

STATION SETUP AND PLAY GUIDE

Prepare the station device

A station device is a compatible Android phone or tablet running the same master APK as the GM.

What you need

A charged Android device, the current master APK, Wi-Fi, numbered player tags and a usable NFC reader. For an external reader, the device needs **USB host/OTG support** and must power the reader. Built-in NFC is optional when using a supported USB reader. Phones have been physically tested; verify your chosen tablet and reader together before deploying several.

1. Install the master APK

Use the same master app version as the GM, 1.10.0 for this guide. Install it as an update where the app already exists. A station does not need a SIM, mobile number or WhatsApp to install or join the local network. Choose **Join as station** on the opening screen.

2. Connect the reader

The current USB implementation supports the tested **CR330 contactless reader** (USB ID 2CE3:9567). Connect it by its USB-C data connection or a suitable data adapter. A charging-only cable will not carry scans. Do not assume any USB smart-card reader is compatible.

3. Enable OTG if your device requires it

Some Android devices have a USB OTG switch in system settings. Turn it on if the reader has no power. Some models turn OTG off after inactivity; recheck it if a previously working reader becomes dark. If the phone powers the reader but does not read, continue with USB permission and diagnostics.

4. Allow Android USB access

Approve the USB permission prompt. The app chooses the supported USB reader automatically when it is connected. When it is absent, built-in phone/tablet NFC is the fallback if available and enabled. Close other reader apps before using the station.

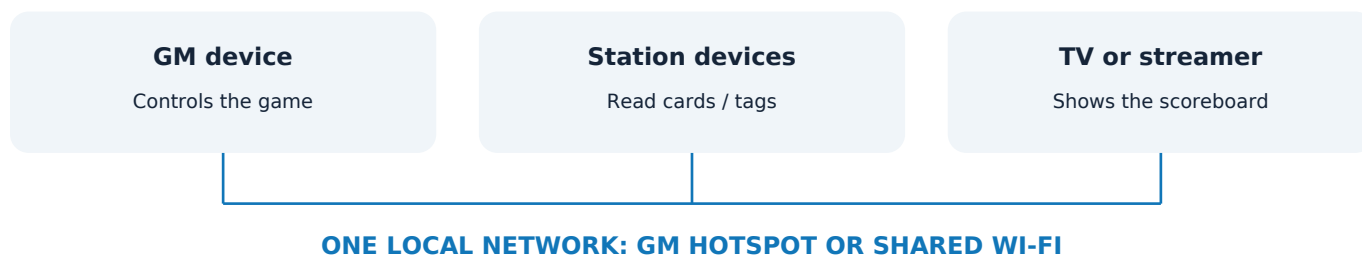
Use stored codes, not chip serial numbers

Player tags contain numeric text codes 1-200. NTAG213 tags have been tested. A beep or a visible tag UID is not proof that the app read the stored player code. Test the tag in the master app or its USB reader test. Phone-based tag setup can write and verify supported tags; the current USB driver is for reading.

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Connect and assign the station

Connect the device to Wi-Fi first. The GM then assigns its objective over that local network.



1. Join the local network

In Android Wi-Fi settings, connect to the GM hotspot or the same Wi-Fi router as the GM. Keep the station app open. It does not join Wi-Fi automatically.

2. Give the device a useful name

On Join as station, enter a name such as **Centre barrel** or **Blue corner** and tap **Use this name**. Leave the waiting screen open.

3. GM adds the objective

On the GM, open an active game and tap **+**. Select the objective, label and duration; tap **Add station**. In **Connect an available phone**, select this station device. Tablets also appear in this list.

4. Verify both screens

Wait for **CONNECTED** on the GM. The station switches to its assigned objective. Check the label, timer and reader, then test a valid tag/card. Set media volume before play. Leave the station screen open; it stays awake during play.

Manual pairing backup

If discovery fails, first try a shared Wi-Fi router without client isolation. On the GM open the station controls and expand **Manual pairing backup**. On the waiting station screen open its matching backup section, enter the GM address and pairing code shown by the GM, tap **Find configured stations**, choose the station and tap **Connect this phone**. Use the station pairing values, not the separate TV display code.

The gear button on an assigned station opens Station settings, reader information, USB diagnostics and manual test scans. Close settings before giving the station to players. The display should show only the objective and brief feedback.

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Play Domination and Power Grid

Player tag parity determines the capturing team: odd = Red, even = Blue.

Domination

1. Capture the point

Tap a valid player tag on the reader. The station changes to that team's colour and shows its timer. Ownership is confirmed by the GM; the GM and TV show the same state.

2. Hold the point

Each team keeps its accumulated possession time. When the opposing team captures, the first team's time is retained and the new owner's time advances. The first team to reach the configured hold target wins. Recapturing does not reset either team's accumulated time.

3. Earn rewards

A capture must be held for 5 uninterrupted active seconds to earn the capture reward, normally 20. There is a 30-second reward cooldown per team/station and a maximum of 3 capture awards per team/station/game. A same-team rescan earns nothing. Every ownership change is logged, even when it earns no reward. The station win normally adds 200.

Example: a 60-second hold target

Blue holds for 25 seconds, then Red captures. Blue retains 25 seconds and needs another 35 seconds when it recaptures. Red accumulates its own possession time while controlling the point. These are separate team hold counters, not a reset-on-capture countdown.

Power Grid - Jellyball only

The GM sets a shared round duration and a points-per-second rate. Capture each point with a player tag. Every controlled point contributes continuously to its current team while the round runs. Ownership transfers do not remove already earned points. When the shared timer ends, the team with the higher grid total wins; equal totals produce a draw.

Pause, win and loss of connection

A GM pause stops objective timers and scoring. On a win, the station uses the winning team colour, maximum screen brightness and a victory sound. If it shows **CONNECTION LOST - SCANNING PAUSED**, new scans are not confirmed or queued as later captures. Restore the network and GM connection, check the confirmed state, then scan again.

A station app must remain open for its reader and display to operate. The GM native host can continue an active station game while its app is backgrounded, but force-stop, shutdown or hotspot loss can stop the connection.

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Play Bomb Defusal and recover

Each bomb has one countdown and separate three-card progress for Blue and Red.

	YELLOW - first card Blue 210 / Red 211
	GREEN - second card Blue 212 / Red 213
	WHITE - final card Blue 214 / Red 215

Step / wire	Blue card	Red card	Default points
1 - Yellow	210	211	20
2 - Green	212	213	20
3 - White	214	215	200 win bonus

Blue order: 210, 212, 214. Red order: 211, 213, 215. The GM decides how cards are earned during the game. Present earned cards in that order to the bomb reader. Each confirmed correct card cuts that team's corresponding wire. Wrong-order or repeated cards do not advance progress or earn extra points. The third card stops the bomb countdown, wins the objective and triggers the winning display/sound. It earns the win bonus, not an additional 20. If the timer runs out first, the bomb explodes and locks.

The first two step rewards are awarded once per team/bomb/game. Confirmed cuts persist on reconnect and appear on the TV. Resetting an objective clears its visible progress and creates a new win opportunity, but does not make the first two step rewards repeat within that game.

Label the cards before play

Mark each card with its team, number and wire colour. Keep Blue 210/212/214 together and Red 211/213/215 together. A card's stored number determines its team; the person carrying it does not change that coding.

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Troubleshoot and field-test

Check power, stored codes and the network before changing a working game configuration.

Pre-event station check

Charge the GM and field devices. Connect every device to the intended network. Test one tag or card on each station and confirm that the GM, station and TV agree. Check volume and visibility through the intended pouch. Test the complete arena, including the TV, before promising a device count; hotspot capacity varies. Check battery runtime and any device-specific OTG auto-off setting.

Problem	First checks
Reader has no power	Enable OTG if required; check the connector, data adapter and device USB-host support. Test the same reader on a known working device.
Reader beeps but no action	Allow USB access, close competing reader apps, verify the stored code and check that the game is running. In bombs, use cards 210-215 in the right order.
Wrong card / already accepted	Read the feedback. Use the next correct card for that team; do not reset the bomb just to clear an error.
Station disconnected	Restore the same Wi-Fi/hotspot. Open the GM game, check the station card and reassign if needed. Use the manual backup if discovery remains unavailable.

USB preference and phone NFC fallback

When the supported USB reader is connected, it is the automatic scoring reader. To test built-in NFC instead, disconnect that reader and enable the device's own NFC. Never assume a USB-C port alone guarantees OTG, reader power or video output.

Related guides: [Game Master App Guide](#) for scores, logging and resets; [TV Display Guide](#) for audience display setup.