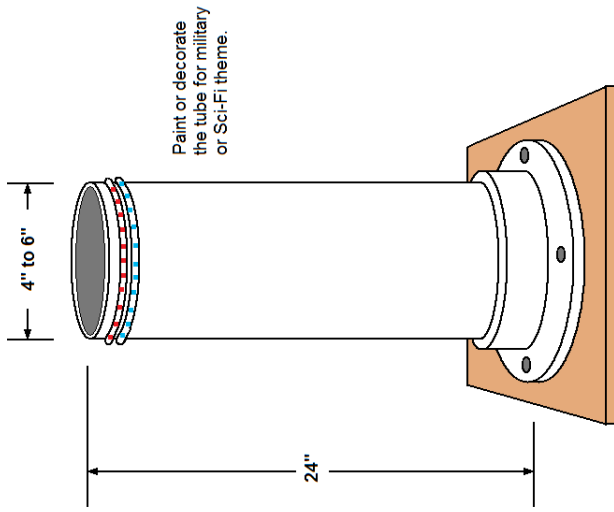
Power Switch

Flange Base

Circuit
12V
Battery

1/2" Plywood base

Cutaway View



Combat TAG, LLC

MilestTag Domination Tube

J. Robertson

Rev 4

1/30/2010

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