BattleForge User Manual

IMPORTANT WARNINGS

1. Keep unit in the **shade** when outdoor temperatures are above 85f to preserve the 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 the unit in any environment <=33f or >=104f
3. Avoid wet environments.
4. Do not get water into the speaker hole at the back of the unit
5. Do not spray the unit with a hose or faucet. Use a damp rag to clean.
6. Do not upload unofficial code.
7. Before interfacing with the microcontroller you MUST have the unit powered off

The 30-day (from delivery) warranty is VOID if warnings are not followed.

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.

After each completed round, the device will beep and flash the screen. To mute and turn the screen on, press and hold the red and blue buttons. Once the score has been documented, you may press and hold all 3 buttons to do a soft restart. This allows the user not to have to open the unit up and restart via the key.

2. Domination (DOM) Mode
 (MINIMUM 1 BOXES REQUIRED 2+ RECOMMENDED)

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. During gameplay, pressing the current team's color restarts the timer.

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 (S&D) Mode
 (MINIMUM 1 BOXES REQUIRED 1+ RECOMMENDED)

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
 (MINIMUM 1 BOXES REQUIRED 1+ RECOMMENDED)

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 that 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
 (MINIMUM 1 BOXES REQUIRED 1+ RECOMMENDED)

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 is above 0 percent, then defenders win.

6. CODE Mode
 (MINIMUM 1 BOXES REQUIRED 1+ RECOMMENDED)

In CODE mode, teams compete to unlock a virtual capsule by correctly entering a secret sequence of colors.

Settings:

- Start Time: Countdown before the game starts (in minutes).

- Game Length: Total duration of the match (in minutes).

Gameplay:

During setup, the referee sets an 8-color sequence using the Red, Green, or Blue buttons and hides the same code somewhere in the map. At game start, players find and enter the sequence by pressing the matching buttons, each marked by an asterisk (*) and a brief LED flash and beep. A correct sequence displays "**UNLOCKED**," after which the successful team presses their color button to claim the capsule, scoring a point. Incorrect entries show

"INCORRECT" and allow retries until time expires. Once claimed or time ends, inputs are disabled. Team to capture the most points before time ends or until all points are claimed wins.

7. Uplink (UPLK) Mode
 (MINIMUM 2 BOXES REQUIRED 3+ RECOMMENDED)

In Uplink mode, multiple devices "synchronize" to allow only one unit at a time to send a signal, simulating a rotating access system.

Settings:

- Start Time: Countdown before the game starts (in minutes).

- Game Length: Total duration of the match (in minutes).

- UPLK Time: Duration each unit remains active (in minutes).

- # of Boxes: Total number of devices in the synchronized group.

- Box ID: Unique identifier (1–# of Boxes) for this unit. (**MUST BE <u>DIFFERENT </u>ON ALL BOXES)**

- Seed: Shared seed value to coordinate activation order. Change every game or so to get a different sequence to make it less predictable. (**MUST BE <u>THE SAME </u>ON ALL BOXES)**

Gameplay:

At game start, each device alternates active windows based on a shared seed, box ID, and UPLK time. Inactive devices show "UPLINK LOCATION MOVED" with lights off and a pulsing sleep effect. When active, the unit beeps briefly, turns on the LCD backlight, and shows two timers: remaining uplink (left) and total game time (right). The active team presses and holds their button, filling a progress bar, flashing LEDs, and sounding a buzzer. When complete, the users must play simon says and complete the sequence of 5 colors to continue. the device locks LEDs in team color, awards a point, and displays:

- "UPLINK CLAIMED"

- "MOVE TO NEXT"

- "UPLINK ZONE:"

Inputs are disabled until the next active window begins, cycling until the game ends.