

The Domination Tube is placed in the center of the playing field. Each team will have a base at opposite ends of the playing field. Each base is equipped with a Respawn Box, key or Referee to allow players unlimited respawns. The field should provide plenty of obstacles/cover for attacking and defending the tube (heavily wooded areas are great). Team bases should be 50-100 yards from the tube and there should be no line-of-sight from the team bases to the Domination Tube. Players may not physically block or move the Domination Tube.

When the game starts, each team tries to be the first to reach the Domination Tube, and activate it by shooting down into the tube. A ring of LEDs will light indicating the team that currently has control of the tube (Red or Blue). Teams continue to battle by attacking or defending the Domination Tube. As the tube is captured and recaptured, the internal electronics will keep track of the TOTAL time each team has control of the tube. When the programmable game time limit is reached, the winning team color will begin Flashing. The Tube will automatically reset for the next game.

Games will end early if one team already has enough time (more than half) to win. Max game time is programmable to 10/15/20/25 minutes.

The Domination Tube can only be activated by "shooting" straight down into it. So a player must physically get to the tube without getting killed. (This may be a suicide mission for the runner.) This eliminates any cheating as with button-operated timers.

#### Recommended Gun Settings:

- Damage = 10 pts
- Hit Delay = .5 sec
- Life = 100
- Auto Respawn = Off (players *must* return to their base to respawn)
- Game Time = Off (unlimited)

Recommend 5 to 10 players per team for a single Domination Tube. Add a second (or third) tube for larger teams.

**Compatible with:** MilesTag (CORE/uMT/RevG), Hi-Tech and Adventure Sports systems.

