

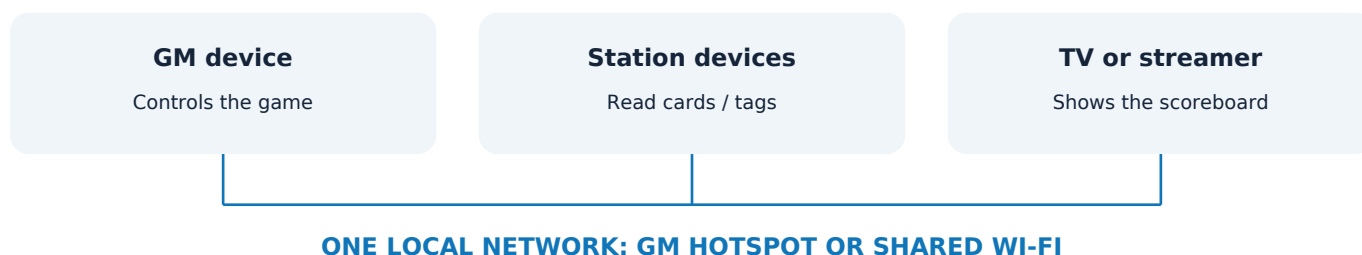
TV DISPLAY GUIDE

Connect your TV

The TV is a read-only audience display. Scoring and game control stay on the GM device.

What you need

An Android TV or Android TV streamer that can install the **TV receiver APK**, its remote, and the GM device running master app 1.10.0. A non-Android smart TV cannot install an Android APK; connect an Android streamer by HDMI or use the browser/laptop alternative on page 2.



1. Install the TV receiver

Download the separate TV receiver APK supplied by Falcon. Transfer it to the Android TV/streamer, for example on a USB drive or with a supported file-transfer method. Use the device's file manager to open and install it; approve installation from that source if asked. Installation menus depend on the TV/streamer.

2. Join the same network

Connect the TV or streamer to the GM hotspot or shared Wi-Fi. Open **Water Tag TV** and leave it open. The receiver must show that it is ready. The apps do not connect devices to Wi-Fi automatically.

3. Start the display on the GM

Open the session on the GM device. Tap the TV/monitor button labelled **TV Display**, then **Start Display**. Start Display is unavailable until a session is open.

4. Find and select the receiver

Tap **Find displays**, then choose your TV from the list. Approve the first connection on the TV with its remote. Remembered phones can connect without repeating that approval. Check that the scoreboard appears and the GM reports a connected viewer.

Before the audience arrives

Run one test score and confirm the TV changes. Set sound and volume, check the correct activity theme, and keep the receiver app in the foreground. Local display traffic does not require an internet connection.

TV DISPLAY GUIDE

Display options and alternatives

Use automatic receiver discovery first. Browser and HDMI routes are available when needed.

Choose what the audience sees

Control	Use
TV screen: Follow game	Shows the current lobby, live game and results automatically.
TV screen: Session results	Shows combined session results instead of following the active round.
Show player names	Turn off to display numbered codes instead of names.
SOUND ON / SOUND OFF	Toggle scoring sounds on the TV; also set the TV media volume.
FULL SCREEN	Enter full-screen display where the browser/receiver supports it.
Stop Display	Stops the local scoreboard output on the GM.

Browser or laptop fallback

1. Start the local display

In the GM TV Display panel, tap Start Display and expand **Browser display / laptop fallback**. Read the address and code shown there. Always use the current values, not a saved example address.

2. Open the scoreboard

On a device on the same network, open the displayed address in a compatible browser and enter its code. For a laptop, **Copy full display link** supplies the complete link. Connect the laptop to the TV by HDMI and select that HDMI input.

Direct HDMI or system wireless display

Connect a supported video cable or system wireless display, then open **HDMI or system wireless display** in the GM panel. Select a detected output with **Show scoreboard on....** A USB-C connector alone does not guarantee video output or charging while using an adapter. Test the intended phone/tablet, cable and TV before relying on this method.

TV DISPLAY GUIDE

Themes, stations and troubleshooting

The receiver loads its scoreboard artwork and data from the GM device over the local network.

What appears on the TV

Water tag sessions use the water theme. Jellyball sessions use the Jellyball background and logo. Live games show the timer and relevant scores or FFA players. Results show final scores and achievements. Added stations appear with ownership, remaining time and earned points. Bombs show a red digital countdown, frame and two sets of wires; each correct card cuts its corresponding wire.

Updating from an earlier app release

Update the master APK on the GM and all station devices. Receiver 1.0.1 is compatible with master 1.10.0. Reopen/reconnect the TV display after the update so it fetches the new TV graphics and wire panel.

Symptom	Recovery
TV is absent from Find displays	Keep Water Tag TV open; confirm both devices use the same network. Search again. Guest networks, client isolation or hotspot restrictions can block discovery. Try shared Wi-Fi or the browser fallback.
Ready, but no scoreboard	On the GM, open a session and Start Display, then select the receiver. Check the TV for the first-connection approval prompt.
Old water graphics in Jellyball	Confirm the session is Jellyball and GM master is 1.10.0. Reopen the receiver/display, reconnect from the GM and verify that the new artwork loads.
Reconnecting / code expired	Restore Wi-Fi, return to the GM and check Start Display. Find/select the receiver again, or use the newly displayed address and code for browser access.
Phone paused / scores held	The producer may be stale. Return to the GM app and verify the active session and connection. A stale screen is not confirmation of a new score.
No sound	Check SOUND ON, TV media volume and mute settings. Browser audio may require an initial button interaction.

For an active station game, the native host is designed to refresh station state and TV totals while the GM app is backgrounded. Keep the GM app open during normal operation. Force-stop, shutdown, loss of the network or destruction of the TV host can interrupt the display.

See also: [Game Master App Guide](#) and [Station Setup and Play Guide](#).