

S*A*T*R™ (small arms transmitter receiver) worldwide patent pending

Breakthrough patent-pending technology:

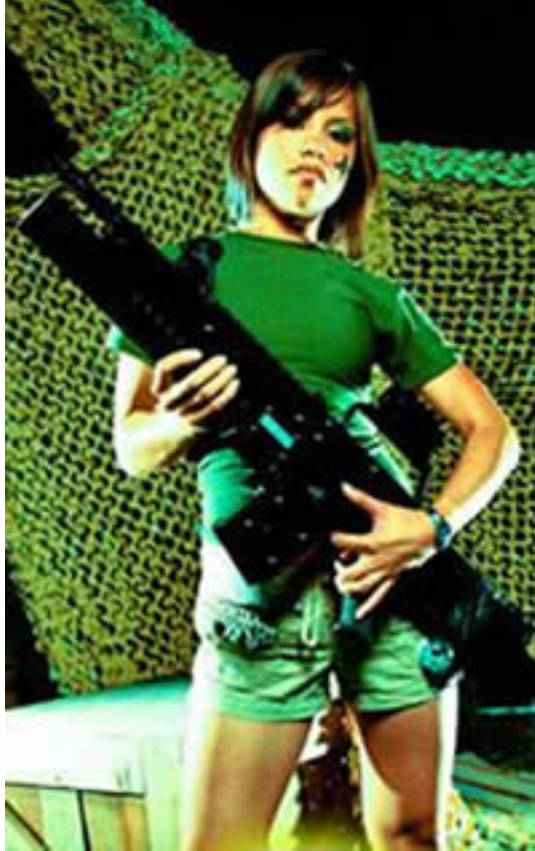
- * Real-time hit feedback: immediate *adrenaline* pump with special effects so your players are thrilled out of their brain.
- * Simulate 69 guns from AK47, P90, sniper rifles, to the latest G36 and more.
- * 11 in-game languages & sound effects -- allowing massive immersion in your live gaming scenarios.
- * Gun stats in authentic accent e.g. Uzi, M60, or MG42
- * Friendly fire on/off
- * Play up to 4 separate groups in close quarters without cross-fire.
- * Increase profits with instant start/pause/resume via radio for an unlimited number of players (from 2 to 2,000+ gamers) many times higher throughput.
- * Plus dozens more features.



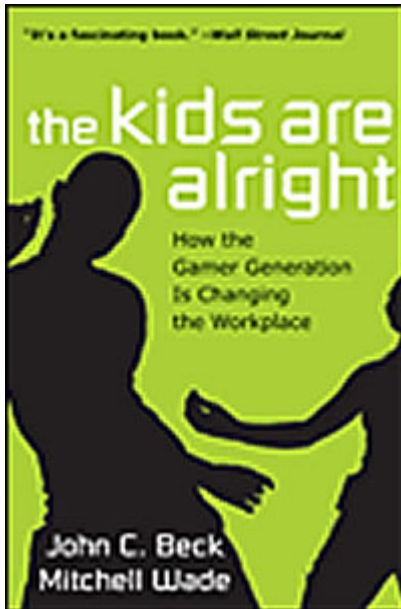
This is the world's first, instant real-time hit feedback system. This technology is patent protected (patent #PCT/AU2007/001970) & only available from Battlefield Sports. Note: sounds are copyright Battlefield Sports.

S*A*T*R Full Features List

- **PROBLEM:** Gamers not knowing **WHEN** they've GOT the other guy.
 - **SOLUTION:** The world's only real time HIT FEEDBACK via light effects (i.e. through the scope) and sound effects (i.e. through voice feedback). For example, hit feedback indicates "[casualty](#)" (wound), "[kill](#)" and "[dead already](#)"
- Simulate [69 weapons](#) broken into gun classes include machine guns, rifles/carbines, sub machine guns and hand guns. The class is set to match the category of case surrounding the electronic installation
- In game voice sound effects in [11 languages](#) with English coming in US male, US female and English (officer) male
- Voice feedback can be disabled in software
- [Real time statistics](#) include hit points, current ammunition in magazine, replacement magazines, hits made, kills made, number of re-spawns and accuracy percentage



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- **Simulates recoil by powering down the scope for a short interval after each shot. Weapons with high recoil values have longer power down times**
- **Backlit LCD enables more stealthy play at night**
- **Appropriate weapon support: fully automatic fire, semi automatic fire, burst fire, bolt action fire and single shot**
- **Realistic settings for rate of fire, reload times, ammunition per magazine**
- **Software controlled range control for shooting**
- **Can disable friendly fire by setting a gaming gun to one of two teams (for indoor and high density inflatable use)**
- **Supports 3 levels of difficulty**
- **Software control of muzzle flash color (white, red, green or none)**
- **Software control of hit light color (none, red or green)**
- **Configurable to work in one of 4 possible battles. A unit assigned to one battle can hit a unit in another battle. Also referee radio functions are battle specific**
- **Explicit software support for indoor play, turning all infrared power down to reduce IR bounce**
- **Three levels of software control sound volume**
- **Number of reloads (spare magazines) can be configured at boot time**
- **The health (hit points) can be set at boot time**
- **Most weapons have accurate professional sound recordings for shooting and reloading**



The S*A*T*R unit configured to function as a referee gun has the following features:

INFRARED FUNCTIONS

- Infrared functions work on direct line of sight with a tight infrared beam that typically only affect one target unit at a time.
- Re-spawn dead S*A*T*R units
- Reload ammunition
- Pause
- Resume
- Kill (send target unit to dead state with one shot)
- Shoot (reduce target unit by one hit point)
- New (starts a new game on the target unit)
- Change Battle/place
- Sensor test
- Set weapons to be used in each gun class.

RADIO FUNCTIONS

- Pause
- Resume
- Mission Complete
- Mission Start.

S*A*T*R utilizes the [OptikSensor](#) technology previously developed by Battlefield Sports to provide optimal even performance in all lighting conditions.

The primary invention separating S*A*T*R from other systems is the ability to perform real time hits back to the shooter in a mobile outdoor environment. This is a totally turn key solution with nothing to setup and no requirement for a central computer system. Each S*A*T*R unit sends and receives both infrared and radio digital messages to communicate with each other. Since units stand alone, the

system is not single point sensitive - unlike systems tied to a central computer system. No tethering to a central system allows freedom to play over very large areas without concern that the units will move outside radio range.

Each S*A*T*R when first turned on can be configured to operate either as a live gaming unit, simulating 1 of a selection of 69 different weapons, or as a "referee gun".