



## INFINITY – System Highlights

- Injection moulded, ultra-tough phaser
- Lightweight, military grade material vest
- Full colour TFT phaser display
- Two large “any colour” LED side panels on phaser
- Two function buttons on phaser
- 8 teams and multiple team colours
- Informative and supportive speech in any language from vest and phaser
- Multiple shot types with REAL different shot strengths, ranges and sound effects
- 5 fully configurable LED hit locations on vest
- Polycarbonate vest covers
- Ultrafast WIFI communication for live scoring and pack control
- Built-in safety features inc. large rubber nozzle, 2 hand sensor, safety announcements
- Built-in health, error and damage detection
- Many game types including advanced members games
- Low cost, multifunction arena devices that can be any arena component (base/energiser/target/power-up point)
- DMX control for arena lighting and smoke machines– Available 2018
- Membership system with central website & player logon straight to phasers – Launches Jan 2018
- Membership terminal points – Launches Jan 2018
- Player profiles with achievements, progress and awards – Launches Jan 2018
- Competition and league control – Launches Jan 2018
- Social media linked membership for player updates – Launches Jan 2018
- Detailed but simple to use control system
- Scoreboard module displayable on any screen



## INFINITY – Key Technical Features

### Phasers

- Full colour TFT Display
- RFID membership logon built in
- Configurable Trembler
- WIFI communication
- In-built speaker
- 16 “any colour” individually controllable RGB LEDs
- Multiple lighting patterns
- 2 x function buttons (weapon/feature select)
- Proximity Sensor (two hand enforcement)
- Accelerometer (shock detection)
- Audio + images via SD Card
- Health + error detection
- Multiple IR shot strength for different shot types





## VESTS

- Military grade material vests
- 24 “any colour” individually controllable RGB LEDS spread over 5 sensors
- Multiple lighting patterns
- 5 body sensor independent hit zones, 2 front, 2 shoulder and 1 back
- Dual speaker system in shoulders
- Trembler on each hit zone
- Audio via SD Card
- Health + error detection





## Multifunction Network Units

- One device with multiple functions – base, energiser, power-up point, target
- 15 “any colour” individually controllable RGB LEDs
- 4 DC Outputs
- WIFI communication
- 2 x external infrared ports
- DMX Control –centralised control of arena lighting, sound effects & smoke machines. – Available 2018
- 4 x external RGB LED Strips – Available 2018
- Expansion Capability
- Health + error detection
- High power audio or external amp





## Software

All web based and mobile friendly so accessible from any device

### Membership System – Launches January 2018

- Built to promote social play
- Centralised membership system accessible through Q Core player portal
- View stats for games and player
- Create and improve player profiles
- Befriend other players and arrange competitions and leagues
- Gain achievements and awards through performance
- Integrate and publish results on social media
- Create and manage teams
- Create team vs team games, competitions and leagues where results are viewable online
- View results for all Q Core sites and see worldwide performance
- RFID membership card logs straight onto phaser with inbuilt sensor
- On-site kiosk machine for members

### Control System

- Control all game aspects
- Configure game type defaults and presets
- Configure weapon and power-up settings
- View previous game stats and details
- Setup unique game types with cause and effect
- View pack statistics and faults
- View and control active game
- Print game stats and admin information

### Scoreboard System

- Live game information viewable on any device
- Suited to large screen TV's
- Show current player and team positions
- Member profile pictures shown alongside score

Documentation last updated 31/8/17



