

DOMINATION MODULE (DOM-MOD)

Firmware Version 04

9 Feb 2016

The DOM-MOD is factory set to Manual (DIP Switch) Mode. This allows use of the module with legacy Laser Tag Systems that do not have the built-in Referee Dom Set functions. In Manual Mode you can select between “Domination” or “End-Win” game types using the DIP Switch labeled “8”. The Time Limit for the selected game is set using the remaining three DIP switches labeled (“4”, “2”, “1”).

When the DOM-MOD receives a remote programming command (Dom Set), it enters “Remote Mode” and retains its current settings even when power is turned off. In Remote Mode, the DIP Switches are ignored (non-functional). The DOM-MOD can be remotely programmed via Infrared Commands from any Tagger that has the “Dom Set” function in the Referee Menus, or from a Command IR handheld unit. Remote Mode allows access to additional Game Modes and Time Limit options that are not available using the DIP Switches in Manual Mode.

The DOM-MOD can be reset to Manual Mode by the Referee “TimeZero” (Restart Clock) command.

POWER ON INDICATIONS (MANUAL MODE)

Single RED flash followed by single BLUE flash = Domination Game (Use DIP 4/2/1 to set Time Limit)

Single RED flash followed by 2 BLUE flashes = End-Win Game (Use DIP 4/2/1 to set Time Limit)

DIP SWITCH SETTINGS (Must cycle power OFF and back ON to change the settings)

SW 8	MODE
OFF	Domination
ON	End Win

SW 4	SW 2	SW 1	TIME
OFF	OFF	OFF	8 Minutes
OFF	OFF	ON	10 Minutes
OFF	ON	OFF	12 Minutes
OFF	ON	ON	14 Minutes
ON	OFF	OFF	16 Minutes
ON	OFF	ON	20 Minutes
ON	ON	OFF	24 Minutes
ON	ON	ON	30 Minutes

POWER ON INDICATIONS (REMOTE MODE)

2 RED flashes followed by 2 BLUE flashes = Domination Game

2 RED flashes followed by 3 BLUE flashes = End-Win Game

MODE	TIME	GAME TYPE	Player Hits	
M01	1 - 40	Domination	1	Control for more than ½ Time Limit to win (cumulative)
M02	1 - 40	Domination	2	
M03	1 - 40	End-Win	1	Control at the end of the Time Limit to win
M04	1 - 40	End-Win	2	
M05	N/A	Team Marker	1	Indicates the Last Team to Capture – No Timer
M06	N/A	Team Marker	2	

Capture: To “Capture” the Domination Station, players must shoot into the sensor which is *normally* located at the bottom of a Standing Tube (Domination Tube) so that players cannot shoot the station from a distance. As players from each team alternately capture the station, it will light up to indicate their team color (the team that is currently “dominating” that station). The Domination Station also keeps track of the time that each team has controlled the station.

Double Capture: In Game Mode M02, M04 and M06 the Domination Module must receive 2 *consecutive* hits from *different* players on a given team to capture the Domination Station. For these modes to work correctly, all taggers in the game must be set to unique Player IDs.

Domination Game (M01/M02): As the game is played, players from two teams (Red/Alpha and Blue/Bravo respectively) attempt to “capture” the Domination Station. The Game Timer begins when any player from any team makes the first capture. The team color LEDs will indicate the team that currently has control of the Domination Station. When the Time Limit is reached, **the team that controlled the Domination Station the longest** is the **winner** (indicated by a flashing Team Color). The game will automatically end once either team has controlled the Domination Station for more than ½ of the total Time Limit, since it is no longer possible for the other team to win.

End-Win Game (M03/M04): As the game is played, players from two teams (Red/Alpha and Blue/Bravo respectively) attempt to “capture” the Domination Station. The Game Timer begins when any player from any team makes the first capture. The team color LEDs will indicate the team that currently has control of the Domination Station. When the Time Limit is reached, **the team that currently controls the Domination Station** is the **winner** (indicated by a flashing Team Color). Game times are approximate, so teams must strategize carefully to be in control of the station at the END of the time limit.

Marker Mode (M05/M06): As the game is played, players from two teams (Red/Alpha and Blue/Bravo respectively) attempt to “capture” the Domination Station. There is NO GAME TIMER. The team color LEDs will indicate the team that currently has control of the Domination Station. This is useful if the Game Time is controlled by the Tagger’s “Timed Game” mode.

Reset: The Domination Station can be reset using a Referee Gun “New Game” command.

Auto Reset: The Domination Station will automatically reset for a new game 2-3 minutes after a game ends.