





Table of Content

Informations générales et utilisation

CONSIGNES DE SÉCURITÉ

<u>SAV</u>

NETTOYAGE DE L'APPAREIL

MISE EN SERVICE

Les modes de jeux

Le mode Conquête

Principe

Réglages

Option Android

Le mode Bombe

Principe

Réglages

Option Android

Le mode VIP

Principe

Réglages

Option Android



General Information and Usage

SAFETY INSTRUCTIONS

- Please read the user manual carefully before using your device for the first time and keep it for reference: Any use that does not comply with the user manual may release the manufacturer from all responsibility.
- This device should not be used by individuals under the age of 18.
- Do not use your device if it is not functioning correctly. If it has been damaged, it must be repaired by our services.
- WARNING: When open, the case is no longer waterproof.
- WARNING: On the front panel, you will find a depressurization screw. If this screw is opened, the module is no longer waterproof.
- WARNING: Under no circumstances should you touch the electronic circuit. Some components are sensitive to electrostatic discharge, and even a slight touch can destroy them.

AFTERSALES SERVICE

- For your safety, do not use accessories or spare parts other than those provided by our store.
- Any maintenance or repairs should be carried out by our store.

CLEANING THE DEVICE

- When open, the device must not be submerged.
- Avoid cleaning with a wet sponge.
- Also, be careful not to rub with the abrasive side of the sponge to prevent the risk of scratching the product.



COMMISSIONING

After recharging the internal battery through the socket on the front panel, insert the ignition key and switch it to the ON position.

Here's what you need to know for menu navigation:

- The buttons ABCD, *, and # are used for settings.
- Buttons A and D are for coarse adjustment.
- Buttons B and C allow for finer adjustment.

1	2	3	Α
4	5	6	В
7	8	9	С
*	0	#	D

EXAMPLE: In bomb mode, countdown setting: Button **A** adds **1 hour**, and button **D** subtracts **1 hour**. Button **B** adds **1 minute**, and button **C** subtracts **1 minute**.

Once you've made your settings, you can confirm your selection (#) or cancel and return to the previous menu (*)



Game Modes

The My Airsoft Game briefcase has been developed to cater to various gaming preferences.

With the purchase of your briefcase, you have the option to choose from the three game modes below:

Domination: a mode of control and domination

• Bomb: a defusing scenario

• VIP: briefcase escort

Let's now take a closer look at how these three game modes work...

Upon startup, you can select the desired mode using the A, B, or C buttons.



Conquest Mode

Principle

Conquest mode is a domination mode in which each team must take possession of the briefcase to deplete its timer.

Settings

At startup, you can configure the following settings:

- **Team Time:** This is the total time for locking the point.

Value: 15 minutes to 2 hours (in 15-minute increments)

- **Capture Time:** This is the time it takes to capture the point back. Value: 5 seconds to 2 minutes (in 5-second increments)

Additional Information: The briefcase can be used as an additional objective with Conquest terminals.

Android Option

This option is designed as a tool for organizers and does not provide any in-game advantage. It allows the organizer to retrieve useful information directly on their phone, connected to the briefcase via a wireless connection. At first glance, this option may seem unnecessary, but it was developed after numerous game sessions, and its usefulness has been confirmed by multiple teams.

Given that the gameplay generated by the module is very dynamic, it becomes challenging to have an organizer in close proximity to the briefcase. To connect, activate the Bluetooth on your phone and search for the device named "MAG Mallette." The connection code is "1234." If you don't have the Android application, please contact us, and we will provide it to you.

The information available in Conquest mode includes:

- Status of the RED counter
- Status of the BLUE counter



The Bomb Mode

Principme

The bomb mode has been developed to cover games ranging from 1 minute to 48 hours. You can set the countdown timer in increments of 1 minute up to 15 minutes and in 5-minute increments beyond that (KEYS B and C) or in 1-hour increments (KEYS A and D) to define the time that suits you.

Settings

Once the Bomb Mode is selected, the module prompts the operator to define:

- Whether they want to activate the motion sensor option or not
- Whether they want to have a fixed number of disarm attempts or an unlimited number
- Whether they want to activate the digit offset (Hardcore mode)
- The difficulty level of the entered number (1 digit? 2 digits? ... 5 digits?)
- Finally, the module asks to define the code that will be used to disarm the device.

IMPORTANT NOTE:

An option for a random code is also available (Key "A").

To disarm, you need to:

- 1) Activate the buttons.
- 2) Enter the code.

For code entry, a "mastermind" function has been developed, and this is where the "Code Offset" comes into play.

Let's take the code **12345** as an example.

<u>First Entry:</u> If the disarming player enters **45240**, they will see **XXX4X** displayed on the keyboard. This means that the **4th digit is a 4**, and the others are incorrect (as an incorrect digit is represented by an **X**).

<u>Second Entry:</u> If the disarming player enters **12446**, they will see **12X4X** displayed on the keyboard.



This means that the 1st digit is a 1, the 2nd is a 2, the 4th is a 4, and the others are incorrect (as an incorrect digit is represented by an X).

With the "Code Offset" option, every 6 attempts, the digits shift to the right (the 5 LEDs on the control panel help track this shift).

So in our example, the initial code was: 12345.

After 6 attempts, the code becomes: 51234 (all the digits have shifted to the right).

After 12 attempts, the code becomes: 45123, and so on...

Game Type

1st Objective: Locate the cables and retrieve them.

2nd Objective: Retrieve the code (optional).

3rd Objective: Locate the device and disarm it within the given time frame.

Motion Sensor

The case is equipped with a highly sensitive motion sensor that adds excitement to your scenarios.

The case becomes sensitive to movements, and disarming it becomes a true art form. If the case has been armed in a hard-to-reach location (as seen in the game: suspended with a string), the game becomes more challenging when trying to access its control panel.

Each movement deducts 1 minute from the countdown timer! And believe me, it can happen very quickly!



Android Option

This option is designed to assist organizers. It allows the organizer to retrieve useful information directly on their phone connected to the case through a wireless link. At first glance, this option may seem unnecessary, but it was developed after several games, and its usefulness has been confirmed by multiple teams.

Indeed, since the game facilitated by the module is very dynamic, it becomes challenging to have an organizer physically near the case.

Additionally, this option allows you to remotely initiate the countdown timer.

The information collected in Bomb mode includes:

Remaining countdown

You can also trigger the countdown remotely.

To do this, configure your module but do not start the game. By connecting to your device via Bluetooth and selecting the bomb mode, your phone will send an activation command to the case. Only at that moment will your phone send a signal received by the case.



VIP Mode

Principle

The VIP mode involves transporting the case as delicately as possible. At the start, you will set a point value (in increments of 50). This point value will decrease based on the impacts the case sustains during transportation.

The objective of the game is to transport the case from point A to point B and validate your score using the two buttons on the front panel.

A winner will be determined once both teams have validated their scores. The team with the highest score wins the game.

Settings

From the main menu, start the VIP mode using button C.

Then, adjust the number of points in the counter: in increments of 50 or 100 (50 for fine adjustments and 100 for coarse adjustments).

Android Option

This option is designed to assist organizers and does not add value to the game itself. It allows the organizer to retrieve useful information directly on their phone connected to the case through a wireless link. Initially, this option may seem unnecessary, but it was developed after several games, and its usefulness has been confirmed by multiple teams. Indeed, since the game facilitated by the module is very dynamic, it becomes challenging to have an organizer physically near the case.

The information collected in VIP mode includes:

The counter value



For any questions or additional information, you can write to us at the following address:

Contact@MyAirsoftGame.com

Or for better support, contact us directly from your customer account on our store:

www.MyAirsoftGame.com

HAVE IDEAS?

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



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