

Laser Tag Rifle

INSTRUCTIONAL MANUAL

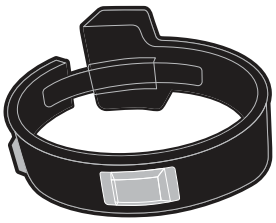
BATTLE COMPANY

RECOMMENDED AGES 10+

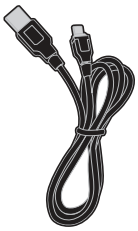
BRX Laser Tag Rifle

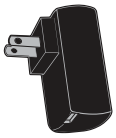
RECOMMENDED AGES 10+

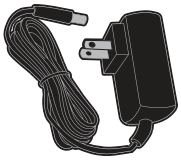
INCLUDED INSIDE THE BOX


Wireless Head Sensor

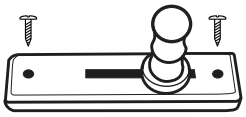

Red Dot Sight (includes hex key)


Micro USB Adapter (programing port)

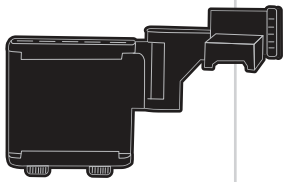

USB Headset Charging Adapter

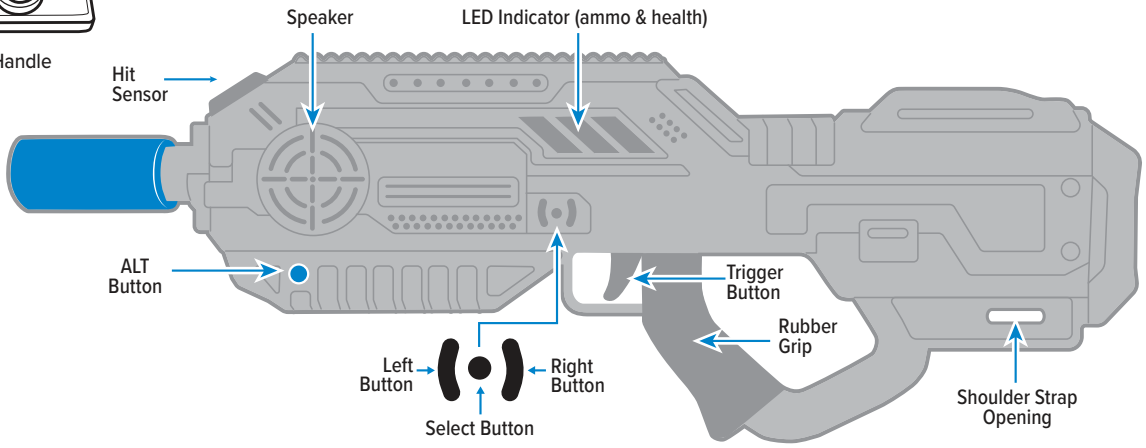

Rifle Charging Adapter

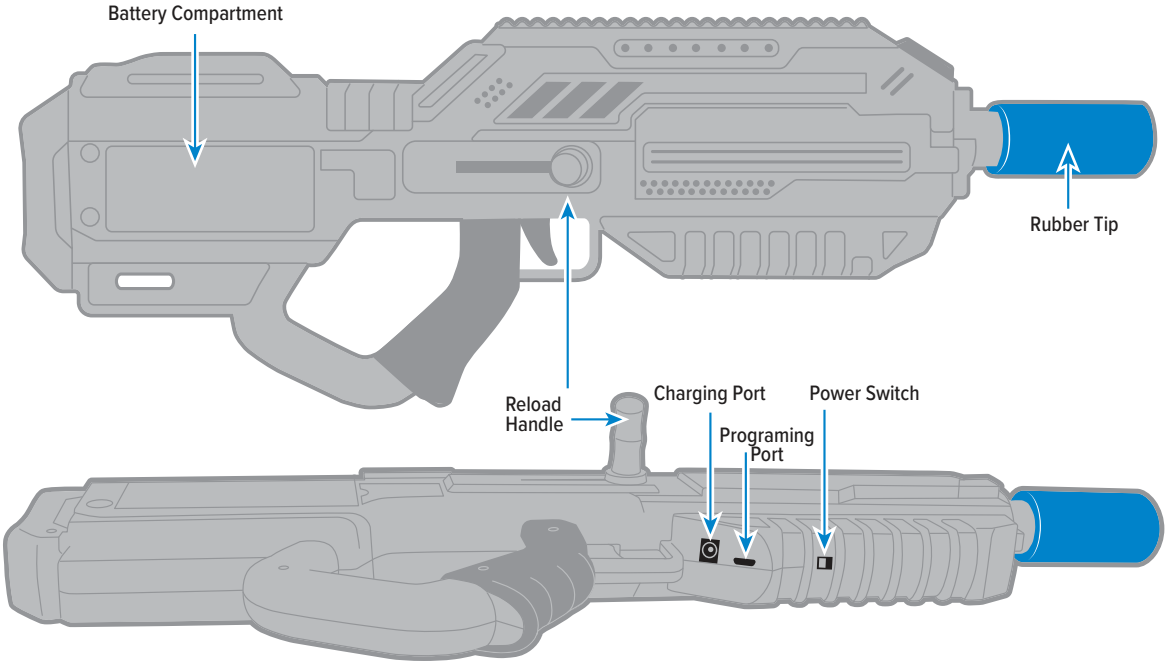

Shoulder Strap


Reload Handle

Also Available


Phone Bracket (sold separately)

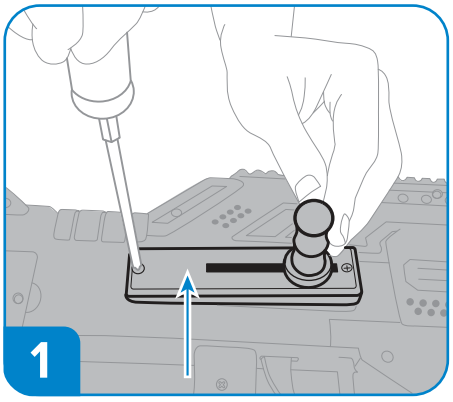




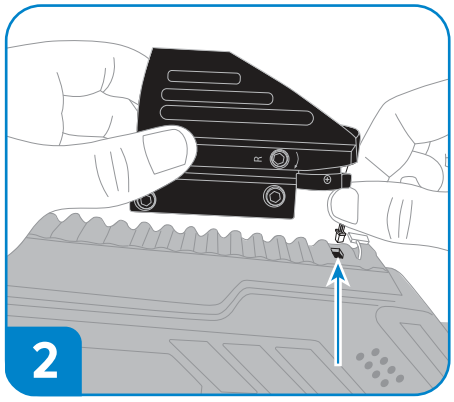
Class 1 laser product

Note: Charge battery 2 hours prior to use. When fully charged red LED light turns to green. Rifle will last 8 hours after fully charged.

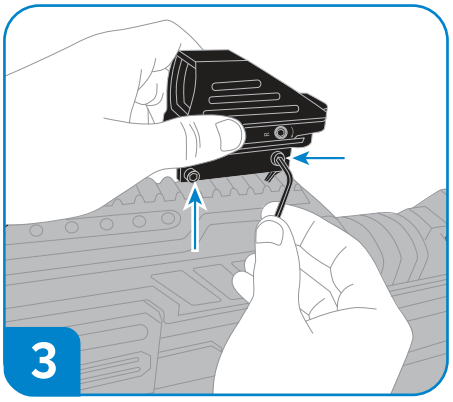
QUICK START GUIDE



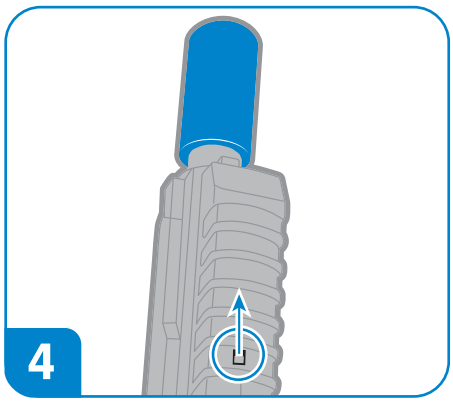
Screw in the reload handle on the right side of the rifle where slot is. Make sure the handle faces the front of the rifle.



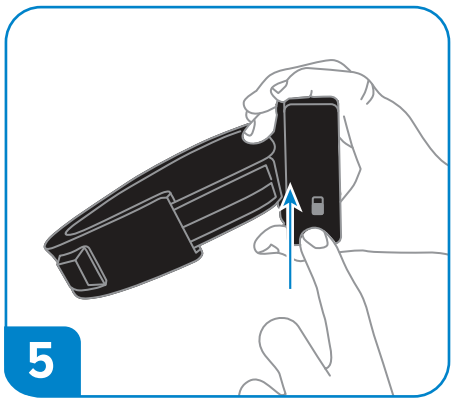
Plug scope adapter into slot as shown. Scope powers on when rifle is turned on. **For in-depth instruction on how to sight your rifle please refer to page 4**



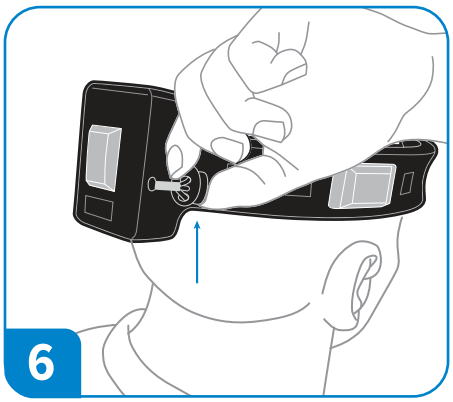
Attach scope onto rail using hex key as shown. **Turn clockwise** to secure to the rail.



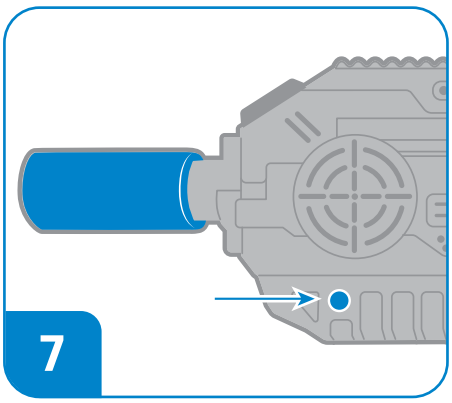
Power the gun **ON** by sliding the switch towards the barrel at the bottom of the rifle.



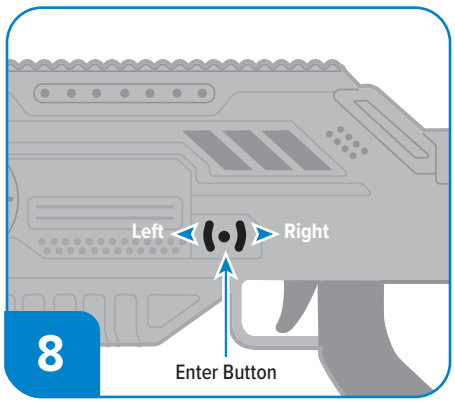
Locate the switch on the side of the headset to power it on and give it a moment to pair to the rifle.



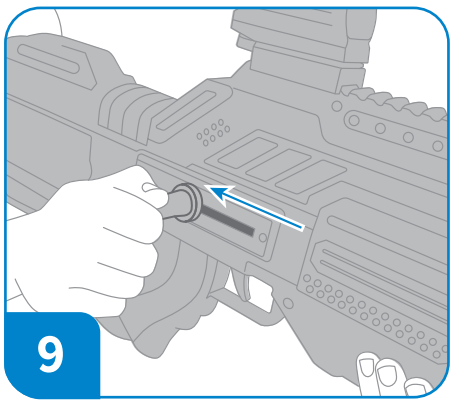
Place the headset on your head with the box facing to the back. Tighten the headset pinching side button then pulling the drawstring outwards.



Hold the **ALT** button for 3 seconds to toggle between indoor or outdoor mode.



Use directional pad to choose game modes, sound effects, game times, respawn time and volume. For in-depth information go to page 6 and 7.

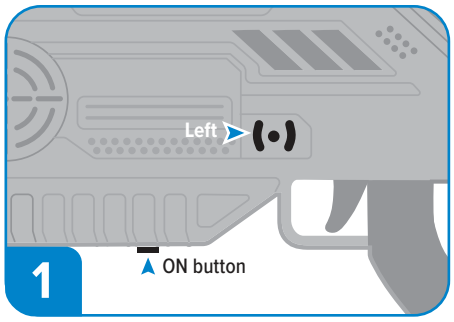


To start a game, pull back the reload handle towards you and you are ready to play!

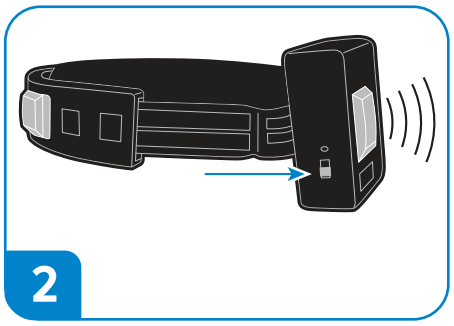
HOW DO I SIGHT IN MY SCOPE?

PUTTING YOUR RIFLE INTO TARGET MODE

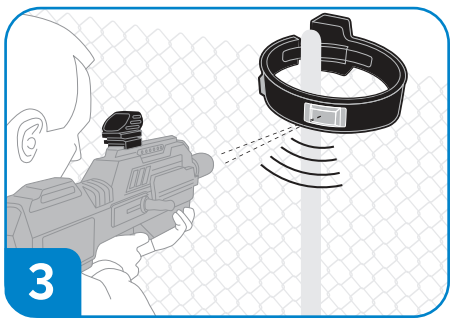
It is VERY IMPORTANT to SIGHT IN YOUR RIFLE before entering combat. We suggest sighting in your scope to match your ideal shooting range based on the size of the playing field. Example: indoors 20 feet, outdoor about 300 feet.



Enter target mode by holding the **LEFT** button while powering on the gun, release the button after you hear the voice announcement **"TARGET MODE."**



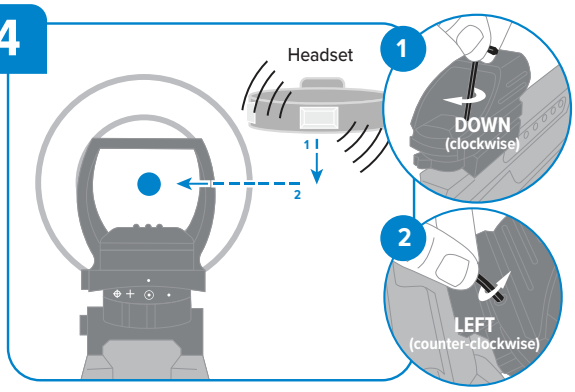
Turn on your headset, it will not pair while in target mode. If you shoot the gun directly at the headset, it will flash bright green.



Mount the headset on an object in front you. Begin shooting at a close range until you see the headset flash green. **Slowly walk backwards while sighting in your scope** using the instructions below.

EXAMPLES OF SIGHTING YOUR SCOPE

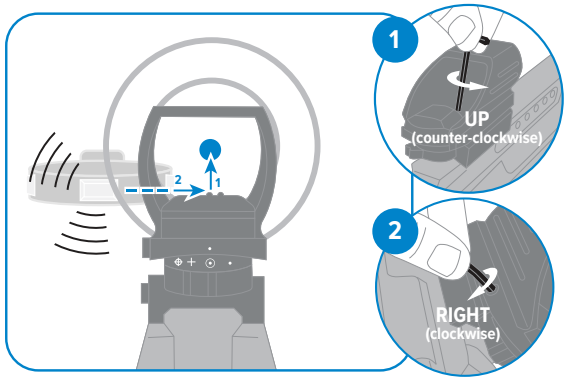
4



EXAMPLE 1

THE HEADSET NEEDS TO MOVE DOWN AND TO THE LEFT TO BE CENTERED

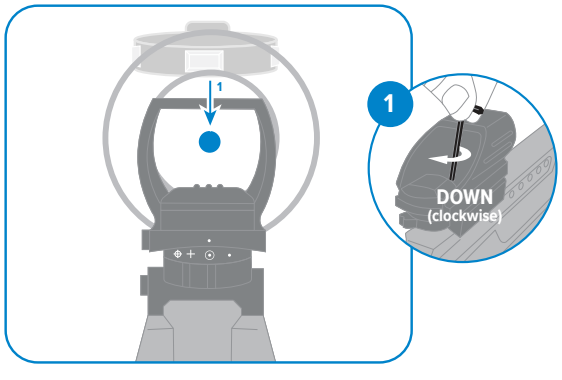
1. Rotate the top screw clockwise to move the headset down.
2. Rotate the side screw counter-clockwise to move the headset left.



EXAMPLE 2

THE HEADSET NEEDS TO MOVE UP AND TO THE RIGHT TO BE CENTERED

1. Rotate the top screw counter-clockwise to move the headset up.
2. Rotate the side screw clockwise to move the headset right.



EXAMPLE 3

THE HEADSET NEEDS TO MOVE DOWN TO BE CENTERED

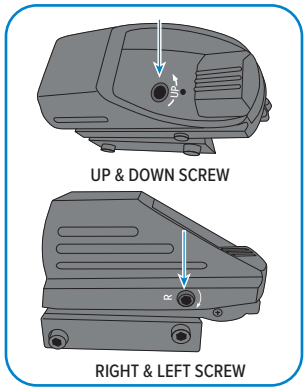
1. Rotate the top screw clockwise to move the headset down.

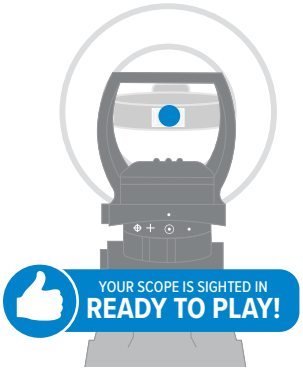
NOTE: When playing outdoors, lighting conditions vary and may effect your range. For example full sunlight will have a shorter range, cloudy skies, in the woods or at night. We recommend you adjust your scope based on your current playing conditions.

TYPICAL EXPECTED MAX RANGE IN SUNLIGHT IS 600 FEET

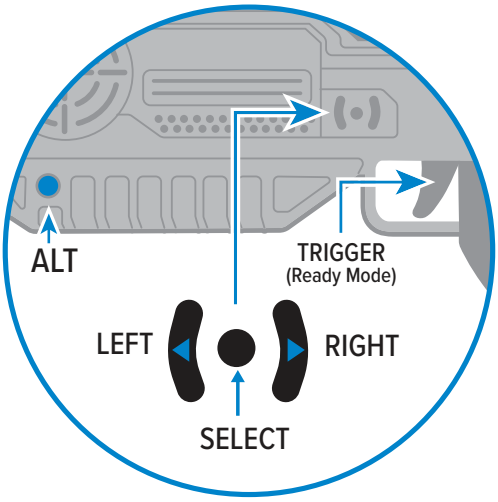
PRO TIP

To be an accurate sniper a player should sight their rifle at a longer range (300 to 400 feet). A player who likes to use a shot gun or SMG should sight their rifle at a closer range (50 to 100 feet)





STARTING A GAME IN FIVE EASY STEPS





STEP ONE

Use the **left and right** button to select a game mode, **pull the trigger** when you find the game you want to play.

Game example: Free For All, Team Death Match, Supremacy or Survival

DO YOU WANT TO CUSTOMIZE YOUR SETTINGS ?

You can customize the Lives, Game Time, Respawn, or Volume. Use the directional pad to cycle through the settings press the select key to advance forward. These setting will become your new defaults after you start a game.

STEP TWO

Now that you are in the game mode, **use the directional pad** to select the **Team Color** or **Faction**.

STEP THREE

Pull the trigger to cycle through the **weapons** or **characters** depending on the game mode you chose.

STEP FOUR

Some game modes have perks. Example Team Death Match. **Press the ALT orange button** to cycle through the **perks**.

Please note not all games have perks.

STEP FIVE

When you have selected the team, weapon, perk, and character **pull the reload handle** to **start the game.**

GAME TYPE

FACTION WARS

SUPREMACY

A class-base game that has three factions battling it out for supremacy.

LIVES
(use directional pad)

UNLIMITED 1, 3, 5 **10** 15

DEFAULT SETTING

GAME TIME
(use directional pad)

OFF 5 **10** 15, 20, 30

DEFAULT SETTING

RESPAWN
(use directional pad)

OFF 15, 30, 60, RAMP 45, RAMP 90

DEFAULT SETTING

VOLUME
(use directional pad)

1, 2, 3, 4 **5**

DEFAULT SETTING

Select A Faction
(use directional pad)

RESISTANCE (RED) **NEXUS** (BLUE) **VANGUARD** (GREEN)

To choose a character use trigger



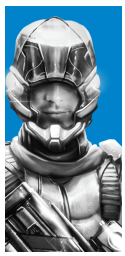
SOLDIER (OFFENSE)
Soldier carries an automatic rifle with a secondary shotgun to take down enemies at close range.

MAG CAPACITY	30
DAMAGE	22
HEALTH	100
ARMOR	50



GUARDIAN (SUPPORT)
The Guardian is equipped with a charge-up plasma rifle and can repair shields with a shield regenerator.

MAG CAPACITY	50
DAMAGE	20-100
HEALTH	75
SHIELD	125



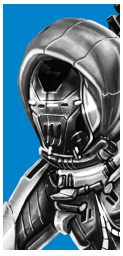
VIPER (OFFENSE)
Viper deals damage with a poison burst rifle and can launch grenades to poison a group of enemies.

MAG CAPACITY	16
DAMAGE	25
HEALTH	125
ARMOR	25



MEDIC (SUPPORT)
The Medic is equipped with a fully automatic sub machine gun and medi-gel pulse to heal allies.

MAG CAPACITY	30
DAMAGE	21
HEALTH	100
ARMOR	40



MARAUDER (OFFENSE)
Marauder attacks with an energy rifle and uses adrenaline packs to boost his rate of fire.

MAG CAPACITY	32
DAMAGE	23
HEALTH	75
SHIELD	150



TECHNICIAN (SUPPORT)
Technician wields an incendiary rifle that can set enemies ablaze and can heal over time with medi-gel rounds.

MAG CAPACITY	8
DAMAGE	28
HEALTH	125
ARMOR	30



HEAVY (TANK)
The Heavy carries a heavy machine gun and can boost the attack power of nearby allies with rally ability.

MAG CAPACITY	75
DAMAGE	38
HEALTH	100
ARMOR	75



SENTINAL (TANK)
Sentinal lays down fire with a energy gatling gun and can stun a group of enemies with an EMP blast.

MAG CAPACITY	100
DAMAGE	25
HEALTH	75
SHIELD	175



WRAITH (TANK)
The Wraith is equipped with a cryo-rifle and can launch frost-grenades that slows the enemy attack speed.

MAG CAPACITY	32
DAMAGE	25
HEALTH	125
ARMOR	50

GAME TYPE

BATTLELINES

FREE FOR ALL

Be the last man standing in a free for all game friendly fire on which means no backup.

LIVES
(use directional pad)

UNLIMITED 1, 3, 5, 10, 15

DEFAULT SETTING

GAME TIME
(use directional pad)

OFF, 5 **10** 15, 20, 30

DEFAULT SETTING

RESPAWN
(use directional pad)

OFF 15 **30** 60, RAMP 45, RAMP 90

DEFAULT SETTING

VOLUME
(use directional pad)

1, 2, 3 **4** 5

DEFAULT SETTING

Select A Weapon
(use trigger)



TAC-87

DAMAGE	120-40	ACCURACY	95-80
RATE OF FIRE	150	MAGAZINE	8



M-4

DAMAGE	24	ACCURACY	96-91
RATE OF FIRE	545	MAGAZINE	30



MG-7

DAMAGE	38	ACCURACY	66-45
RATE OF FIRE	342	MAGAZINE	75



SMG-X3

DAMAGE	25	ACCURACY	96-88
RATE OF FIRE	545	MAGAZINE	26



SR-100

DAMAGE	140	ACCURACY	100-90
RATE OF FIRE	44	MAGAZINE	4

GAME TYPE

BATTLELINES

DEATH MATCH

A classic team battle between red and blue with the abilty to select weapons and perks.

LIVES
(use directional pad)

UNLIMITED, 1, 3, 5 **10** 15

DEFAULT SETTING

GAME TIME
(use directional pad)

OFF, 5 **10** 15, 20, 30

DEFAULT SETTING

RESPAWN
(use directional pad)

OFF, 15 **30** 60, RAMP 45, RAMP 90

DEFAULT SETTING

VOLUME
(use directional pad)

1, 2, 3, 4 **5**

DEFAULT SETTING

Select A Team
(use directional pad)

BRAVO ALPHA

Select A Perk
(use ALT button)



Grenade Launcher



Med Kit



Body Armor



Extended Mags



Concussion Grenade

Select A Weapon
(use trigger)



TAC-87

DAMAGE	120-40	ACCURACY	95-80
RATE OF FIRE	150	MAGAZINE	8



M-4

DAMAGE	24	ACCURACY	96-91
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MG-7

DAMAGE	38	ACCURACY	66-45
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SR-100

DAMAGE	140	ACCURACY	100-90
RATE OF FIRE	44	MAGAZINE	4

GAME TYPE

SURVIVAL GAMES

SURVIVAL

Infected players attempt to kill the Survivors and convert them to their infected team.

LIVES
(use directional pad)

UNLIMITED 1, 3, 5 **10** 15

DEFAULT SETTING

GAME TIME
(use directional pad)

OFF, 5 **10** 15, 20, 30

DEFAULT SETTING

RESPAWN
(use directional pad)

OFF 15, 30, 60, RAMP 45, RAMP 90

DEFAULT SETTING

VOLUME
(use directional pad)

1, 2, 3, 4 **5**

DEFAULT SETTING

Select A Team
(use directional pad)

INFECTED HUMAN

Select A Weapon
(use trigger)



TAC-87

DAMAGE	120-40	ACCURACY	95-80
RATE OF FIRE	150	MAGAZINE	8



M-4

DAMAGE	24	ACCURACY	96-91
RATE OF FIRE	545	MAGAZINE	30



MG-7

DAMAGE	38	ACCURACY	66-45
RATE OF FIRE	342	MAGAZINE	75



SMG-X3

DAMAGE	25	ACCURACY	96-88
RATE OF FIRE	545	MAGAZINE	26



SR-100

DAMAGE	140	ACCURACY	100-90
RATE OF FIRE	44	MAGAZINE	4

TROUBLESHOOTING

PROBLEM	SOLUTION
Headset takes too long to pair	Sometimes if there are a large number of players turning on headsets at the same time, or if there are a LOT of wireless bluetooth devices nearby, it could take up to 3 minutes to pair.
Headset will not pair	If the headset will not pair after 3 minutes, and the battery is fully charged, the headset or battery may need replacement.
Gun will not turn on	Make sure the battery is fully charged, if it is charged, the gun or battery may need repair
Headset will not turn on	Make sure the battery is fully charged, if it is charged, the headset may need repair
Plug headset into charger and LED not turn on	It is possible the charger LED is burned out, but if still does not charge or turn on, headset may need replacement.
Reload does not work	The switch may not be making good contact, take the reload mechanism off with the two screws, and try pressing the switch with a pen. If it still does not work, it may need repair.
Gun battery will not charge	If the LED on the charger does not turn red during charging, then the battery or charger may need replacement.
Can not hit player (laser, headset or sighting)	If you can not hit an enemy headset even at close range, then perhaps your laser needs replacement. If it is one player that is not able to hit your headset in one or more directions, your headset may need repairs.
Can not see a red dot in scope	The battery in the scope maybe dead.
Alt fire button not working	The button maybe clogged with dirt/oil or need replacement.
Can not get a third party zoom optical scope sighted in	If your laser is very off center, then you may not be able to adjust your scope far enough to get a centered shot. You could try a different brand scope to have more room for adjustment.
Gun will not shoot while in game	If you disconnect headset after a game has started, the gun will lock until reconnected, to prevent cheating. Gun will however shoot if no headset was connected at boot up

BATTERY SPECIFICATIONS & CAUTIONS

OPTIONAL 6X AA(LR06) 1.5V

- Do not use rechargeable batteries.
- Non-rechargeable batteries are not to be recharged.
- Different types of batteries or new and old batteries are not to be mixed.
- Batteries are to be inserted using correct polarity.
- Remove exhausted batteries as soon as possible and discard properly.
- Remove all batteries from compartment if rifle is not used for more than seven months.
- The supply terminals are not to be short circuited.

Conforms to product safety standards ASTM F963. Not suitable for children under 3 years due to small parts. Remove and discard wire ties before giving this product to children.

PRODUCT COLORS AND STYLES MAY VARY FROM THOSE SHOWN.

This device complies with PART 15 of the FCC Rules. Operation is subject to the following two conditions. (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

CAUTION: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Class 1 Laser Product, EN/IEC 60825 - 2014,
Battle Company, 9100 S. Nicholson Rd, Oak Creek, WI 53154

This product is in conformity with performance standards for laser products under 21CFR 1040, except with respect to those characteristics authorized by Variance Number FDA-2017-V-0792 effective on September 12, 2017

Model: BRX

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: Reorient or relocate the receiving antenna - increase the separation between the equipment and receiver - Connect the equipment into an outlet on a circuit different from that to which the receiver is connected - Consult the dealer or an experienced radio/TV technician for help.

WARNING: The product may be mistaken for an actual firearm by police officers and others and that altering in state or federal markings or coloration in order to make the product more more realistic is dangerous and may be a crime and that brandishing or displaying the product in public may cause confusion and may be a crime. Criminal penalties under state law that may arise from use of the replica firearm and describe the prohibited activity.

SAFETY WARNING:

- Always maintain awareness of your surrounding.
- Keep a safe distance away from streets, public thoroughfares and power lines, near high voltage poles, railway tracks, road, or swimming pools.
- Ensure that your phone bracket is secure.
- Contains a long cord and straps which are strangulation hazard for young children. Keep out of reach of children under 3.
- Avoid intentionally aiming at someone's eyes or staring down the barrel at short range for extended periods of time.

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