

skirmesh.net

Device Status Guide

June, 2021

This document outlines the different device and gameplay modes of the Skirmesh system. Use this document to decipher what various light combinations mean.

Player and Team Registration Modes

1. Player Query

Player Query Mode Query mode gives Team and Health status of a player. Player Query is used to understand the current status of a player, only. For example, if a player's wristband has not received an expected response during gameplay, you can check the wristband's status in Player Query Mode to see if the wristband is properly registered to a team and the player is alive.

When in Player Query Mode, the upper right light will illuminate, as shown in Figure 1. To check the status of a wristband, hold the wristband against the device until all of the lights illuminate, from left to right, with a TEAL appearance as shown in Figure 2. It takes five (5) seconds to charge all lights.

Once the lights are fully illuminated, there will be a short 3 second response from the device, then it will indicate their Team and Health (dead or alive) status.

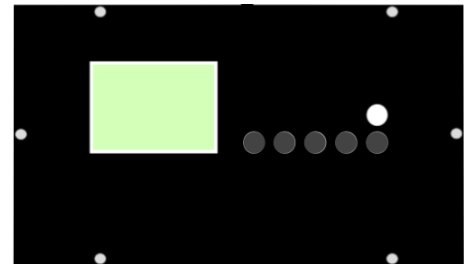


Figure 1

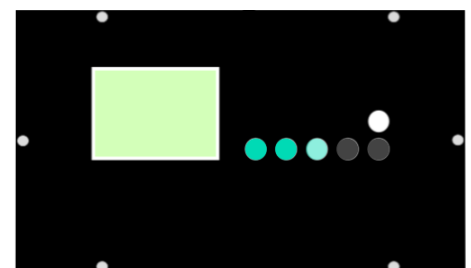


Figure 2

The first three lights indicate the team and the fifth light indicates the health status. In the case of the device in Figure 3, the player is on the BLUE team and is DEAD.

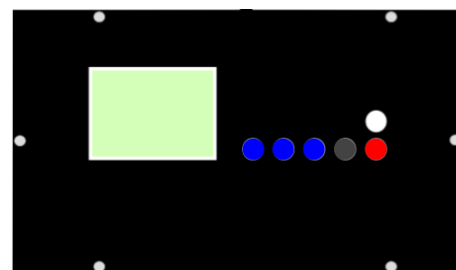


Figure 3

2. Team Registry

Prior to the beginning of every game, every wristband used by a player in the upcoming game must register to a team, so that the player's points are attributed to the correct team. ***This process must be repeated prior to every game.*** Register a wristband to a team by placing a device into Team Registration Mode and hold the player's wristband against the device. Use one, two, or more devices in Team Registry to register each player to their respective team prior to gameplay.

Devices configured to register players to a particular team are identified by the first two illuminated lights. An example is indicated in Figure 4.

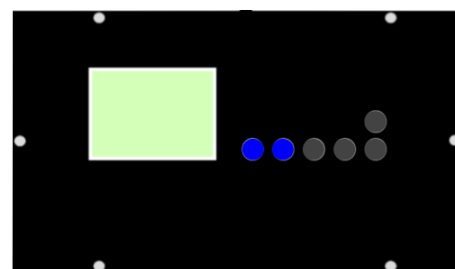


Figure 4

Placing a player's wristband on a device in Team Registry Mode will instantly register the wristband to the corresponding team. An indication of success will be both a brief "chirp" and illumination of the rightmost two lights in the color of the team to which the player was registered.

Swiping the wristband to register takes a fraction of a second and is the most important part of any game. A player not properly registered to a team associated with the game mode in play will not be able to participate in gameplay. Failing to register is the most common cause of incorrect responses from devices during the day - ensure players register onto a team at the start of every game!

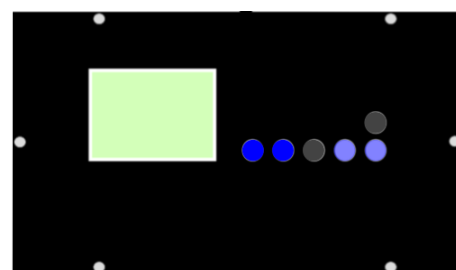


Figure 5

Game Play Modes

1. Medic Station

Medic Station is a game play mode to allow players to declare themselves dead and then become healed, or respawn. Users declare themselves dead then wait to be healed by using their wristband to interact with a device in Medic Station Mode. A device in Medic Mode can be identified by a single lit light in the upper right corner as indicated in Figure 6.

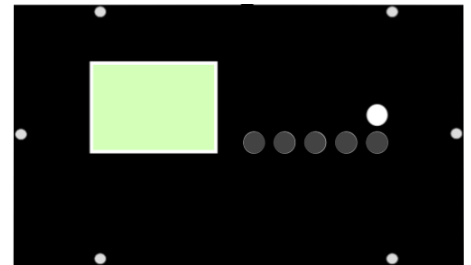


Figure 6

A player interacts with a device in Medic Mode by holding their wristband against the device until all the lights illuminate, from left to right, with a TEAL appearance as shown in Figure 7.

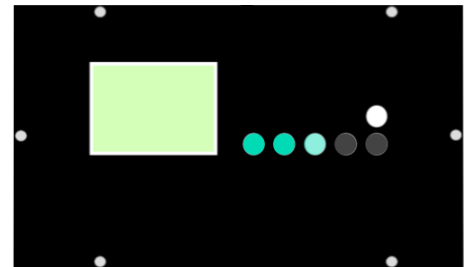


Figure 7

When a healthy player is hit, they report to their team's Medic Station and declare themselves dead by "checking in" as DEAD at the Medic Station. A healthy player declares themselves DEAD by holding their wristband against the device until they receive all RED lights. The DEAD player must wait the predetermined amount of time (as configured by the game admin) before being considered healed and able to return to gameplay. A player waiting to be healed may scan their wristband on the Medic Station to see how much time is remaining; time remaining is displayed by the lights in a fraction represented by the number of lit RED LEDs. All RED lights indicate that you were just killed and have the full heal time remaining. Four out of five lights mean that the player has 80% heal time remaining, and so on.

A player will know that they are fully healed and ready to return to gameplay ONLY when they receive ALL GREEN lights in response to checking their Medic status, as indicated in Figure 8.

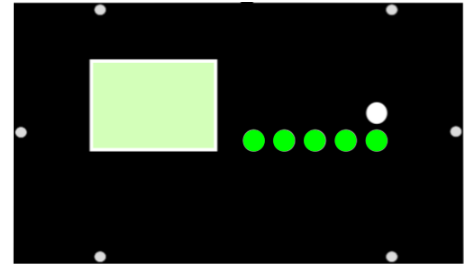


Figure 8

WARNING: If you check your medic status after receiving ALL GREEN, the system will think you are checking back in because you were killed and you must wait another cooldown cycle before resuming gameplay.

2. Bomb

Bomb is a game mode to allow players and teams to plant and disarm bombs.

Typically, one or more bombs will be placed in the field. One team will try to arm/detonate the bomb(s) and the opposing team will try to disarm the bomb(s).

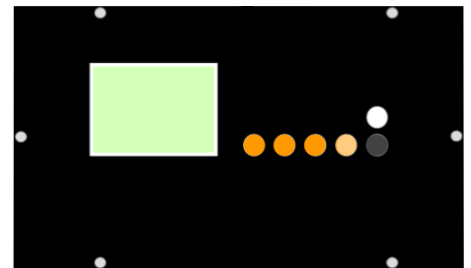


Figure 9

When the arming team interacts with a device in Bomb Mode, the lights will charge up over the designated arming time in an AMBER/ORANGE color. A brief chirp will sound at the completion of the arming sequence and RED lights will begin to illuminate - the Bomb is now considered armed. Lights will illuminate from the right to indicate the timer reaching detonation over the predetermined amount of time.

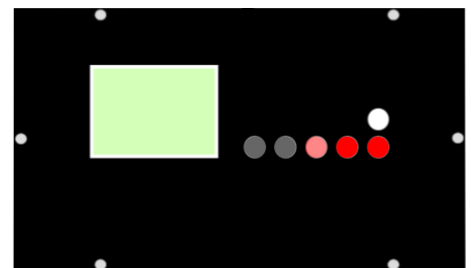


Figure 10

Once all lights have turned RED, the Bomb “explodes:” all the lights flash and the siren sounds. Depending on the length of time set on the timer, it can take a while before RED LEDs are noticeable - don’t try to “re-arm” the bomb - you’ll only disarm it in the process. The bomb is disarmed in the same manner it was armed.

3. Objective/Capture Point

Objective/Capture Mode is a gameplay mode to allow teams to “capture objectives” throughout the field of play, which then accrues points for their team. Devices in Capture Point Mode are identified by no lights, as indicated in Figure 11. Objective/Capture Mode is the primary and most widely used gameplay mode of all available gameplay modes.

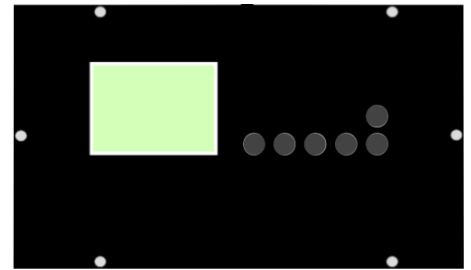


Figure 11

During a game, a player “captures,” an “objective,” by briefly holding their wristband against the device, initiating the capture sequence. Once a player initiates the capture sequence, one of two things will happen:

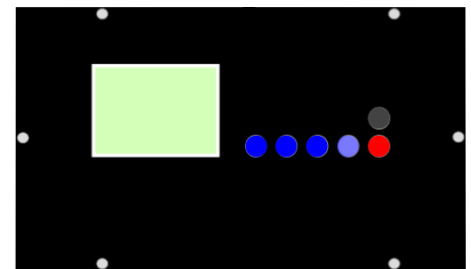


Figure 12

1. If the objective was not previously held by the opposing team (i.e. a new game), the objective will immediately go under control of the assaulting team.
2. If the objective was under control of the opposing team, the lights will begin to flash and change color to the assaulting team’s color. This is known as the *stabilization* period. Stabilization time varies based on game settings. Additional team members may assist in capturing the objective by holding their wristband next to the device, therefore reducing the stabilization time and time to capture an objective. In the example in Figure 12, the BLUE team has taken control from RED because four of the five lights are BLUE, they are at least 80% stabilized.

During the stabilization period, if the original owning team re-captures the objective, they only need to pay back the time lost to the assaulting team. In the example in Figure 12, the RED team would need to re-stabilize the 80% lost to the BLUE team.

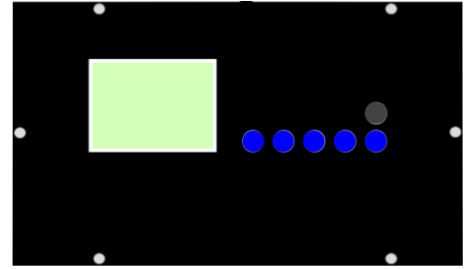


Figure 13

When an objective is fully stabilized and in control of a team, lights will be solid and lit in the owning team's color as shown in Figure 13. Only during this period will any team earn points from time held on an objective. i.e. an objective must be stable to award points for control.

An explicit winner is not defined from points or control. It is up to the field to decide the metric to determine the winner. Popular options include who controls the most at the end, raw points accumulated, or control of a specific point at the outset.