

## Command Center Module (CCM)

CONGRATULATIONS on the purchase of your new Predator Games Command Center Module (CCM). The CCM allows you as a field owner or game master to quickly setup and manage games on your field, remotely control units in play, download an unlimited amount of scenario games, easily update your field unit software, and most importantly upload player scores to the Predator Games Global Network (PGGN). Our goal is to make the operation of this software easy for you as a field owner so that you can get your customers out and playing quickly while providing them with games that keep them coming back for more.

## System Requirements

The following represent the minimum system requirements in order to install the CCM software on your computer.

- You must have an active internet connection
- It is assumed that you have a working knowledge of Microsoft Windows
- Supported Operating Systems: Windows 7 and Windows XP
- NET 3.51 must be installed on your system. This program is on the installation disk included with your CCM package. It will automatically install if needed.
- Processor: 400 MHz Pentium processor or equivalent (Minimum); 1GHz Pentium processor or equivalent (Recommended)
- Hard Drive: Up to 500 MB of available space may be required
- Memory: 96 MB (Minimum); 256 MB (Recommended)
- Video: 800 x 600, 256 colors (Minimum); 1024 x 768 high color, 32-bit (Recommended)
- CD or DVD Drive
- Updates: All updates are downloaded for FREE from [www.PredatorGames.com](http://www.PredatorGames.com) to your CCM.

## Installation

Please see the *INSTALLATION GUIDE* included with your CCM shipment. You may also download this document from [www.PredatorGames.net](http://www.PredatorGames.net).

## To Internet or Not to Internet

An internet connection is only required for three main features in the CCM software. When you first setup your CCM software you must register it through the internet in order to validate that you are actually a field owner or rental center. If you choose to play Tournament Game, you will need a valid internet connection to upload the scores to the Predator Games Global Network. Finally, all updates to the CCM software are downloaded through the internet directly into your CCM software. Otherwise you may use all of the features of the CCM without an internet connection. When an internet connection is required, the CCM software will warn you.

## RF Range

By default each Eagle Eye and Barracuda system is set to Indoor Mode which limits the RF Range. Depending on the distance from the players to the CCM server, it may be necessary to set this to Outdoor Mode. Please see your Eagle Eye or Barracuda User Manual on how to change this setting.

## First Steps

The following are the first steps that you will need to take when using the Command Center Module software. The majority of these steps will only be required one time.

### Step 1: Plug in the CCM Server

The CCM Server is the black and grey box that came with your CCM system package. You will need to plug in the server to your USB port on your computer *BEFORE* starting the CCM software. The CCM Server allows you to communicate with all your Eagle Eye and Barracuda systems on your field. The CCM Server has a maximum range of one mile.

### Step 2: Sign Up at PredatorGames.net

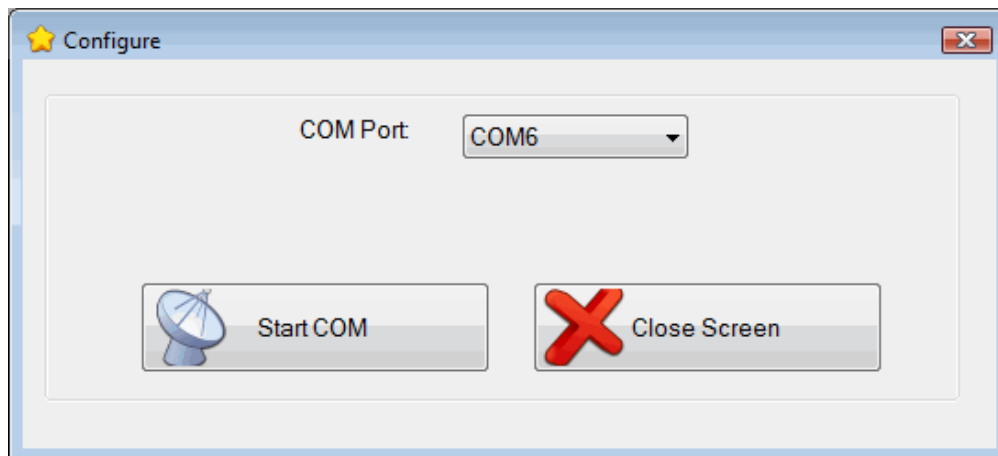
In order to use the Command Center Module, you must be a registered Field Owner. To accomplish this you can simply go to [www.PredatorGames.net](http://www.PredatorGames.net) and sign up as a Field Owner. There is no charge to becoming a Field Owner on the Predator Games Global Network. We require this step in order to make sure that only valid Field Owners, Fun Centers, and Game Masters are allowed to use this software.

### Step 3: Start the CCM Software

After installation of the software is complete and your CCM server is correctly plugged into your computer, please start the CCM software by double clicking on the CCM icon. Upon starting the software you will see a splash screen with the Predator Games logo and the version number of the software you are using. This screen will disappear after a few seconds.

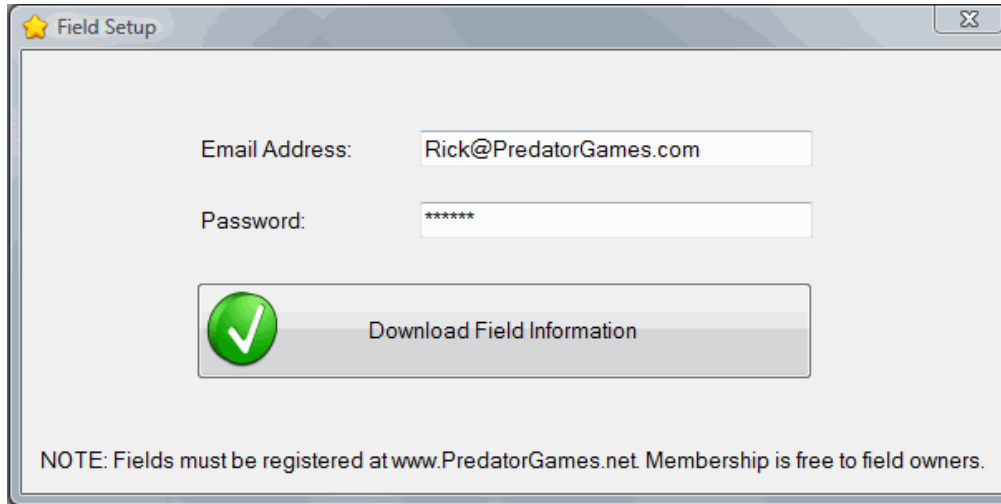
### Step 4 (possible): Configure Screen

Depending on how your personal system is configured you may or may not see the *CONFIGURE SERIAL PORT* screen. Our software has been developed to automatically search and configure your serial port to work with the CCM server. On some systems however this is not possible and the Configure Serial Port screen will automatically appear. If you see the screen below it will be necessary to select the available COM port on your system that is using the CCM server. You will need to consult your Microsoft Windows manual to accomplish this or use the trial and error approach until you have selected the correct port. In most cases this choice will be easy as there will only be one or two options.



### Step 5: Field Setup

The *FIELD SETUP* screen can be accessed by clicking on the *FILE* menu option at the top of your screen. The first time the CCM software is started up, the field owner will need to log in. What happens at this stage is that the CCM will go to our internet site at [www.PredatorGames.net](http://www.PredatorGames.net) and download all the important field information based on the login information you provided. This includes not only company name, address, etc but also all the sanctioned games. Typically once this is done the first time, the field owner will not have to do this again. In most cases it will be a one time only event.



The screenshot shows a window titled "Field Setup" with a yellow star icon in the top left corner. Inside the window, there are two input fields: "Email Address:" with the text "Rick@PredatorGames.com" and "Password:" with "\*\*\*\*\*". Below these fields is a large button with a green checkmark icon and the text "Download Field Information". At the bottom of the window, there is a note: "NOTE: Fields must be registered at [www.PredatorGames.net](http://www.PredatorGames.net). Membership is free to field owners."

### Step 6: Field Information

The *FIELD INFORMATION* screen can be accessed by clicking on the *FILE* menu option at the top of your screen. This screen will list all the fields owned by the field owner. In most cases it will be one field. Currently the system will only allow one field (the first one) to be used even though it will show all the fields owned by that field owner. In a future update, they will be allowed to switch between fields from this screen. If this presents a problem in the short term, the field owner can simply create a unique account for each field they own at PredatorGames.net. The Field Owner will also be able to print out this information by clicking on the *FIELDS REPORT* button located on the bottom of this screen.

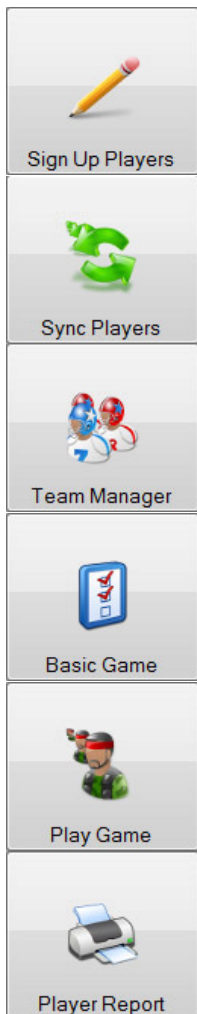
### Step 7: Update CCM Software

Predator Games is continuously updating the CCM software with new features and capabilities. It is highly recommend that you upgrade your software before continuing. All software updates for your CCM system are provided for free from Predator Games. The *UPDATE SOFTWARE* function can be accessed by clicking on the *SYSTEMS* menu option at the top of your screen. Your CCM must be connected to the internet for this function to work. Once you have clicked on the *UPDATE SOFTWARE* function your system will automatically begin downloading the newest version of our software from our internet server. You will see a progress bar on your screen displaying the status of the download. When the download is complete you will be asked to restart your CCM software in order to activate the new version. You may also click on the *UPDATE SOFTWARE* found on the main screen.

## Quick Start Guide

You will notice after starting your CCM software that there are various buttons that populate the background. These have been introduced to act as a Quick Start Guide to guide you through the many features of the CCM software. The buttons are arranged into three sections: Basic Play, Tournament Play, and Utilities. The buttons are also arranged from left to right in the order that they would be used. Let's take a closer look at each.

**Basic Play:** This section consists of all the steps required in order to play a Basic Game. Basic Games are quick games that are run on the local field and NOT uploaded to the internet. Typically all the players on the field will have the same ammunition, health, and game time. Basic Games will NOT be included in the official player ranking on [www.PredatorGames.com](http://www.PredatorGames.com).



The first step involved in any game is to sign up players. When you click on this button for both Basic Games and Tournament Games it will automatically bring up the *ACTIVE PLAYERS* screen and immediately bring up the *SIGN UP PLAYER* screen. You may now start entering in your players. For more information on how to do this please see the *PLAYER SIGNUP* section of this user manual.

The next step involved with both Basic and Tournament games involves assigning an Eagle Eye or Barracuda system to a player. This process is known as Syncing. For more information on how to do this please see the *MANAGE PLAYERS* section of this user manual.

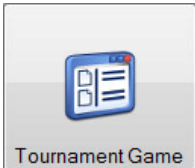
By default the CCM software come preloaded with two team names: Team 1 and Team 2. You may change these names or add your own unique names. Team names are a simple way of keeping track of players and assigning bonus points. For more information on how to do this please see the *TEAM MANAGER* section of this user manual.

This next step will allow you to create your own Basic Game or choose to use a Basic Game you previously created. As a reminder, Basic Games are only played locally and are NOT included in the official player ranking. For more information on how to do this please see the *CREATE BASIC GAME* section of this user manual.

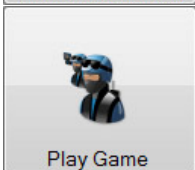
When you click on this button it will automatically bring up the *GAME MASTER* and then load the first available Basic Game into the *GAME MANAGER*. You should now be set to start playing your Basic Game. For more information on how to do this please see the *MANAGE GAMES* section of this user manual.

When a player has finished playing you will typically want to print out the *PLAYER REPORT* which gives the gaming stats of each player. By clicking this button you will bring up the *ACTIVE PLAYERS* screen and then automatically load the *PLAYER REPORT* for the first player. For more information on how to do this please see the *PLAYER REPORT* section of this user manual.

**Tournament Play:** This section consists of all the steps required in order to play a Tournament Game. Tournament Games are games which have been created by Predator Games and can not be changed. Each game will receive a certain amount of points for valid hits against another player. Scores from Tournament Games can be uploaded to [www.PredatorGames.com](http://www.PredatorGames.com) automatically through the CCM software and are used for official Player Ranking. Listed below are the buttons which are unique to Tournament Games.



This step will allow you to choose and play a game from a list of Predator Games approved Tournament Games. The scores from these games will be used for official Player Ranking. For more information on how to do this please see the *CREATE TOURNAMENT GAME* section of this user manual.

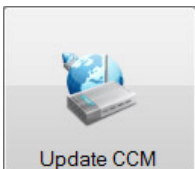


When you click on this button it will automatically bring up the *GAME MASTER* and then load the first available Tournament Game into the *GAME MANAGER*. You should now be set to start playing your Tournament Game. For more information on how to do this please see the *MANAGE GAMES* section of this user manual.



The majority of the scores from Tournament Games can be uploaded to [www.PredatorGames.com](http://www.PredatorGames.com) in the *GAME MANAGER* immediately following the game. Internet access is required to do this. You may also use the *BATCH UPLOAD* feature which will allow you to upload scores from any Tournament Game which was not uploaded prior. This allows you to play games not connected to the internet and then upload scores at a later date. For more information on how to do this please see the *BATCH UPLOAD* section of this user manual.

**Utilities:** This section contains the most common utilities used in the CCM software.



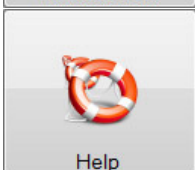
This function will allow you to update your CCM software. It is highly recommended that you update your CCM software at least once per month. Updating your CCM software requires access to the internet. For more information on how to do this please see the *UPDATE SOFTWARE* section of this user manual.



This feature will allow you to backup the database that stores your gaming and player data. It is highly recommended that you backup your software at least once per week. You may also use this feature to transfer data to another computer.



This feature will allow you to restore the database that stores your gaming and player data in case of data loss. You may also use this feature to transfer data to another computer.



This feature will send you to the Predator Games help system which will list all the user manuals that you may download.

## Active Players

The *ACTIVE PLAYERS* screen can be accessed by clicking on the *PLAYERS* menu option at the top of your screen. The *ACTIVE PLAYERS* screen shows all players currently activated and capable of playing using the CCM software. An active player is defined as a player who is signed up to play for that given day. To activate a player you must complete two steps. The first is to sign in a player by one of three simple ways (see below). The second is to associate (sync) a Predator system to the player. From this screen you can also print out player information (see below), manage the player (see below), and delete a player from the list.

	Card No	Code Name	Player Name	Gun Address	Start Time	Remove
▶	000000001	WOLVERINE	Rick Jensen	0013A200404B20B8	1:13 PM	X
		Rebel	Alexander Jensen	0013A200404B1BC9	1:14 PM	X
		Unknown Soldier	System 1	0013A200404B1BB7	1:14 PM	X
		Unknown Soldier	System 2	0013A200404B1B0F	1:14 PM	X
		Unknown Soldier	System 3	0013A2004054991E	1:14 PM	X
		Unknown Soldier	System 4	0013A200405498CF	1:14 PM	X
		Unknown Soldier	System 5	0013A200404B1C34	1:15 PM	X
		Unknown Soldier	System 6	0013A200402C2DB9	1:15 PM	X
		Unknown Soldier	System 7	0013A200405498FA	1:15 PM	X
		Unknown Soldier	System 8	0013A200404BC5EC	1:15 PM	X
		Unknown Soldier	System 9	0013A200405498F0	1:15 PM	X
		Unknown Soldier	System 10	0013A200405498D0	1:15 PM	X
		Unknown Soldier	System 11	0013A200405498ED	1:15 PM	X
		Unknown Soldier	System 12	0013A200404B1F0E	1:15 PM	X

Screen 3

### Player Signup: Full Members

The *SIGN UP PLAYER* screen can be accessed by clicking the *SIGN UP PLAYER* button on the bottom of the *ACTIVE PLAYERS* screen. Player sign up can be done one of three ways. The first is to sign up a player that is already a member of PredatorGames.net. This is done by typing in that individual's email address and password that was used on their account. In most cases the player will want to enter in their own password (like a pin number on a debit card). What happens next is that the CCM will download all the information on that player from PredatorGames.net including: unique Code Name, address information, player ranking, player score, etc.

### Player Signup: Existing Unknown Soldier

If a player has played at the field before as an Unknown Soldier (see below), then the field owner can look them up by first or last name, choose from a list of search results, and quickly add them into the system.

### Player Signup: New Unknown Soldier

Many new players will not have a membership on PredatorGames.net. These players are signed in as an Unknown Soldier. This means that they will not have a unique account on PredatorGames.net. Instead all their scores will be uploaded to the same Unknown Soldier account that everyone else uses. To get their own unique scores they will need to sign up as a member on PredatorGames.net. Field Owners can sign up players using this system one of many ways. For instance they may want to type in all the data on every player so that they have a full database of information to pull from at a later date in order to market and advertise too. They may also take a quick route of only entering in the player's first name. They could take an even faster approach and enter in stock nick names such as Player 1, Player 2, etc. and just assign that name to a given player on that day. The approach used will be up to the field owner.

★ Sign Up Player X

Full Member

Email Address:

Password:

Existing Unknown Solder

Player Name (First or Last):

New Unknown Soldier

First Name:

Last Name:

Address:

City:


State:


Zip Code:

Phone Number:

Email Address:

Code Name:

 Sign Up Player

 Close Screen

## Manage Players

The *PLAYER INFORMATION* screen can be accessed by clicking on the *MANAGE PLAYER* button at the bottom of your screen. Once player information is entered in, the field owner will need to assign that person a weapon. This process is known as Syncing. What happens over the next few steps is that via RF transmission a signal will be sent back and forth associating the unique address of the system with the player using it for that day. This process must be done in order to accurately track the scores of each player. To continue click on the *SYNC EQUIPMENT* button at the bottom of the *PLAYER INFORMATION* screen. Follow the instructions at the bottom of this form on how to sync your system. This screen will automatically close if you have properly synced. You will notice the serial number of your unit appear on the *ACTIVE PLAYER* screen.



The screenshot shows a software window titled "Player Information" with a star icon in the top-left corner and standard window controls (minimize, maximize, close) in the top-right. The window contains several text input fields for player data:

Card Number:	00000001
Code Name:	WOLVERINE
Field Name:	Rick Jensen
Address:	215 Augusta Way
City:	North Prairie
State:	Wisconsin
Zip Code:	53153
Email Address:	rick@jensen-web.com
Phone Number:	262-392-9883
Gun ID:	0013A200404B1BC7

Below the input fields is a text box containing the following instructions:

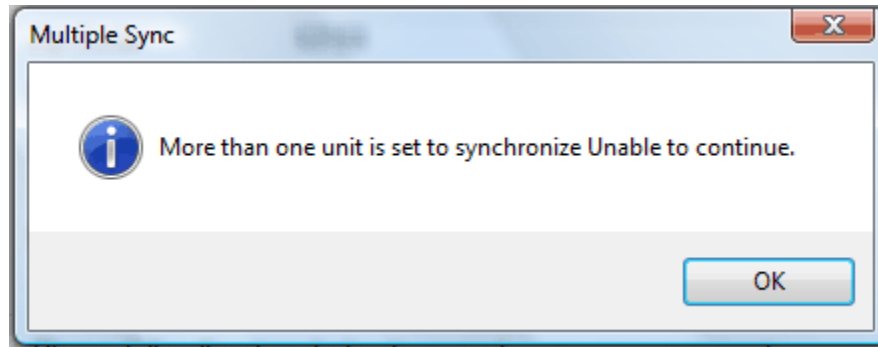
Please follow the steps below to properly sync your equipment:

1. Turn on the power to your electronic hopper on your gun.
2. Select the Sync menu item.
3. Select the Sync to Server menu item.
4. Click on the Sync Equipment button below.

At the bottom of the window are two buttons: "Sync Equipment" (with a satellite dish icon) and "Close Screen" (with a red 'X' icon).

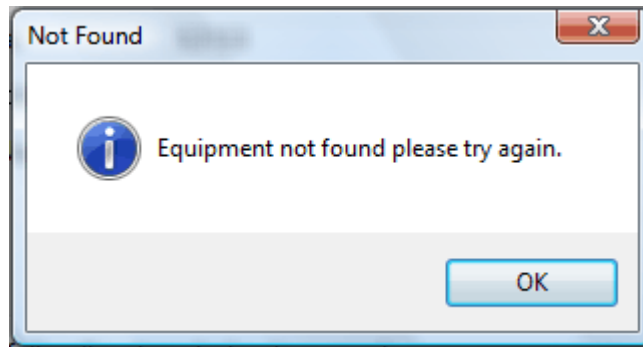
**Sync Error 1:**

This screen shows you a message that two people have tried to sync their systems at the same time. This is not allowed. You will need to hit the menu button on one of the systems to get out of the sync menu. You are only allowed to sync one player at a time.



**Sync Error 2:**

The CCM will time out after one minute if it has not found a unit to Sync to. Please try again.




**Sync Error 3:**

If at any time your Eagle Eye or Barracuda unit is powered off or loses power you will need to re-sync your system again before you can join in and play a game.

### Player Report

From the *ACTIVE PLAYERS* screen you can click the Player Report button. This process allows you to print a player's score summary in an easy to read report. It will only print the activity of one day at a time, but it allows you through the use of the calendar to pick any day the player has been to the field and played. Even though multiple players will have the Unknown Soldier codename, the system will segregate out scores by their true name. For those who are members of [www.PredatorGames.net](http://www.PredatorGames.net) they can log into our internet site and download play-by-play detail of every game they have ever played.



**Predator Games**  
www.predatorgames.com

May 13, 2009

**PLAYER INFORMATION**

Name: 4  
Code Name: Renegade  
City:  
State:  
Home Field:  
Member Score:

**FIELD INFORMATION**

Field Name: Predator Games North  
Address: 640 N. Prospect Drive  
City: Whitewater  
State: Wisconsin  
Zip Code: 53190  
Website: <http://www.PredatorGames.com>  
Phone: 262-442-3517  
Email: [Sales@PredatorGames.com](mailto:Sales@PredatorGames.com)

RANK
For Members

FIELD RANK
For Members

STATE RANK
For Members

COUNTRY RANK
For Members

WORLD RANK
For Members

HITS
0

KILLS
0

DEATHS
0


SHOTS
0


ACCURACY
0.0%


BONUS
0

Copies:

 Print

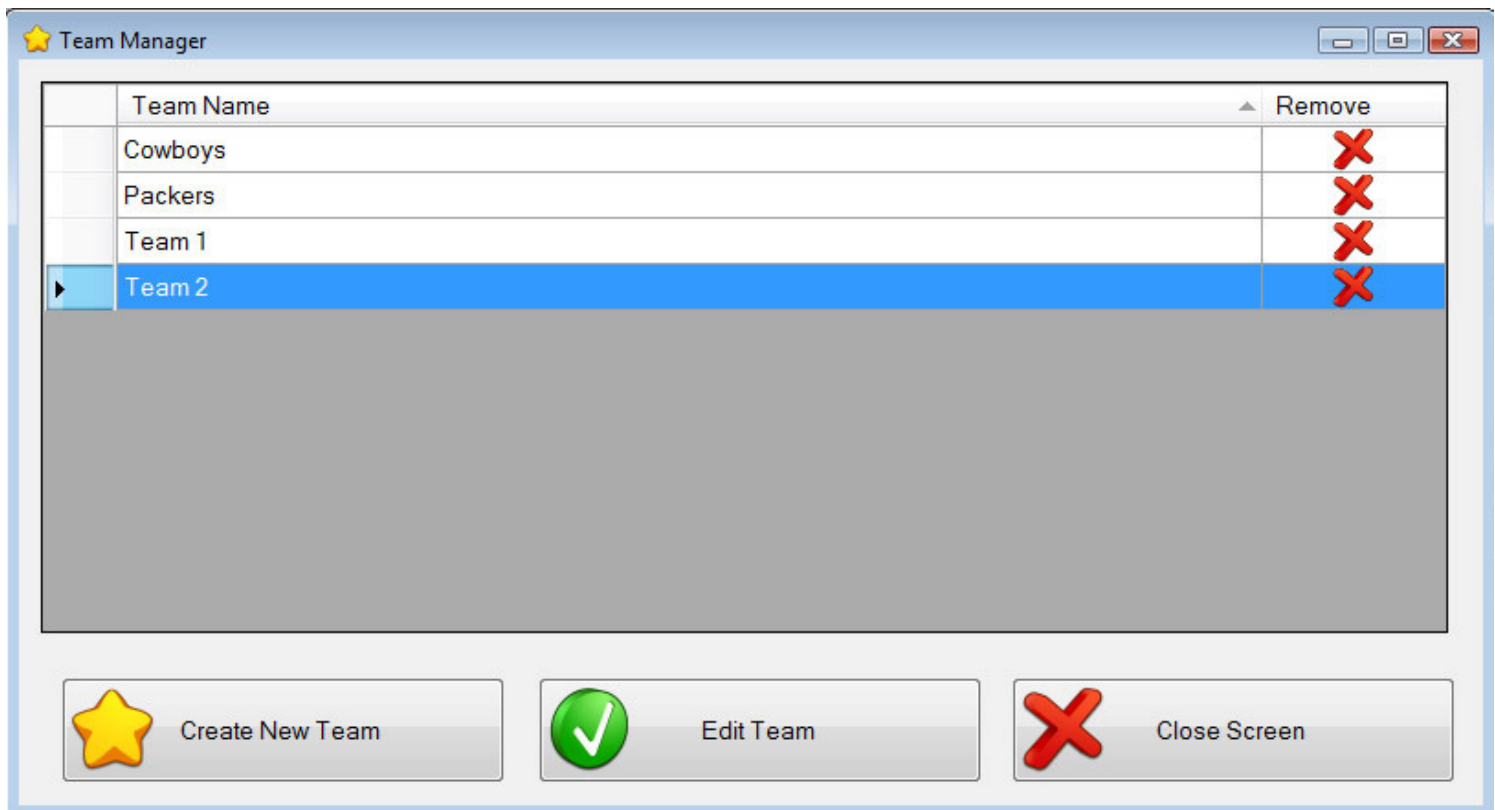
 Print All

 Date

 Close Screen

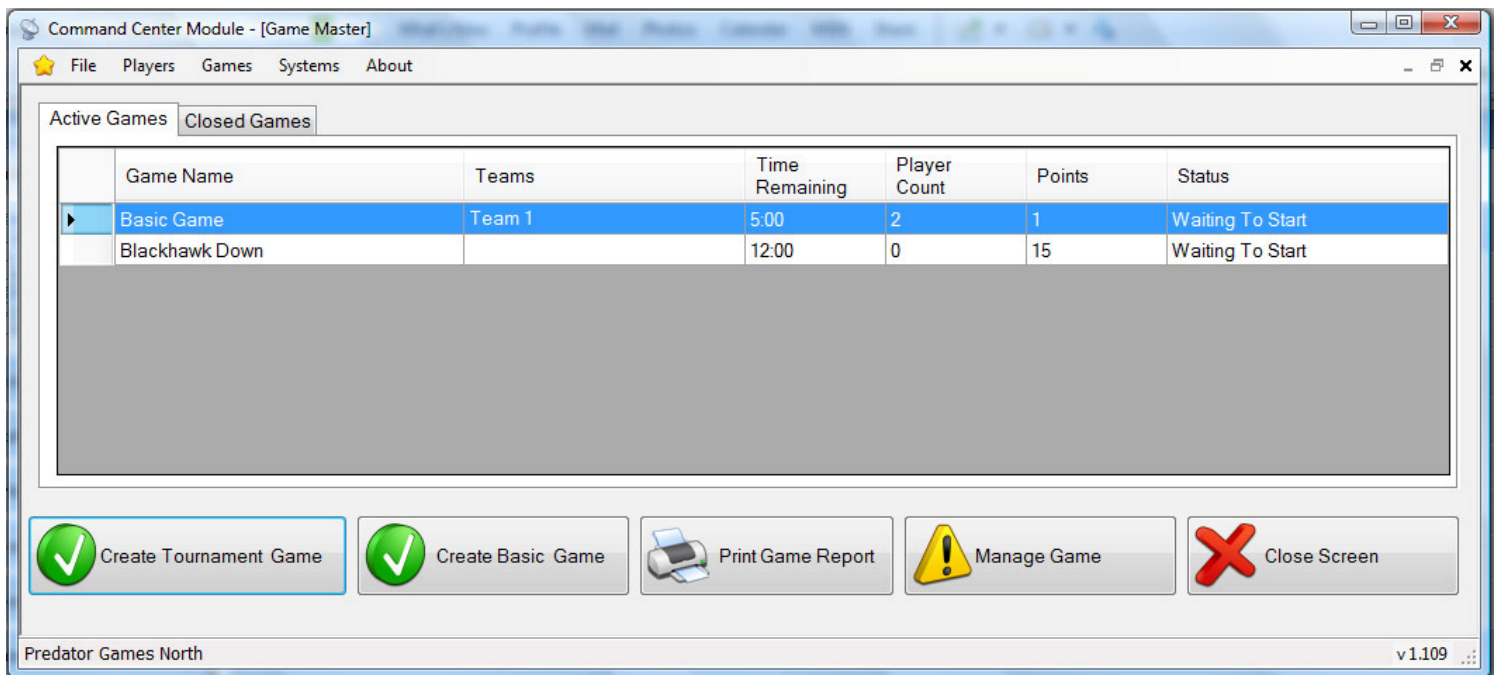
## Team Manager

The *Team Manager* simply lists the team names that you may use when playing games. You may add as many new teams as you want or edit the names of ones currently on the list. Your CCM will come pre-installed with Team 1 and Team 2.



## Game Master

The *GAME MASTER* screen can be accessed by clicking on the *GAMES* menu option at the top of your screen. Once a game is created it will show up in the Game Master Screen. This screen will show all the games currently being played on the *ACTIVE GAMES* tab and all completed games on the *CLOSED GAMES* tab. It will note time remaining in the game, team name, player count, point value of the game, and the self explanatory status. The point value is a portion of our overall formula to determine player ranking. This is the maximum point value of each successful hit on another player. The actual point value awarded is a complex formula that compares the current point value of the shooter with the current point value of the victim. This formula will hopefully force players looking to move up in rank to play against better opponents versus playing against new players. **Only Tournament Games results will affect official Player Ranking.**

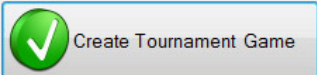
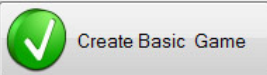
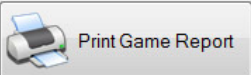
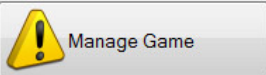
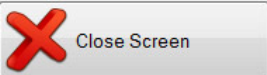


Command Center Module - [Game Master]

File Players Games Systems About

Active Games Closed Games

Game Name	Teams	Time Remaining	Player Count	Points	Status
Basic Game	Team 1	5:00	2	1	Waiting To Start
Blackhawk Down		12:00	0	15	Waiting To Start

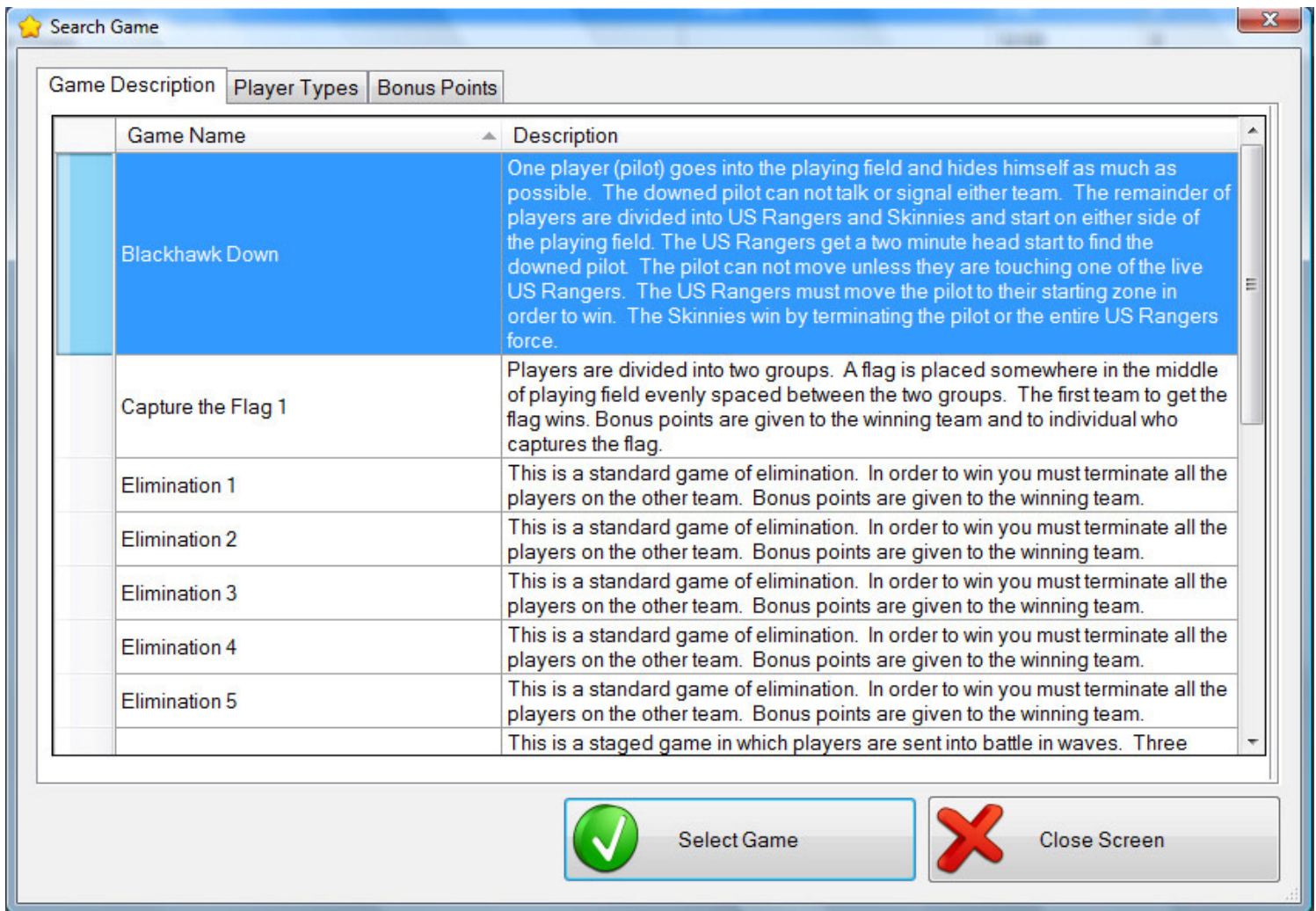






Predator Games North v 1.109

## Create Tournament Game

The *CREATE TOURNAMENT GAME* screen can be accessed by clicking on the *CREATE TOURNAMENT GAME* button at the bottom of the *GAME MASTER* screen. In order for a player to participate in a CCM controlled game, the field owner must select a game. The first step of this process is done by selecting from a list of pre-defined games. This screen is divided up into three informational sections. Each section can be accessed by clicking on the tabs at the top of the screen.

### Step 1: Search Game



The screenshot shows a window titled "Search Game" with three tabs: "Game Description", "Player Types", and "Bonus Points". The "Game Description" tab is active, displaying a table of game options. The first row, "Blackhawk Down", is highlighted in blue. Below the table are two buttons: "Select Game" (with a green checkmark icon) and "Close Screen" (with a red X icon).

Game Name	Description
Blackhawk Down	One player (pilot) goes into the playing field and hides himself as much as possible. The downed pilot can not talk or signal either team. The remainder of players are divided into US Rangers and Skinnies and start on either side of the playing field. The US Rangers get a two minute head start to find the downed pilot. The pilot can not move unless they are touching one of the live US Rangers. The US Rangers must move the pilot to their starting zone in order to win. The Skinnies win by terminating the pilot or the entire US Rangers force.
Capture the Flag 1	Players are divided into two groups. A flag is placed somewhere in the middle of playing field evenly spaced between the two groups. The first team to get the flag wins. Bonus points are given to the winning team and to individual who captures the flag.
Elimination 1	This is a standard game of elimination. In order to win you must terminate all the players on the other team. Bonus points are given to the winning team.
Elimination 2	This is a standard game of elimination. In order to win you must terminate all the players on the other team. Bonus points are given to the winning team.
Elimination 3	This is a standard game of elimination. In order to win you must terminate all the players on the other team. Bonus points are given to the winning team.
Elimination 4	This is a standard game of elimination. In order to win you must terminate all the players on the other team. Bonus points are given to the winning team.
Elimination 5	This is a standard game of elimination. In order to win you must terminate all the players on the other team. Bonus points are given to the winning team.
	This is a staged game in which players are sent into battle in waves. Three

## Game Description

This section displays the name of the game and a full game description.

## Player Types

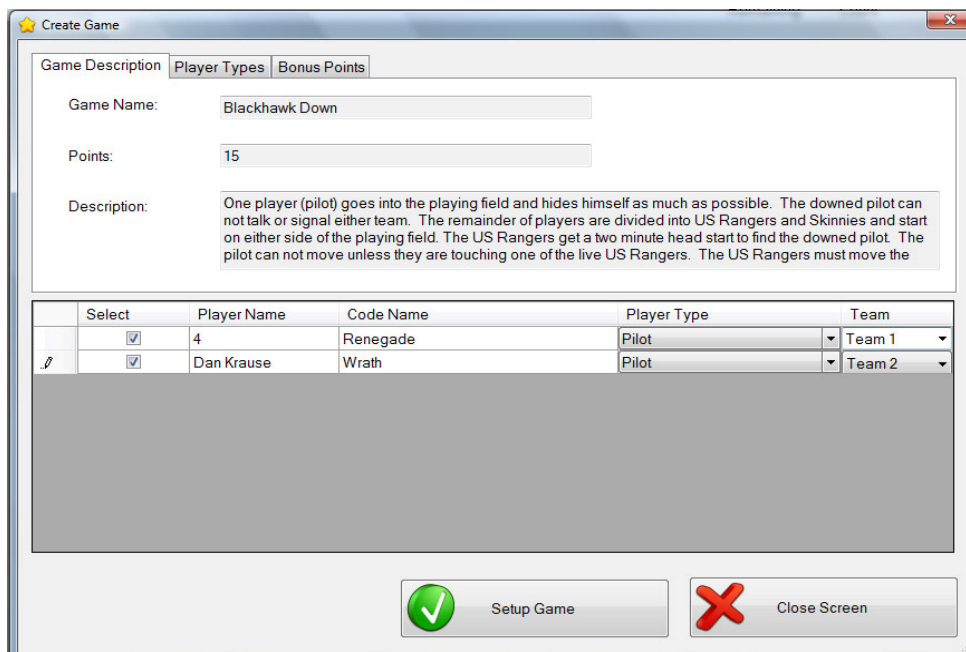
Each game may have multiple player types. A player type is our method of giving different players on the playing field different stats and abilities. For example in a game known as Elimination we have created a player type called 'Soldier' and another player type called 'Medic'. During the setup process, the field owner or game master will determine the player type of each person playing. It is completely up to the field owner or game master to determine this in the way they deem appropriate.

## Bonus Points

Each game may have bonus points assigned at the end of the game depending on defined outcomes. Before points are uploaded to the PGN the field owner or game master will need to assign bonus points to each player who has achieved the game objective. For example in the game known as Elimination all players of the winning team whether dead or alive will receive three bonus points.

## Step 2: Create Game

Once you have read over the information on each game, you can select the game you want to play by simply highlighting the game and clicking on the **SELECT GAME** button at the bottom. By doing this you will automatically bring up the next screen in the **CREATE GAME** process. This screen will give the information about the game you have selected at the top and a list of available players at the bottom. This list of players will include all players who have their guns synced to the server and who are **NOT** currently playing a game. To add players to your game you simply click the check box under the **SELECT** column of each player you want in your game. By default, all available players are selected. You will also need to select the **PLAYER TYPE** for everyone in the game by selecting the player type from the pull down menu located to the right of the player name. Lastly, you will need to determine what team each player is on. You may select a team name or leave it blank if you do not wish to use this feature. Once you have finished organizing your game you simply need to click the **CREATE NEW GAME** button to send it to the **GAME MASTER** screen. Your new game will now have a "Waiting to Start" status in the **GAME MASTER** screen.



The screenshot shows a 'Create Game' window with three tabs: 'Game Description', 'Player Types', and 'Bonus Points'. The 'Game Description' tab is active, showing the following fields:

- Game Name: Blackhawk Down
- Points: 15
- Description: One player (pilot) goes into the playing field and hides himself as much as possible. The downed pilot can not talk or signal either team. The remainder of players are divided into US Rangers and Skinnies and start on either side of the playing field. The US Rangers get a two minute head start to find the downed pilot. The pilot can not move unless they are touching one of the live US Rangers. The US Rangers must move the

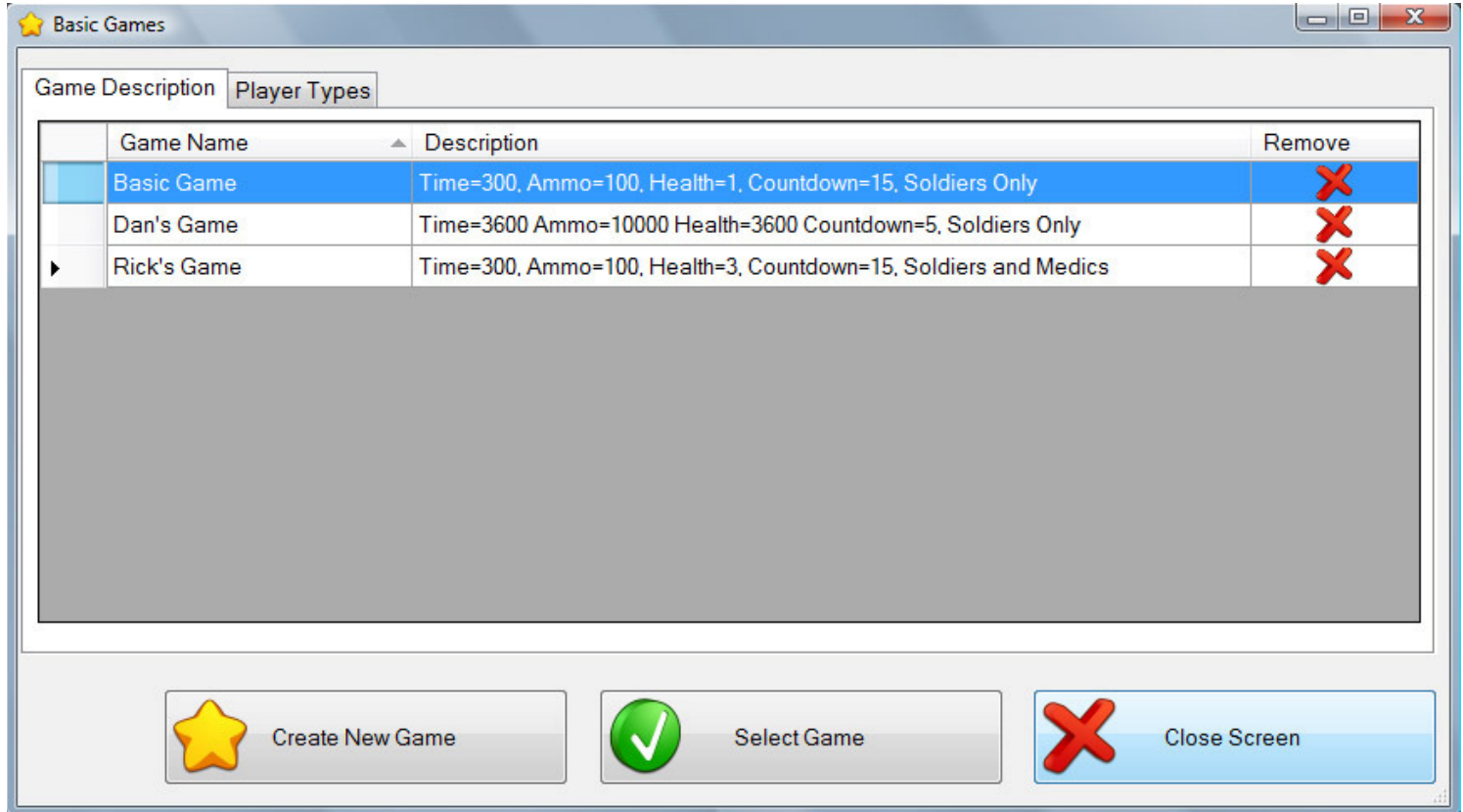
Below the description is a table of available players:

Select	Player Name	Code Name	Player Type	Team
<input checked="" type="checkbox"/>	4	Renegade	Pilot	Team 1
<input checked="" type="checkbox"/>	Dan Krause	Wrath	Pilot	Team 2

At the bottom of the window are two buttons: 'Setup Game' (with a green checkmark icon) and 'Close Screen' (with a red X icon).

## Create Basic Game

The *CREATE BASIC GAME* screen can be accessed by clicking on the *CREATE BASIC GAME* button at the bottom of the *GAME MASTER* screen. In order for a player to participate in a CCM controlled game, the field owner must select or create a game. By default this screen will contain no games until you create one. To select a game to play, you need to highlight the game of your choice and click on Select Game.

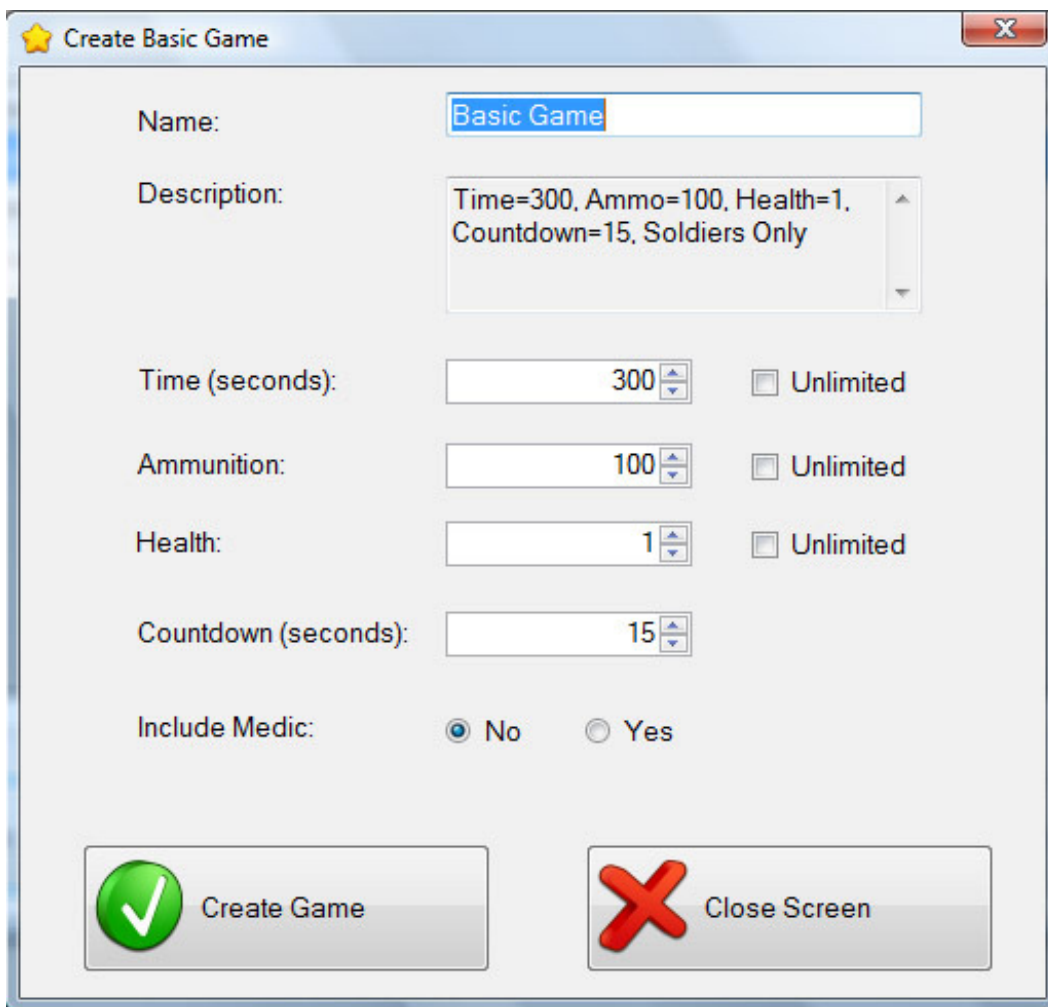


The screenshot shows a window titled "Basic Games" with a table of game configurations. The table has columns for "Game Name", "Description", and "Remove". Three games are listed: "Basic Game", "Dan's Game", and "Rick's Game". The "Basic Game" row is highlighted in blue. Below the table are three buttons: "Create New Game" (with a yellow star icon), "Select Game" (with a green checkmark icon), and "Close Screen" (with a red X icon).

Game Name	Description	Remove
Basic Game	Time=300, Ammo=100, Health=1, Countdown=15, Soldiers Only	X
Dan's Game	Time=3600 Ammo=10000 Health=3600 Countdown=5, Soldiers Only	X
Rick's Game	Time=300, Ammo=100, Health=3, Countdown=15, Soldiers and Medics	X

### Creating a Basic Game

As mentioned above you will need to create a basic game before it will show on the above listing. Once you have created a game, you may play it as many times as you want. You only need to enter in a few variables in order to create your game (name, time, ammunition, health, and countdown). By default your game will contain only one type of player (soldier). You may also include a Medic by selecting that option. You can also apply Friendly Fire. If the check box is checked, players will be able to shoot their own team mates. Medics will be able to heal any player on any team, regardless if Friendly Fire is off or on.



### Gun Screen

After creating a game and hitting Setup, the game data will be transferred to the guns selected to play in that game. You should see all the game stats displayed. The top left corner of the gun screen will display K:# for amount of kills, the top right will show A:# for amount of ammo left. The bottom left will display the player type as R for rifleman or M for medic. If they are on a team, it will display a (T:#) next to the player type to show team status. The bottom right shows how much health the player has with H:# and if Respawn is enabled, (R) will show next to the health count.

## Print Game Report

From the *GAME MASTER* screen you can click the Print Game Report button. This process allows you to print a game summary in an easy to read report. It will only print the activity of one day at a time, but it allows you through the use of the calendar to pick any day the player has been to the field and played. Remember, only Tournament Games scores will be uploaded to the Predator Games Global Network.



**Predator Games**  
www.predatorgames.com

May 13, 2009

**GAME INFORMATION**

Game Name: Terminator  
Start: 05/01/09 09:05:40

**FIELD INFORMATION**

Field Name: Predator Games North  
Address: 640 N. Prospect Drive  
City: Whitewater  
State: Wisconsin  
Zip Code: 53190  
Website: <http://www.PredatorGames.com>  
Phone: 262-442-3517  
Email: [Sales@PredatorGames.com](mailto:Sales@PredatorGames.com)

Player Name	Code Name	Games	Hits	Kills	Shots	Accuracy	Wounds	Deaths	Hero Rating
Gerard Suchanek	Mr X	1	0	0	17	0.0 %	0	0	0
Rick Jensen	WOLVERINE	1	0	0	15	0.0 %	0	0	0

Copies:

 Print

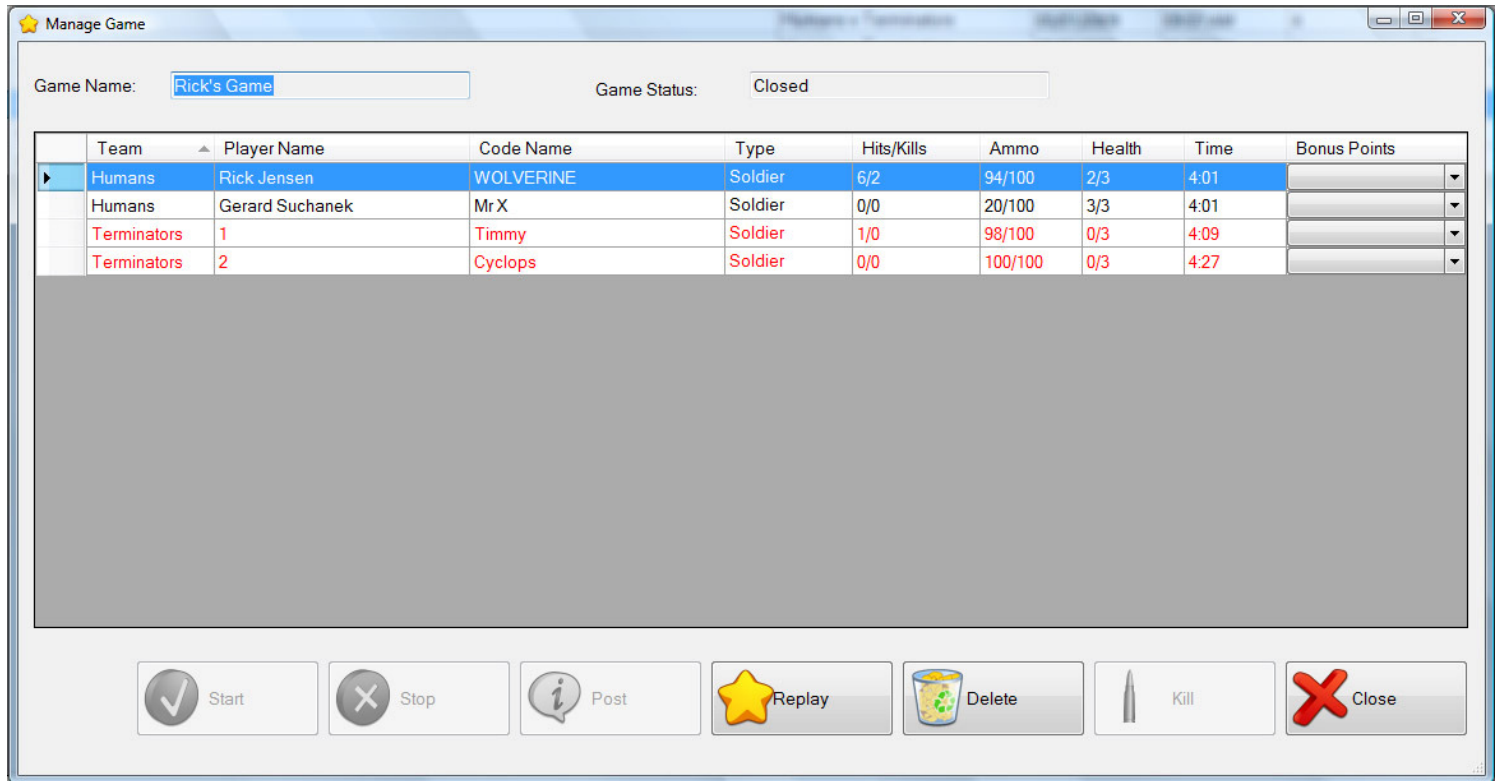
 Print All

 Date

 Close Screen

## Manage Games

From the *GAME MASTER* screen which can be accessed from the GAMES menu option at the top of your screen, you will have the ability to manage any of your games that you have created. Simply highlight the game you wish to manage and click on the *MANAGE GAME* button at the bottom of the page. This will bring up the *MANAGE GAME* screen as shown below.



The screenshot shows a window titled "Manage Game" with the following details:

- Game Name: Rick's Game
- Game Status: Closed

	Team	Player Name	Code Name	Type	Hits/Kills	Ammo	Health	Time	Bonus Points
▶	Humans	Rick Jensen	WOLVERINE	Soldier	6/2	94/100	2/3	4:01	
	Humans	Gerard Suchanek	Mr X	Soldier	0/0	20/100	3/3	4:01	
	Terminators	1	Timmy	Soldier	1/0	98/100	0/3	4:09	
	Terminators	2	Cyclops	Soldier	0/0	100/100	0/3	4:27	

At the bottom of the window, there are several control buttons: Start (checkmark), Stop (X), Post (info icon), Replay (star), Delete (trash can), Kill (gun), and Close (red X).

This one screen will allow you to remotely control the entire game as it happens on the field. This screen will display live events as they are happening in the game. This includes each hit or kill, health, and remaining time. You will also have the following functionality:

### Start

This button will *START* your game. This function will download the game stats to each players system and start the countdown on the game timer. In certain games, the countdown and timer will be different for each player allowing for a lot of customization. This will allow for 'reinforcements' to come during the game

### Stop

This button will stop a game for all players on the field. Typically a game will stop for one of two reasons. The time runs out for all the players and the field owner will hit Stop. Or a certain objective is achieved (capture the flag) and the field owner will hit Stop. This officially ends the game. Once stopped a game may not be restarted.

### Post

This button will post the information to the [www.PredatorGames.net](http://www.PredatorGames.net) website. It is not mandatory that you do this. If you choose to do this, you will be warned to first award bonus points. You can do this by simply selecting the

appropriate bonus points from the pull down menu next to each player's name. Once a game has been posted to the PGGN, you will no longer be able to award bonus points. Although this is not mandatory, this is a very important feature to the CCM software. Posting this information will permanently store all scores and stats of each game on our server and allow for global ranking of each player.

**Replay**

This button allows the field owner to quickly Replay a game that has ended. What will happen is that the CCM will copy all the information from that game and put it in the Game Master screen. The field owner only needs to select this game and hit start. Keep in mind that everything including the list of players will be the same. Currently if the field owner wants a variation, they must set up a new game.

**Delete**

This button allows you to permanently delete a game that has not been posted. Posted games may not be deleted and will show up in the Closed Games tab of the *GAME MASTER* screen.

**Kill**

This function allows you to kill a specific player. The player will receive a message that says 'You have been terminated by a Land Mine.' This death will not affect their player ranking or score. There are several possible reasons to do this such as: including a variable in the game where the field owner will randomly choose a player to be killed (roll dice), terminate a player not following the field rules, or just for fun. They will be killed from the game and will not respawn even if respawn is enabled.

**Resurrect**

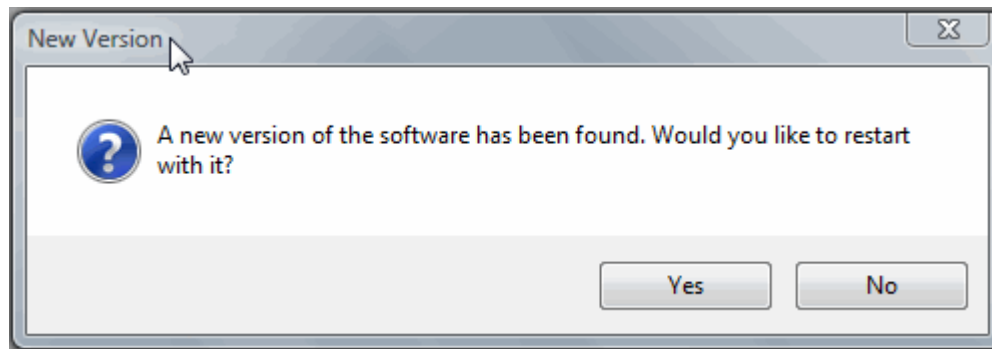
Selecting a dead player and clicking Resurrect will bring them back into the game. This allows the operator to reinstate Killed players.

**Close**

This button closes the screen. Active games will continue to run even though this screen is closed.

## Update Software

All software updates for your CCM system are provided for free from Predator Games. You will receive an email when we have released a new software update fully explaining the new features that we have added to your system. The *UPDATE SOFTWARE* function can be accessed by clicking on the *SYSTEMS* menu option at the top of your screen. Your CCM must be connected to the internet for this function to work. Once you have clicked on the *UPDATE SOFTWARE* function your system will automatically begin downloading the newest version of our software from our internet server. You will see a progress bar on your screen displaying the status of the download. When the download is complete you will be asked to restart your CCM software in order to activate the new version.



## Update Systems

Predator Games will occasionally release new software for either the Eagle Eye, Barracuda, or future versions of our laser tag systems. We have included with each CCM the ability to update the software on these systems wirelessly through RF communication. **YOU MUST FOLLOW DIRECTIONS EXACTLY AS STATED OR YOU MAY CORRUPT YOUR SYSTEM'S SOFTWARE.**

### Warning 1: Barrel Cable

While the system is updating **never** pull the barrel cable from your system. This will result in your gun powering off in the middle of the update process. There is a high percentage chance that this will corrupt your system.

### Warning 2: Batteries

While the system is updating never pull the batteries out of your system. This will result in your gun powering off in the middle of the update process. There is a high percentage chance that this will corrupt your system.

### Warning 3: Power

It is highly recommended that you use new batteries when updating your system. If your batteries run low on power during the update process, it will result in your gun powering off. There is a high percentage chance that this will corrupt your system.

### Warning 4: Patience

It may take several minutes (average of two minutes) to update each system. Do not power off your unit once you have started the update process. There is a high percentage chance that this will corrupt your system. Guns updated will power off after receiving the update from the CCM. Power back on the gun and it will begin to install the update within itself. **DO NOT AT ANYTIME DISCONNECT THE BATTERIES OR LOSE POWER.** The gun will restart as normal and bring you to the main menu screen when the update has finished. It may blink several times and appear to be dead while updating.



**Oops!**

You decided to not read our warnings and one of your systems was corrupted. You will need to contact our technical support department at 888-950-1221 in order to resolve the issue. Be prepared to send you unit back to our factory in order to reload the software.

**Update Systems**

The *UPDATE SYSTEMS* screen can be accessed by clicking on the *SYSTEMS* menu option at the top of your screen. This screen will display a list of all systems currently synced to your CCM. Each system will display the current revision of the unit plus the most current revision of the software available. In order to upload new software to your systems you will need to follow these steps:

	Serial Number	System Type	System Rev	Current Rev
▶	0013A200404B1BB7	Rifle	203\EQHj	
	0013A200404B20B8	Rifle	203DG	
	0013A200404B1BB7	Rifle	203\EQHj	

 Upload System
  Close Screen

**Step 1: Select Unit**

The individual unit you wish to sync must be powered on and synced to the CCM server before continuing. From the *UPDATE SYSTEMS* screen select the unit you wish to update. Units are signified by their serial number. The serial number of each unit can be found by reading the sticker under the battery compartment of the unit or by entering the *SETUP* menu item of your unit. Please see you the User Manual that came with your system. When you have determined which unit you wish to update you can click on the player and then click on *UPLOAD SYSTEM* button to begin.

### Step 2: Update Progress

Your individual Predator Games system will display the following screen “Downloading Update. Status XX% Complete.” After approximately two minutes (depending on RF traffic) your system will reach 100% and then display the following screen: “Verifying Software.” If at any time your system does not properly download the software it will start the process over and try to once again download the software. It will automatically repeat this process until the download is complete. Once your system has downloaded and verified that the software is correct it will power off your unit. Your CCM software will also notify you that this process is complete.

### Step 3: Power Up Unit

You can now turn your individual system back on by pressing the POWER button located on your unit. You will notice that your system will start flashing the lights on your unit in various sequences. **DO NOT AT ANY TIME LOSE POWER DURING THIS SEQUENCE OR YOU MAY CORRUPT YOUR SYSTEM.** During the installation process nothing will show up on your display, instead the LEDs on your system will go through the following sequence:

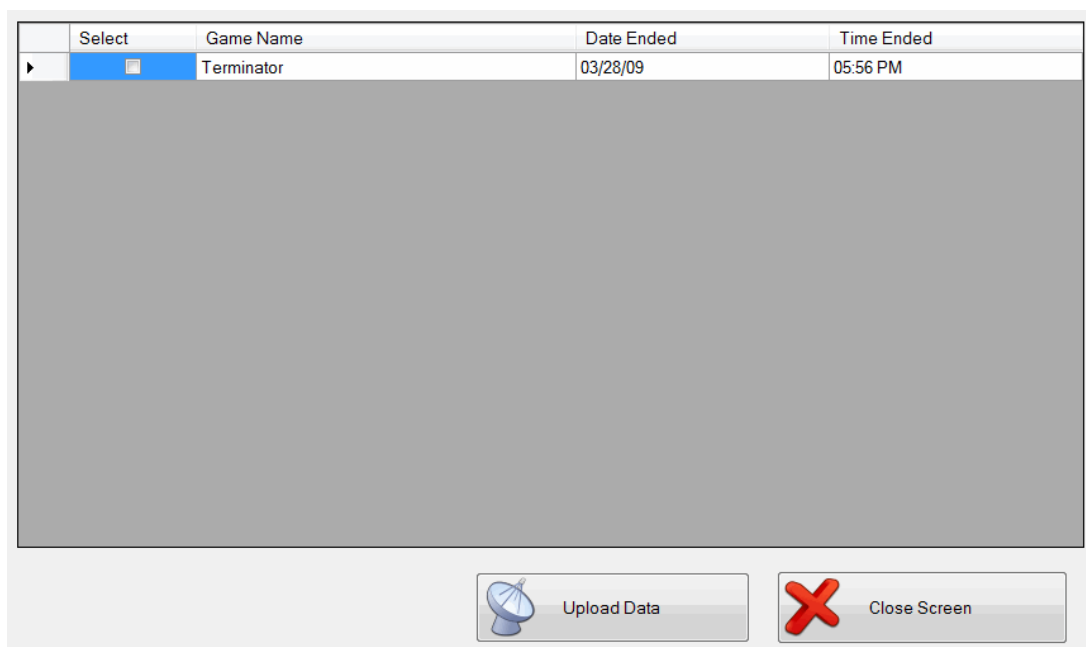
- All LEDs: Blinking rapidly. Reading Status (should be very short)
- All LEDs: Solid on. Booting application

Your system will now boot up into your gaming software as normal with the new software installed.

**Your system will need to be re-synced before you can use it in a game.**

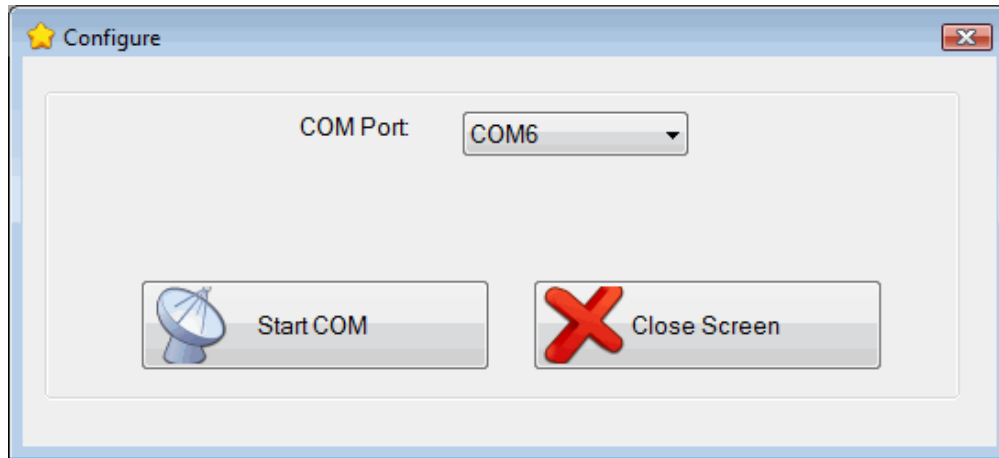
## Batch Upload

The *BATCH UPLOAD* screen can be accessed by clicking on the *SYSTEMS* menu option at the top of your screen. Any game which was not uploaded to the PGGN network and was not deleted by the field owner or game master will show up on the *BATCH UPLOAD* screen. You may upload all this information in batch by simply clicking the check box under the *SELECT* column next to each game. After you have selected each game you wish to upload you will need to click on the *UPLOAD DATA* button.



## Configure Serial Port

The *CONFIGURE SERIAL PORT* function can be accessed by clicking on the *SYSTEMS* menu option at the top of your screen. This screen may need to be used from time to time if your CCM server is having difficulty finding your COM port or if Predator Games technical support suggests it to troubleshoot a problem.



## Clear Database

The *CLEAR DATABASE* function can be accessed by clicking on the *SYSTEMS* menu option at the top of your screen. In rare circumstances your local computer may crash and corrupt the database of records. In this case it may be required that we delete and reinstall the database. In the process of doing this you will lose all historical records on your local system. You will be required to start over as if you had just installed the software. **It is highly recommended that you only do this if you talk to Predator Games Technical Support first.**

## Deactivate All Players

The *DEACTIVATE ALL PLAYERS* function can be accessed by clicking on the *SYSTEMS* menu option at the top of your screen. This function will deactivate and remove all players from the *ACTIVE PLAYERS* screen. This will NOT delete any historical data. It is simply a quick way to clear the *ACTIVE PLAYERS* screen.

## Help

Various screens have been included to aid you with your operation of your CCM system. All of these screen can be accessed from the *ABOUT* menu option at the top of your screen. These screens include:

### Help (F1)

The latest version of this User Manual may be accessed only by clicking on the *HELP* menu item. As new features become available we will add them to the User Manual.

### About Predator Games

This menu item will bring you to the Predator Games website.

### About Tippmann Sports

This menu item will bring you to the Tippmann Sports website.



### **About This Program**

This menu item will bring up a screen displaying version information about the CCM software installed on your computer. You may need this information when calling technical support.

## **Technical Support**

Predator Games Technical Support can be reached at the following contact sources:

Predator Games  
640 N. Prospect Drive  
Whitewater, WI 53190  
Phone: 888-950-1221  
E-mail: [service@predatorgames.com](mailto:service@predatorgames.com)

## **PGGN**

We highly recommend everyone using the Predator Games systems to register as a Full Member at [www.PredatorGames.net](http://www.PredatorGames.net). Full Members receive the following advantages:

- World-wide Ranking: Find out who really is the best in the world!
- Ability to play in Sanctioned Predator Games tournaments
- Create or Join Teams
- Find fields using the Predator Games equipment
- Reserved Code Name
- Ability to create customized games
- Much, much more!