

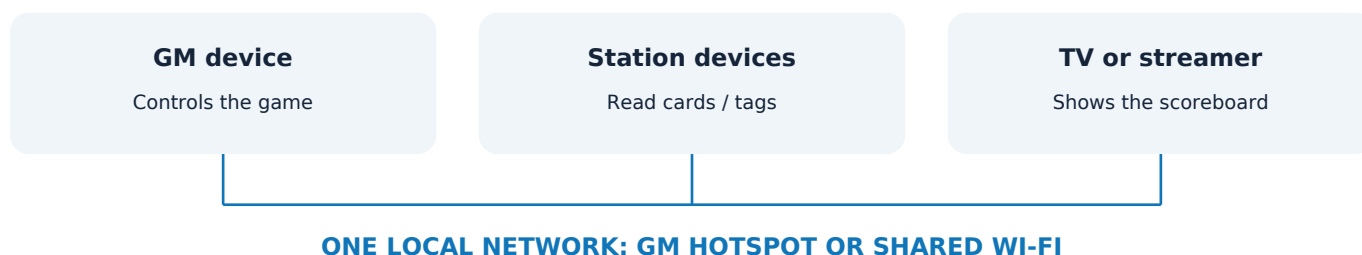
GAME MASTER APP GUIDE

Prepare your GM device

Use this guide to install the master app, run sessions and control connected field stations.

What you need

A compatible Android phone or tablet, the current **master APK**, a signed-in account with access, charged devices and numbered NFC tags. Scanning requires either built-in NFC or a supported USB reader. Use a hotspot or shared Wi-Fi if you will connect stations or a TV.



1. Install or update the master app

Obtain the master APK from the official download supplied by Falcon. Open it on the Android device and allow installation from that download source if Android asks. Install over the existing app when updating; do not uninstall or clear storage just to update.

2. Sign in before the event

Connect to the internet, sign in and check account access before leaving for the venue. Choose the app language in Settings. Keep the same account on the GM device throughout the session.

3. Choose your activity

Select **Water Tag** or **Jellyball** on the opening screen. Paintball and Laser Tag are marked Coming soon. The choice determines the game menu and artwork.

Use the correct app on each device

The GM and station devices use the same master APK. The Android TV or streamer uses the separate TV receiver APK. A phone number or SIM is not required for a station device.

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Start and run a session

The GM remains responsible for the game, score corrections and ending each round.

1. Create a session

Open the selected activity, start a new session and complete the event details. In the lobby, add players by scanning their numbered tags. Player names are optional; valid player codes are 1-200.

2. Check team assignment

Odd codes = Red. Even codes = Blue. Prepare bracelets or vest tags with the intended player number. A tag must contain the readable numeric code; a chip serial number alone is not the player code.

3. Start the selected game

Choose the game in the session lobby and start it. Use the in-game timer controls to pause or resume when needed. Scoring and station scans are blocked while the game is paused. Read any reset or end-game confirmation before accepting.

Activity	Game flow
Water Tag	Team Deathmatch (TDM), Capture the Flag (CTF), Free-for-All (FFA)
Jellyball	Team Deathmatch (TDM), Search and Rescue (SAR), Free-for-All (FFA)

What a GM scan records

Game	Scan this	Recorded action
Water tag TDM / CTF	The player whose vest is full	The opposite team receives the standard score, normally 20.
CTF flag	Flag code 201 / 203 (Red) or 202 / 204 (Blue)	The coded team receives the flag score, normally 200.
FFA	An eliminated player	Records elimination and updates survival ranking.
SAR	An eliminated player reporting to the GM	Records that player out; the impact vest counts hits.

For Jellyball TDM, use the agreed field rules and the in-game manual team scoring controls. Ordinary TDM player scans use the same opposite-team scoring logic described above. Hold a tag in place until the app confirms the scan, not just until the reader beeps.

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Configure scores and objectives

Station objectives are added inside the active game, using the GM + button.

1. Set score values

Open **Settings > Score Settings**. Main score settings apply to newly created sessions; objective reward settings apply to newly added stations. Existing sessions and stations keep the values assigned when they were created.

Setting	Default
Standard score / manual team points	20
Flag / penalty deduction	200 / 50
Domination capture / station win	20 / 200
Bomb correct card (steps 1 and 2) / defusal win	20 each / 200

2. Add a station

In an active game tap +. Choose Domination or Bomb Defusal, enter a station label and timer, then tap **Add station**. Power Grid is available for Jellyball; set its duration and points-per-second rate.

3. Assign the station device

Each field device must already be on the same network with **Join as station** open. In the station controls, use **Connect an available phone** and choose its displayed name. The selector says phone, but it can identify a compatible Android tablet too. Wait for **CONNECTED**.

4. Monitor the game

The GM station cards show connection, ownership, timers, progress and earned points. Open Manage or tap a card for controls. Every ownership change is logged, including captures with no reward. Confirm new stations with a test tag before admitting players.

Do not reset to fix a Wi-Fi interruption

Reconnect or reassign the device first. Reset clears that objective's timer/progress and permits another win reward. Domination capture limits and bomb step awards remain limited per game. Remove deletes the objective slot. Use these controls deliberately.

There are up to 16 configured objective slots in the app. This is a software limit, not a guarantee that your hotspot accepts 16 devices. Count the TV and all station devices and field-test your full network. Station team bonuses are logged in FFA but do not change its surviving-player winner.

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Finish, share and recover

Keep records on the GM device and resolve problems before continuing play.

Finish and share

1. Review scores before ending

Check the game Event Log and team totals. Use Undo for an incorrect recorded action where available. In CTF, after a flag scan, **Scan the bringer** credits the player with the existing flag; it does not add a second flag score. Use Skip to leave the flag team-only.

2. End the round and session

End the game and review its results and achievements. Return to the lobby for the next game. Complete the session when all rounds are finished, then use the results sharing controls to export a paginated PDF. Previous sessions remain in Session History on this GM device.

Search and Rescue: operator reminder

One team guards a doll; the rescuers have 10 minutes to bring their medic to the doll and return both to extraction. Set impact vests to 10 lives for ordinary players and 3 for the medic. No revivals. Select the rescuing team in the game. **Set medic** is optional tracking; a configured rescuing medic's elimination ends the mission for the guards. Scan eliminated players once as they report to you. Tap **Doll + medic extracted** only after confirming successful extraction. Timeout awards the guards the mission.

Problem	What to do
Scan beep but no score	Check that the game is active and not paused. Hold the tag until app confirmation. Verify the stored code and check the Event Log before rescanning.
Stations disconnect	Check the hotspot/shared Wi-Fi and open the GM app. The native host is designed to continue when the GM app is backgrounded during an active station game. Force-stop, shutdown or network loss can stop it.
Scores seem missing after backgrounding	Return to the GM game screen and allow it to refresh. Saved station events reconcile into its log and totals; do not manually re-add those points first.
Need to change GM device	Do not assume sessions transfer automatically. Use the app's backup/restore tools and verify the restored session before changing devices.

Related guides: TV Display Guide for screen pairing; Station Setup and Play Guide for readers, objective rules and manual station pairing.