

# BattleForge User Manual

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## **\*IMPORTANT WARNINGS\***

1. Keep unit in the **shade** when outdoor temperatures are above 80f to preserve longevity of the onboard battery. If in the sun, temperatures can quickly increase inside the unit due to its dark color.
2. Do not use unit in any environment  $\leq 33f$  or  $\geq 104f$
3. Avoid wet environments
4. Do not get water into the speaker hole at the back of the unit
5. Do not upload unofficial code

## **1. General Navigation**

The BattleForge device is controlled using three main buttons: RED, GREEN, and BLUE. Each button is used to navigate menus, confirm selections, or adjust settings depending on the context. During startup, holding any of these buttons brings up the volume control menu. Use RED to increase, BLUE to decrease, and GREEN to save and exit.

The LCD screen displays relevant information throughout setup and gameplay. Follow on-screen prompts to make selections or change settings. A key switch ensures secure power control and prevents unauthorized use. 2 were included and are universal across the BattleForge systems.

## **2. Domination Mode**

In Domination mode, up to three teams (Red, Green, and Blue) compete to control a zone. With more units, more zones can be set up

Settings:

- Start Time: Countdown before the game starts.
- Game Length: Total duration of the match.
- Half Capture: Allows partial progress resets.
- Anti-Camp: Enables automatic zone reset if no interaction occurs for a set time.
- Camp Time: Time before anti-camp resets the zone.

Gameplay:

Players press their team's button to begin capturing the zone. A progress bar shows capture progress. Once captured, a team earns points every second. If another team presses their button, the zone begins to swap control.

### 3. Search & Destroy Mode

In this mode, one team activates a bomb, and the other must prevent activation or defuse it before time runs out.

Settings:

- Start Time: Countdown before the game starts.
- Game Length: Maximum match duration.
- Bomb Timer: Countdown from arming to explosion.

Gameplay:

Attackers press the RED button to arm the bomb and input the code of random colors to activate it. You must get 15 in a row without messing up. Any mess up will restart the counter. Once the bomb has been activated it will rapidly beep. To successfully defuse, press and hold GREEN for 15 seconds. Progress is shown on screen. If defuse fails or time runs out, the defending team wins. If defuse succeeds, the attackers win.

### 4. VIP Mode

Teams must protect a designated VIP while accumulating points by holding control.

Settings:

- Start Time: Countdown before the game starts.
- Game Length: Total match duration.
- Buzz Period: Interval at which the buzzer activates while a team holds the device.

Gameplay:

Press your team's button to take control. While a team holds control, their score increases and the buzzer sounds periodically to let enemies know where you are. If you are shot you must place the device on the ground and respawn. Note the device will continue to give points to the previous team until the other team takes control of the device. The team with the highest score at the end of the match wins.

### 5. King of the Hill (KOTH) Mode

Players battle to hold a zone and maintain an energy bar by staying in control.

Settings:

- Start Time: Countdown before the game starts.
- Game Length: Match duration.
- Dep-Time: Time the energy bar lasts while unattended.
- Rep-Time: Time to fully recharge the energy bar while held.

Gameplay:



Defenders start with the BattleForge at the center of the map and Attackers start at the outskirts. Defenders must periodically press and hold the GREEN button to recharge the energy bar. The bar depletes over time if left unattended. Attackers must prevent defenders access to the BattleForge or press the RED button to accelerate depletion. If the energy bar empties completely, the round ends with a loss for the defending team. If time runs out while the energy bar being above 0 percent then defenders win.

