



Makerspace.It bomb prop KMS ANT instruction manual

Set up

To start using the prop you first need to insert the battery. Any fully charged AEG battery (7.4v or 11.1v LiPo) that fit into the battery compartment with Deans connector will work.

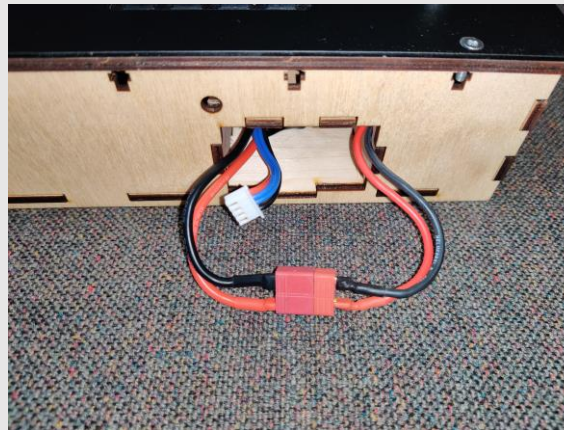
- 1. Unscrew the circular knob on the front where the handle is and open the lid.



- 2. Pull out the bracket using the tabs on the sides.



- 3. Insert the battery and connect it to the Deans connector.



- 4. Notice there are no power buttons so the prop will start working right away.
- 5. Insert the bracket back into the box and screw in the knob to keep everything in place.

Your prop is now ready to use.

- Note:** If battery voltage drops below 7v the prop will stop working. Replace the battery with a charged one.

Controls

To control and set it up you use the keypad. Controls for the keypad are:

- A: Up, B: Down, C: Enter/Clear, D: Back

During a match and after it ends you can return to the main menu by pressing and holding **D + *** for 10 secs.

After the match you can restart it with the same settings by pressing and holding **C** for 10 secs.

During a match if playing *Defusal with a code* then the code is entered using numeric keys and finally pressing **#** to confirm. By pressing ***** during a match you can clear the user input.

Game modes

Once the prop is powered on, you'll notice that there are four game modes to choose from:

- 1. Defusal
- 2. Domination
- 3. Zone Control
- 4. Timer

Each mode has its own settings to customize the game you choose; some settings have the same meaning for all modes. Here's an overview of what they do, what can be set for each mode and what happens during a match.

1. Defusal

Most popular type of a game with two teams, one terrorist and one counter-terrorist, where terrorists must carry the bomb to the spot, activate it and hold the position until it “detonates”, and counter-terrorists must prevent that by eliminating the opposing team or defusing the prop if it was activated before the time runs out.

Another mode – Sabotage is played in the same way except that the prop is not being carried but put in the spot and each team must run to it, activate, hold, and defend it. The opposing team must sabotage the prop by disarming if it was activated by another team.

Both modes can be played with either the numpad or the buttons on the sides.



Delay: time before the round starts if you want to place the prop in the map and have the prop sound the siren to start a match after this time. With this you are playing a Sabotage mode. This can be left unset and is entered in minutes.

Bomb time: time until “detonation” when the prop is activated. During this time counter-terrorists must defuse the prop to win. This setting is required. Times is entered in minutes.

Bomb code: if set then the prop must be activated and disarmed by entering this code with a numpad and pressing # to activate or disarm. Code input can be cleared with *. This setting can be left unset if you want to activate and disarm with buttons on the sides instead. The code can be up to 6 digits long.

After the prop was activated with the code the timer starts, and beeping will become progressively faster with less time.

If the prop was activated with the code the opposing team is given 3 tries to enter the code. After the first wrong try the remaining time is cut in half, after the second wrong try, the time is reduced to 15 secs and on the third wrong try the prop “detonates”.

When not using the code, the game is simplified to only the two buttons on the sides. The prop can be activated

and disarmed with either one by pressing and holding the button for 5 secs to activate and 10 secs to disarm.

2. Domination

Starts with the prop being set somewhere on the map and both teams having the same goal – to gather as many points as they can until the time runs out. Each team must run up to it and press and hold their team-colored button for 5 secs. Progress is indicated to the player with a progress bar on the screen. Once the progress bar fills up the prop will make a sound to indicate that the team has been switched.



Delay: time before the round starts if you want to place the prop in the map and have the prop sound the siren to start a match after this time. Can be left unset and is entered in minutes.

Game time: match time during which both teams gather points. After this time runs out the siren will indicate the end of the round.

3. Zone Control

This game mode was implemented with longer and/or larger games in mind with more than one zone to control though in general it is the same as Domination but without a timer, therefore the same rules as Domination apply.

There are no settings for this mode.

4. Timer

Most basic of all modes, known also as Deathmatch, where you only set the delay time and game time. The prop then starts and ends the match by sounding the siren and players need to get as many “kills” as possible.



Delay: time before the round start. After this time the siren will sound.

Game time: match time during which both teams play Deathmatch.

In all modes the delay or game time is entered in minutes and can be up to three digits giving a maximum of 999 minutes or about 16 hours for a match. For “Zone

Control” mode the time is only limited to your battery capacity.

The prop uses a 110 dB siren. Be warned that it is very loud, and it’s not recommended to be very close to it when it turns on, therefore there is a 5 second delay before it goes off to indicate the end of a match. During those 5 seconds the player can step away from it.

When the siren activates it will be active for 8 seconds to indicate the start of the match and for 12 seconds to indicate the end of a match.

Contacts and more info

Find the latest updates and information about KMS ANT bomb here:



<http://armory.makerspace.it/>

If you have any questions, do not hesitate to contact us:



hello@makerspace.it

Have fun using your new Kaunas Makerspace Airsoft bomb: KMS ANT!

