2019

ARES ALPHA Manual
English

ARES
ALPHA

Contents

Introduction

Ares Alpha is a tactical application for real-time tracking and coordination of your airsoft/painball team.

The application provides the coordinates of your team in real time, provides you with a hierarchized command line, so that the player can receive the last orders of the game leader (team leader/General), updates of the missions from the organiser, as well as the transmission of information to the leaders on the field. **Ares Alpha** is meant to complete the communication on the ground achieved using radios.

This application was born from the desire to bring airsoft games an enhanced degree of organization, an advanced level of coordination and more dynamism, giving organisers an overview of the game, Generals a more accurate control over the teams ' deployment on the playing field and to the players, the opportunity to better value, tactical skills and team play.

Overview:

Ares Alpha offers a full game package consisting of a site and a mobile application, both thought to make the airsoft game easier to organize and more interesting to play.

The website www.ares-alpha.com is the ideal tool to organize an airsoft game, offering the organizer various options starting from editing maps, creating and presenting the scenario, sharing the map with participants or interested parties, and ending with various data and statistics of personal interest: Distances travelled, Time spent in game, calories burned, etc.
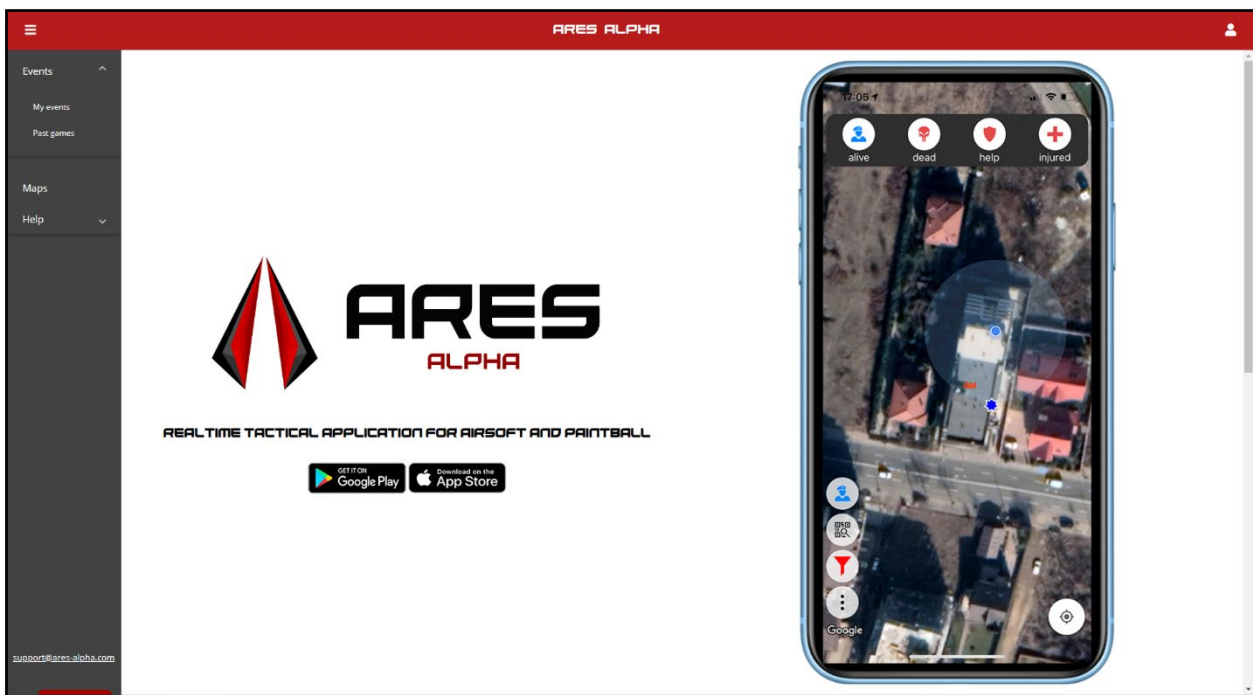
The Ares Alpha Mobile application is the active, dynamic part of the Ares Alpha platform. Mainly destined for the playing field, although it offers in need certain options offered by the website, the application is the tool perfectly calibrated tool for the complexity of a successful airsoft game. Starting from the organizational part, the ranking within the teams, the transmission from the team leaders to the field players of the most recent orders and objectives, to the update of the real-time situation of the frontline and communication of player status inside squads, the Ares Alpha APP offers a full range of options that can make airsoft play more dynamic and interesting, giving each player the opportunity to participate actively in the Team, for the success of the mission. It's focus being on the actual playing field, Ares Alpha will be in a continuous evolution, in accordance to the needs of the player and the playing field.
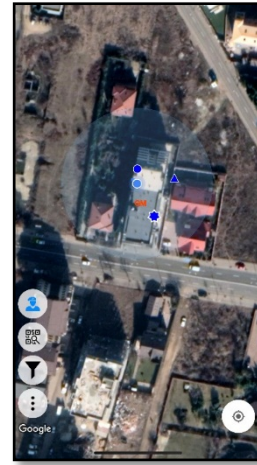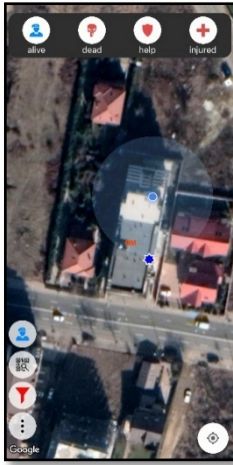
        Because the time spent at Airsoft we want to be largely allocated to the game and not your phone usage, ARES Alpha uses QR codes to quickly and efficiently transmit information from one phone to another. Thus, uploading a map, an event, before starting the game, joining a game, a team or squad, is done by simply scanning a QR code.

        The modern battlefield incorporates more and more technology so airsoft can't stay behind. After all, it's a military simulation. The Ares Alpha application comes to complete radio communication, provides the possibility to easily update real-time situation of the "frontline", as well as instant transmission of the new order or objectives in the game to all players.

Technical advice

        Ares Alpha is not an application that drains the battery intensely. Following the tests carried out, a phone with a good condition battery can run the application over 8-10hrs. The application also runs if the phone is in stand by. But the Android operating system is set to stop the background applications, consuming energy, when the phone is in stand by. This makes Ares Alpha not transmitting the coordinates, becoming useless to the game. We advise owners of Android phones to set their Ares Alpha app not to be shut down before the game even if the phone has the screen in stand by. For this there are various sites that you can find the steps to follow depending on the phone model (https://dontkillmyapp.com). Also, to avoid automatic shutdown of the application during the game, we recommend the use of an external battery. The device being connected to an external power supply, will not interfere with the application in hibernation.

In the case of IOS phones there is no problem of hibernation. The application will be automatically closed only as the battery level will drop below 20% and the phone will automatically enter power saving mode.

Mobile application

Create account
The Tactical Ares Alpha app can be downloaded for Android phones from Google Play and for iPhones from the App Store. Once installed you can set up a new account, directly from the application.
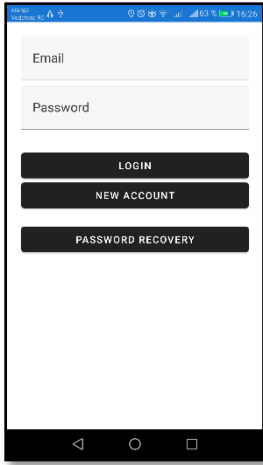
You also have the Password recovery option for situations where you will no longer remember the password used to create your account.

After you have entered all the necessary details for the account creation, please check the email used to register to confirm the registration. In case you don't find the validation in the inbox mailbox, check the junk/Spam folder.

Account Menu

In the Account section, you can find all the registration data, the option to change the password, and the period you allow the application to store your data during the games.
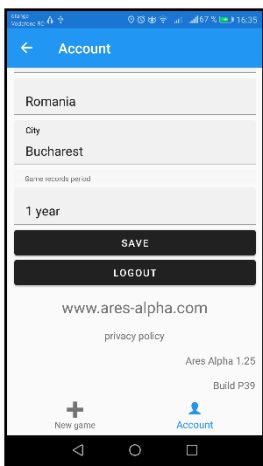
Attention: changes to the data storage will directly influence the statistics and history of your games that you have registered on the website www.ares-alpha.com, past game section.

New Game Menu

After creating and validation of the account, when opening the application, two options are offered: "Create a new Game" and "SCAN a Ares QR to join a game".
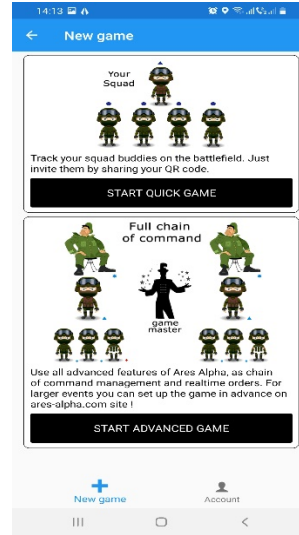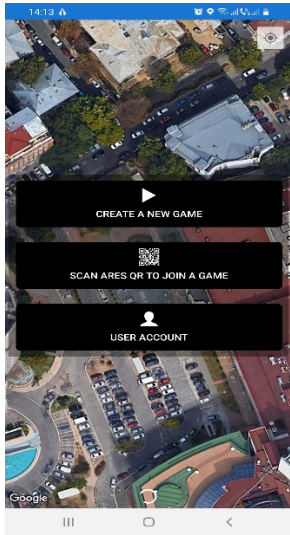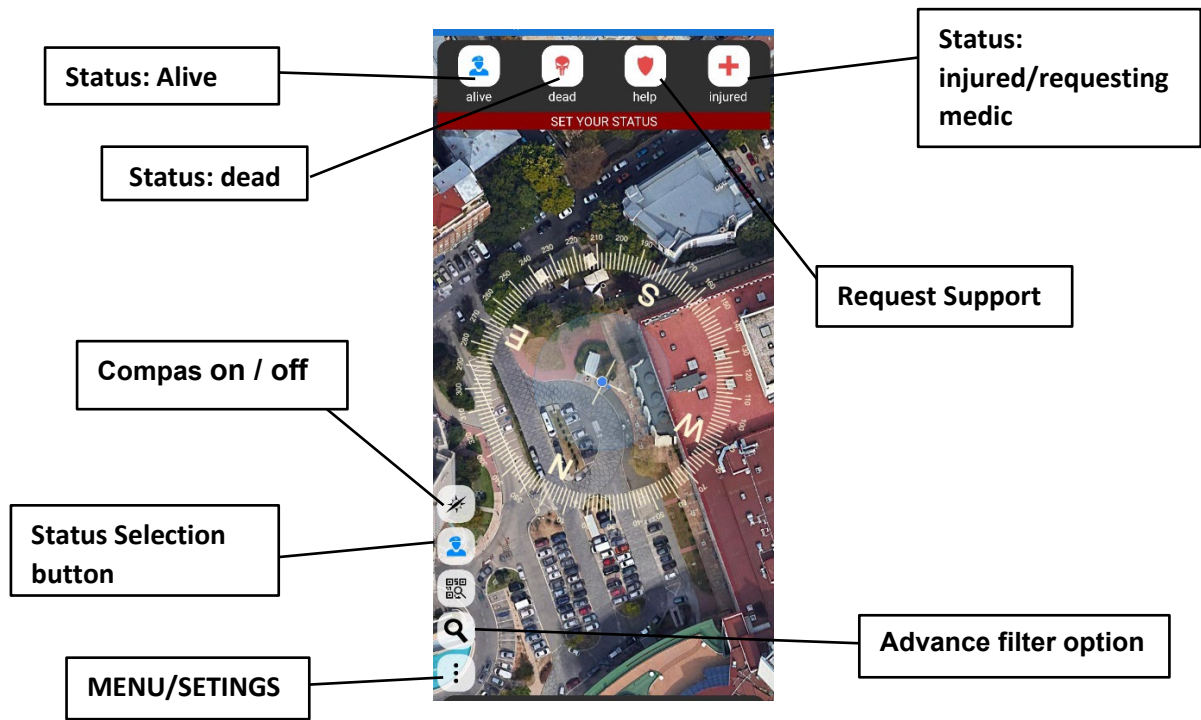
The two menus offer 3 possibilities: creating one squad, for small games, in which to quickly put the foundations of a team, with a minimum of commands accessible, creating one complex game, with complex hierarchy or adhering to a game/ Squad already created by scanning a QR code from another phone.

New Quick Game

The New quick Game option offers the player the possibility of quick creation of a simple squad, with unlimited number of members, but with limited number of options. New Quick Game is intended for lax gaming and offers a fast organization on the spot.
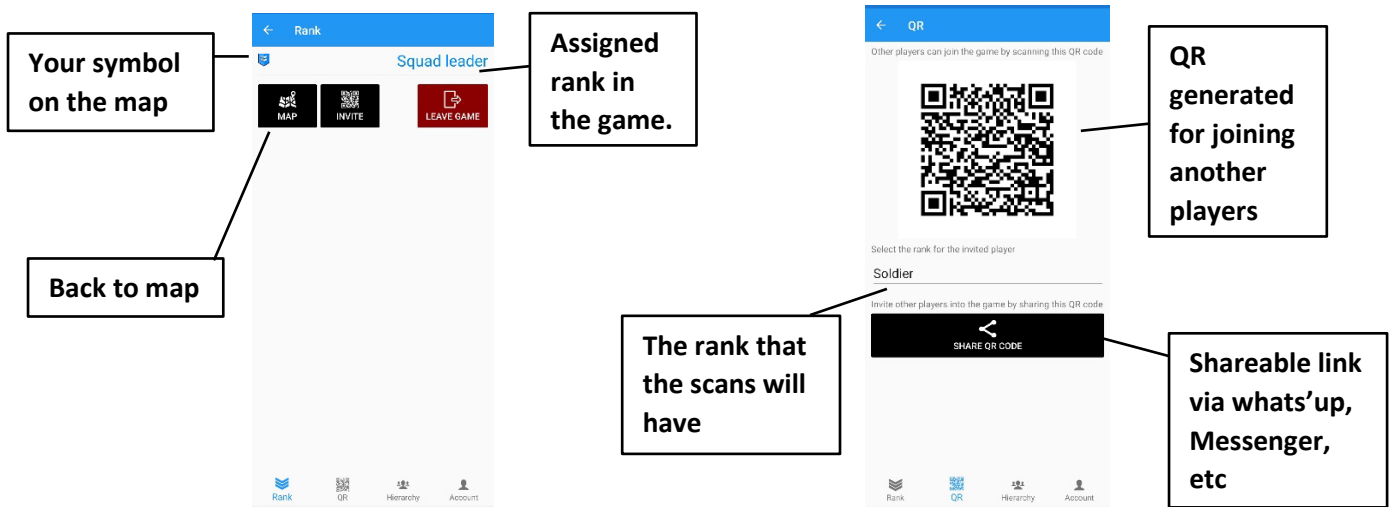
Once created the game quickly, you are awarded directly the rank of squad leader, having the possibility in the QR section to generate a QR code for the rest of the team colleagues who will become members of the squad. The player who wants to be part of the squad only needs to press on the main screen "SCAN an Ares QR to join a game", accessing the QR scanner and scanning the code generated by squad leader.

5

Status: Alive

Status: dead

Status: injured/requesting medic

Request Support

Compas on / off

Status Selection button

Advance filter option

MENU/SETINGS

After the squad creation in quick game mode, Ares Alpha offers a set of basic options, enough for a fast game: visibility on the map for all squad members, displaying members status: alive, dead, injured (if it's game with doctors or healing option), support.

On the map, team mates will be featured with light blue dots. The user will always be shown with a dark blue dot regardless of the rank they had. Squad leader will appear for the rest of the teammates as a blue triangle.

New Advance Game

The Advance Game module is the module that uses the entire potential of Ares Alpha App. This module allows the organization, directly on the field, of an airsoft or paintball game without the need to access the site beforehand. Except for the map editor, the application in Advance Game mode offers all the necessary options for configuring an airsoft game. Since airsoft or paintball games simulates a military structure, the application follows the same structure. We will meet the following roles with the related markings ingame:

1. Game Master
2. Referee
3. General
4. Company commander
5. Platoon commander
6. Squad Leader
7. Soldier

Game Master (GM)

Game Master is the person organizing the game. It has at hand a special interface, which allows it to organize teams, establish initial goals, define the period and duration of the game, add recently to eliminate goals during the game, depending on the game's dynamic. From the Control Panel GM establishes the number and the lanes of the teams, the Start times and the Stop game, activates or disables the doctor's option in the game, activates or disables the referee option in the game. GM being neutral in the game, has the opportunity to see all the participants,

regardless of the teams they belong to. In This way you can decide on the go, if the game requires adding or removing objectives.
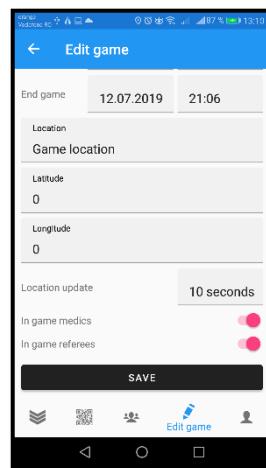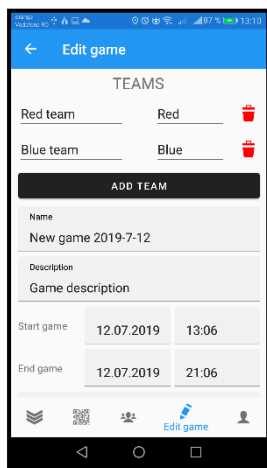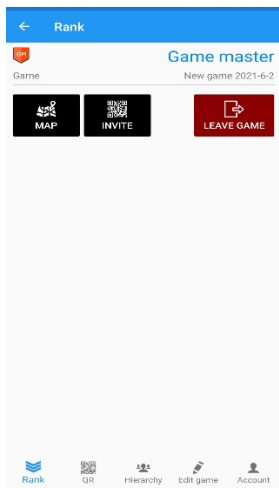
Default, when creating a new game, the app will set the current time as the game Start time and Stop game time will be game Start + 8h. GM can change these settings.

After configuring the game, GM has on the map the possibility to set goals and to put labels of points of interest or buildings.

Hold down the place you want on the map for minim 2sec. and a "?" will appear on the map. In the poped up window you will have the two options: "Label" or "Objective".
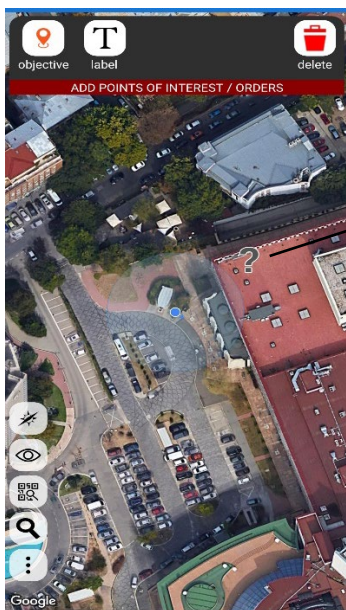
"?" Location of the desired objective or label
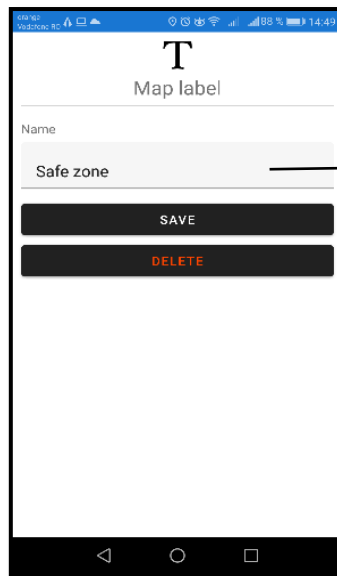
To enter a label, Fill here and save

The description will be accessible to all by clicking on the objective mark on map.

Both labels and objectives can be repositioned on the map by simply pressing and holding for 2sec, then pointing the finger on the screen, dragging the objective or label into the desired position.

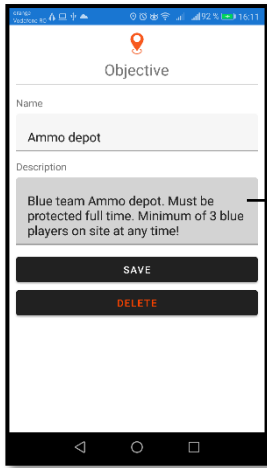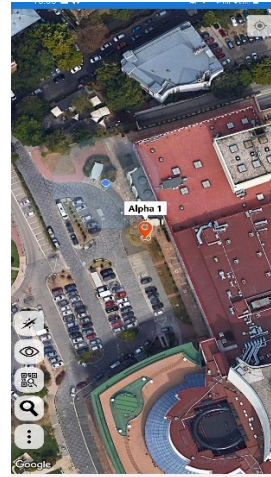In the situation where GM decides during the game to add, modify, relodge a label or objective, this operation will be transmitted to all participants. For changes to objectives, participants receive in-game notification.

After setting the details of the game, GM can generate a QR code for 3 categories of functions: Team General, Medic and Referee. Medics can also be appointed by team generals. Only GM can establish refferees ingame.
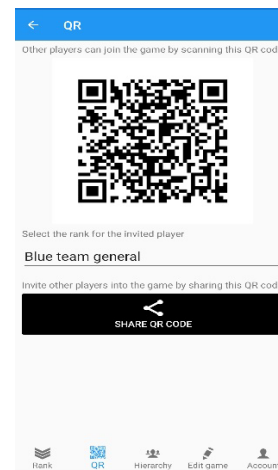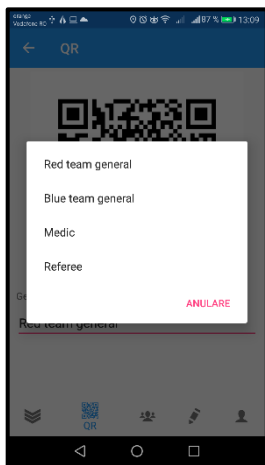
GM, after configuring the game, placement of goals and labeling of points of interest, will GENERATE QR codes for Team generals, medics and referees. The designated player, will scan the QR code and the application will automatically import all the settings created by GM in the previous steps. From this point on, G-team energies can move to organizing their own teams, appointing the inferior ranks (company commanders, platoon commanders, squad leaders) according to their preferences Tactical and game requirements.

General

The general is the leader of the team. The general is taking over from GM after scanning the QR code. Once with the scan, retrieve the map and all the settings set by GM. After scanning the code, the general has at hand all the necessary tools to organize his team. Can designate company commanders, command the platoon, squad leaders, soldiers and medics through the QR generator. A player joins the general's team once with the scan of the QR, occupying the local hierarchy designated.
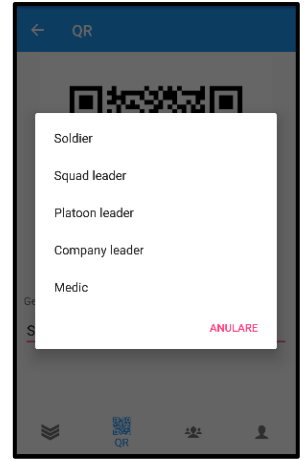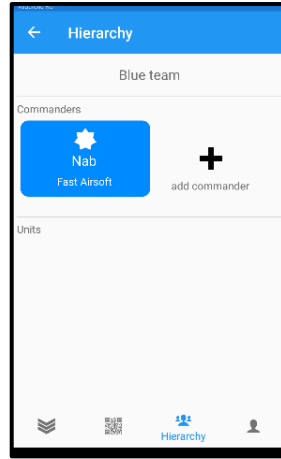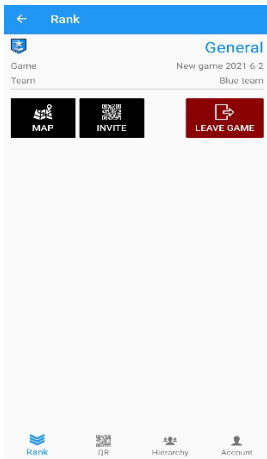
The general can generate codes for another general (for big games if the situation appeals), from the Hierarchy menu (Hierarchy), or from the QR menu can generate codes for company leaders, platoon commanders, squad leaders, soldiers and medics. In the Hierarchy menu (Hierarchy), the general can view the team structure.

Rounded corner rectangles indicate a team member, and by pressing the location button, they can see its position on the map.

Sharp corners rectangles indicate a unit. By clicking on this rectangle, the component of that unit will be detailed, and can also locate on the map a specific player from the respective drive (company/platoon/Squad)
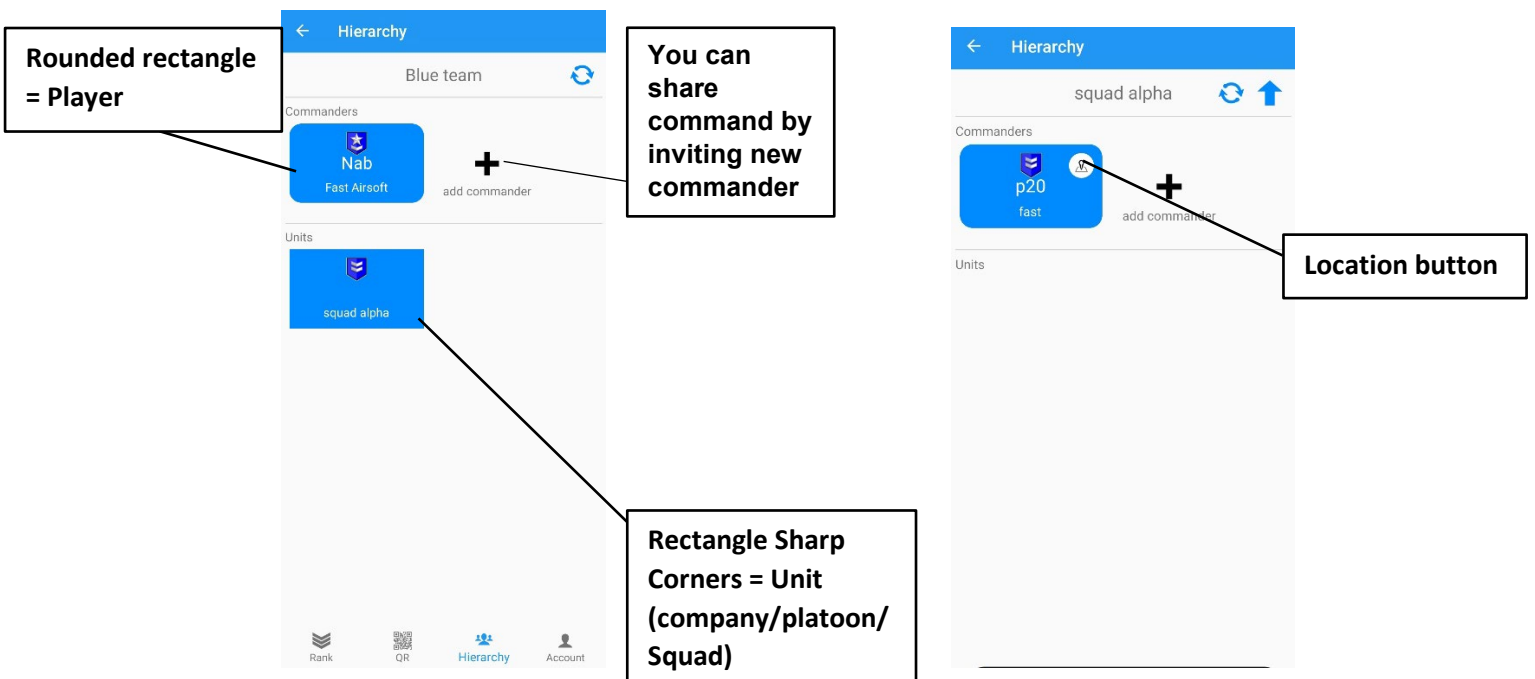
As the game has a similar military pyramid hierarchy and to facilitate the organization of the game, each rank is enough to generate only the immediate rank from underneath it, passing the responsibility of generating codes for The rest of the team. Thus, for example, the general can only generate the codes beneath it, returning the next rank in the hierarchy the responsibility of generating the others.

Ex. The general generates code of "platoon commander" following that he then nominates his Squad leaders who in turn will generate codes for players who are part of squads.

In this way, the time allotted to the teams, at games with large numbers of participants, is very low.

On the game screen, by pressing a point on the map for 2-3sec, the general menu offers several possibilities:

- May mark an objective as being occupied by his team or the opposing team
- May send the attack order for the team or an order to defend an objective or area on the map
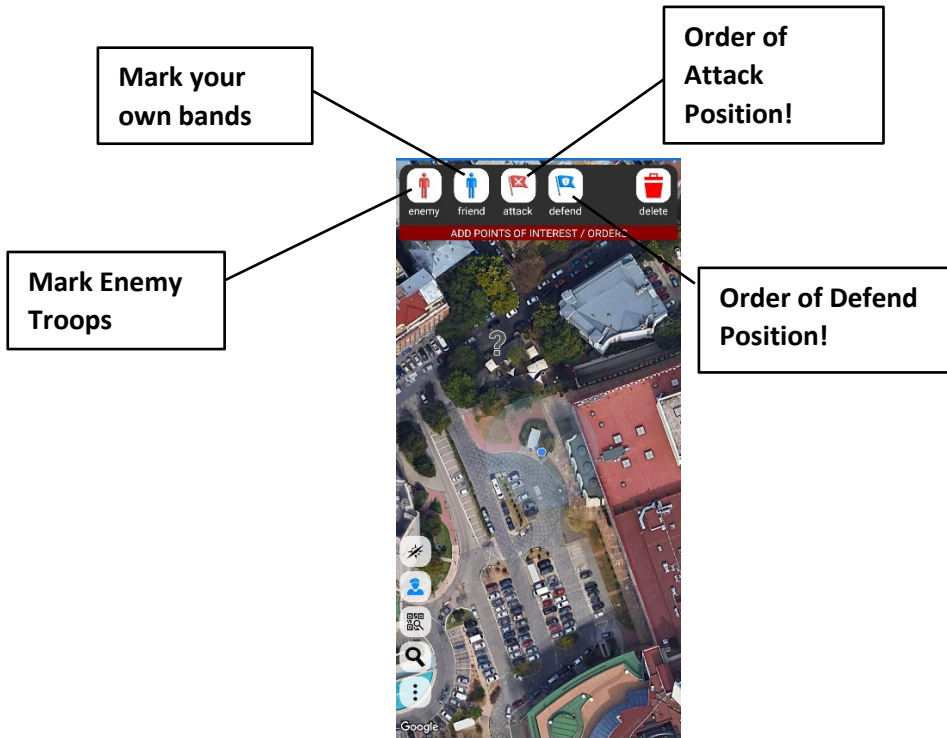
General orders are automatically transmitted to the entire team. In the status bar a notification will appear with the general's order and by pressing the notifications the map will be centered on the respective area.

Since the games with large numbers of participants, sometimes the map can become very loaded and hard to follow, the general has the option to filter the units he wants to see. Pressing the "Filter" button on the screen a selector appears, where he can chose depending on the needs, the type of units to be displayed.
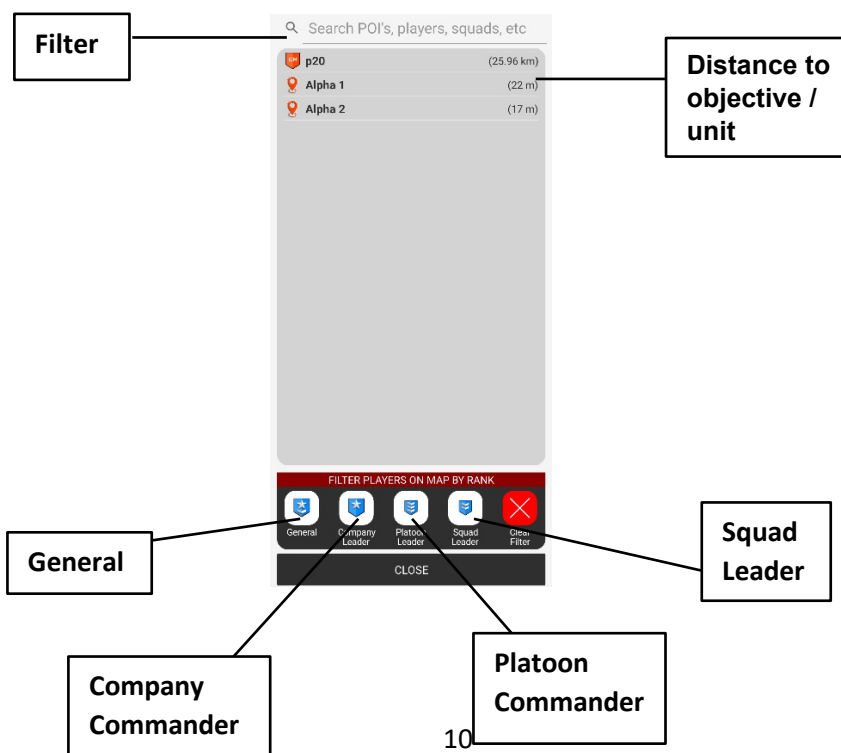
Company commander

The company commander has the same options as the general, except that he can't generate QR code for the rank of general. This rule applies to all command levels: can generate QR code for similar or lower degrees.

Platoon commander

The platoon Commander has the same options as the general, except that he can't generate QR code for the degree of CDC. This rule applies to all command levels: can generate QR code for similar or lower degrees.

Squad Leader

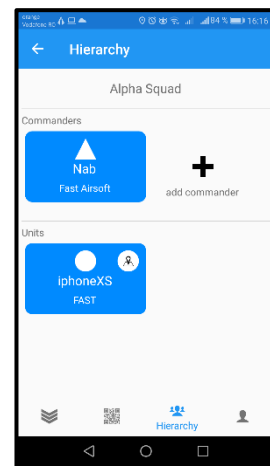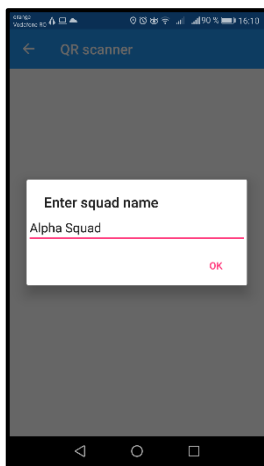SL is the last degree that can create QR codes. It will GENERATE QR codes for players who will be part of the squad as soldiers. SL also has the possibility to generate a QR code for another SL, following the sharing of the squad leadership.

To avoid spamming on the map, SL is the last rank of the hierarchy that can mark on the map of enemy zones or belonging to its own team. Of course, it can do this by direct observation or through information received directly or via radio from squad members.

After confirming that an area/objective is occupied by enemies or players of their own team, SL can put on the map a symbol that transmits this info to the general and higher command levels. To make the marking, press the screen 2-3sec, then an enemy/friendly selection window will appear and on the map a "?" sign. The sign will change to enemy or friendly after the selection is made. In case of wrong pressing, the sign can be easily erased by holding the finger on the screen above it, or resettled by dragging the finger onto the map.

Mark enemy troops

Attack / Defend position

Mark friendly troops

"?" AWAITING Selection

Enemy tropos confirmed

Friendly tropos confirmed

Area with friendly troops. Marking pending validation

Area with enemy players. Marking andwaiting for validation.
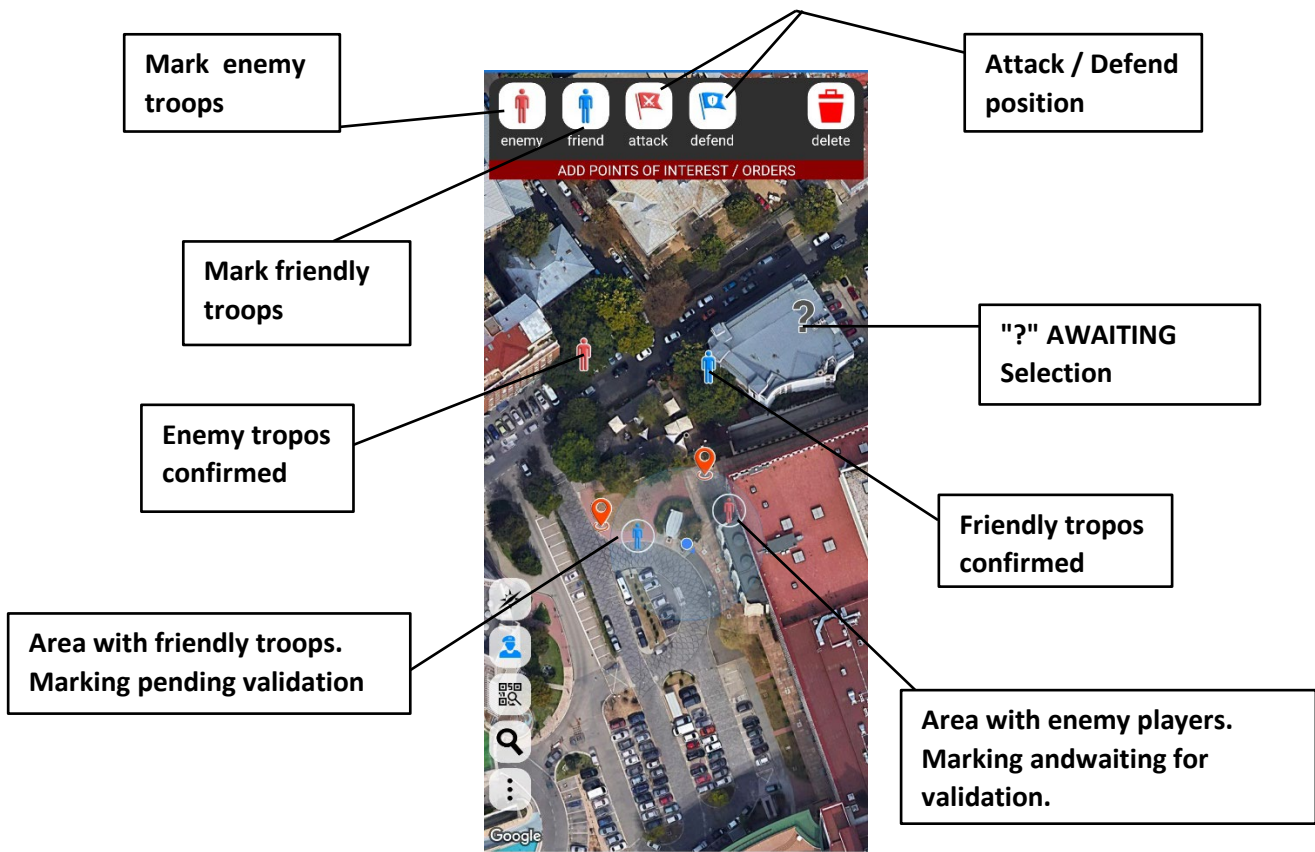
The marking made by SL appears in the same format and higher grades and is visible only to them until confirmation. Once a goal is scored by SL, the G/CDC/CDP can confirm the marking, making it visible to the whole team.

Confirm bookmark

Delete bookmark

Unconfirmed marking

Mark confirmed. The enemy area confirmed
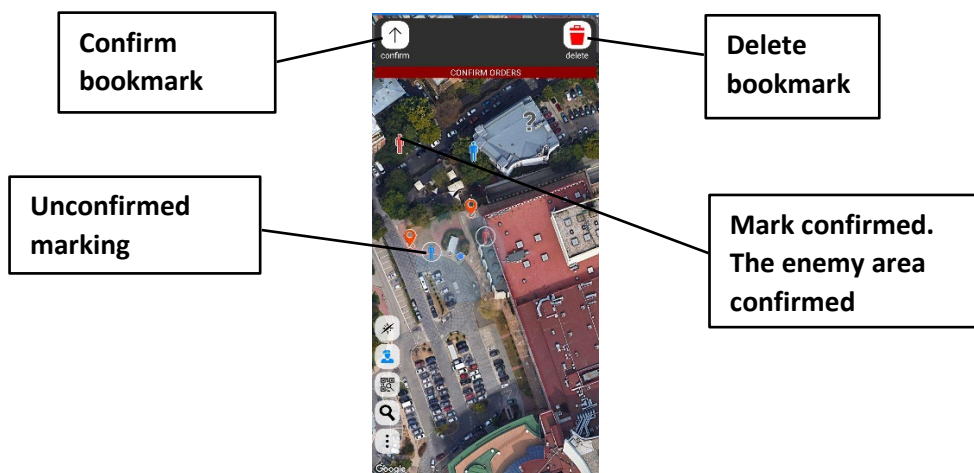
The confirmation is made by the higher ranks by clicking on the new marking, and then pressing the confirmation button. New markings are always put in a white circle. After confirmation, the circle disappears and the marking becomes visible to the entire team. Also, if the higher grade has a radio confirmation of the marking or has conflicting information, it may decide to unconfirm or even delete the marking.

Warning: An unconfirmed mark for 2 min disappears automatically!

Soldier

The soldier is the base unit. The application offers to the soldier the functions necessary to operate within the team and especially within the squad. Since airsoft is especially a team game, we encourage through the application that all players are part of a squad. Thus, in the game the soldier who is part of a quad has at his disposal several options: can ask for support, can request a medic, can change his status in dead or alive.

The application offers the opportunity to take part in the game without the player being part of a squad, by reading a QR code of "soldier" directly from a higher rank than SL. In these circumstances, the Application will provide the game map, notification of objectives, modification of the living/dead and the possibility of requesting a, without access to the support request.

Medic

The medic's option in the game should be set by GM at the time of game creation. If the game has been set with a medic, the general, CDC and CDP can generate medic codes for the designated players. The medic besides the standard options of a normal player, has the option to receive notifications for the medic's requests of the team and also by pressing the button on the screen can identify and locate all the players requesting a medic
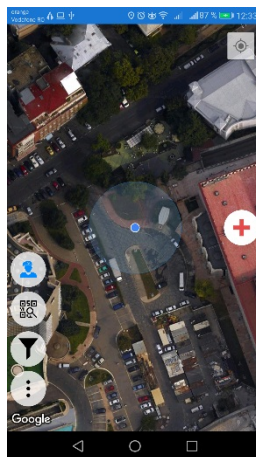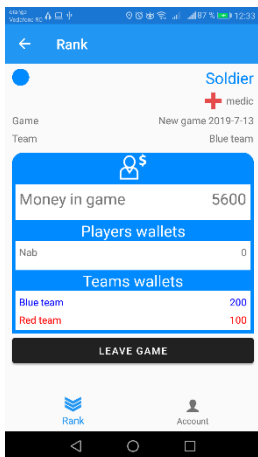
Button indicating that a colleague is asking for medic

By pressing the button, the map will center on the one that requested the medic. When repeatedly pressed, proceed to the next requesting support, helping to identify and locate all medical requests

Referee

The function of referee can be attributed only by GM. The referee will figure on the map with the "REF" indication, it will be visible to all teams and will also be able to see all teams, without however being able to interact with the map, objectives or players.
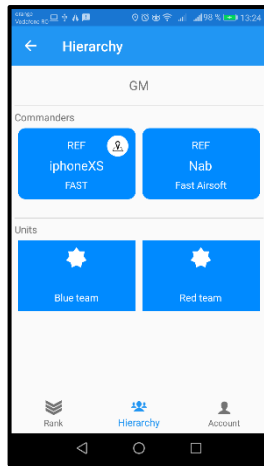
The referee has the possibility to visualize the hierarchies of their teams, and could also locate a certain player through the location function of "Hierarchy".

Credits in Game

Ares Alpha has an integrated and a monetary system. During the game, each player can see the credits put in the game, the amount earned by his team, the opposing team as well as the amount earned by him.
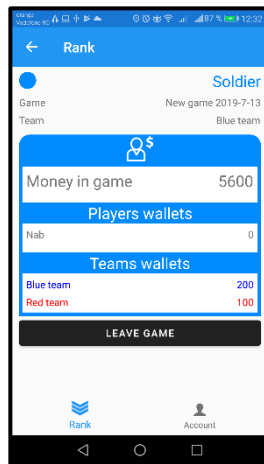

"The wallet" is accessed by pressing the menu button on the Home screen. Ares Alpha credits are generated on the website ares-alpha.com, in the form of banknotes, of a value defined by the organizer, which have a printed QR code. Once the code has been scanned by a player, the value of the banknote is added to the personal wallet and the team. GM can set at the beginning of the game if the QR codes on the banknotes are unique or can be reused. If they are of type "unique", can only be scanned once by the player. In case they can be reused, credits

Attention & Recommendations

- We recommend using an external battery. Depending on the model of the phone (especially Android), the ARES application may be closed automatically after a longer period of stand-by. Using an external battery eliminates this situation, and provides virtually unlimited time of use of ARES during the game.
- Android phones are usually set to suppress applications running in the background. We recommend changing the phone settings to avoid automatic closing of the application during the game (https://dontkillmyapp.com/)
- To avoid accidents during the game, we recommend buying a protective cover for your phone.

- We recommend the use a Bluetooth bracelet to receive and observe any notifications in the application. The application has been successfully tested with the Xiaomi Me 3 bracelet, but any bracelet that accepts notifications from the applications should work.

Attention: Ares Alpha is an application destined for airsoft/paintball games. Do not use the application in real situations. The application is not intended for tourist orientation.

Website

www.ares-alpha.com is the site that is integral part of Ares Alpha Application. On the site there are tools for creating a complex game of airsoft/paintball. The site will provide you with a map editor, on which you can set objectives, labels, plot boundaries of land, roads or hatched zones. Also on the website you can find various data and statistics from the games they participated in.

The login on the Ares Alpha site is made with the same login data from the Aress Alpha App.

Introduction
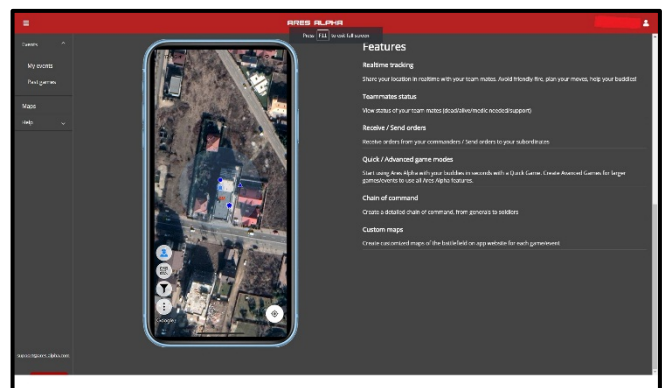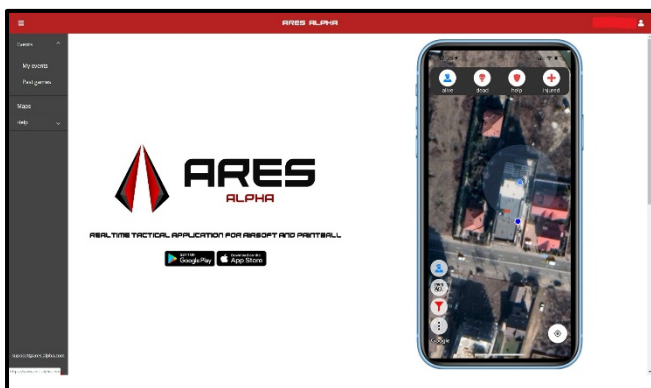
The first page of the site, the Intro page will go through a brief overview of the basic functions of the application. With the scroll down you reach a brief presentation where you click on the highlighted title, the description is supported by screen shots from the application.

Event Page/games

The events page is divided into two categories: "My events" and "Past events", where you can find the events of the user and the events attended by the user.

My Events

"My Events" is the event editor. Here the user can create a complete event. In the first instance, all events edited by the user will be displayed. He can keep editing or he can remove them. The "New event" option opens the template for creating a new event.

To create an event, the page offers many settings. Please read carefully and check the fields That need to be filled.

Blue buttons with "+" allow to add teams to the game and adding Ares credits.

On the credit editing page, you can set the values, the number of banknotes on the page and **the most important one can be set if the banknotes are reusable or only once usable.**
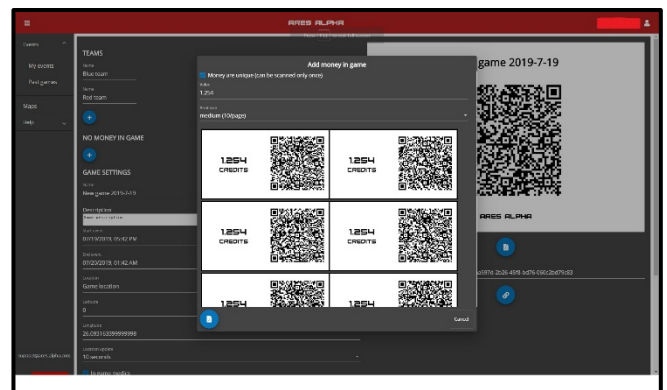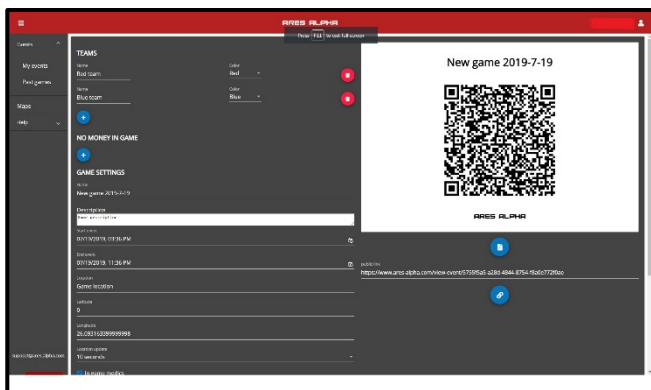
ATTENTION: unchecking the uniqueness options of credit banknotes allows multiple scanning of the barcode on the banknotes. Only allow this if you have control over the number of scans!

Short description of the

"Doctor" and "referee" options in the game. Uncheck or tick if applicable.

Loading event Map

Export QR

Link with the game presentation. Can be scanned For information purposes

The QR code to the right of the event page can be exported as a PDF and printed or posted on various media platforms. Scanning the code with the application, the GM loading in the application all settings of the event, and can give start game. If the code is scanned by another Ares Alpha user, it will have access to the game map and its details, so it can know how the game is organized and what the goals are.

The Link allows any participants to view the paper and the details of the game on the PC or Laptop before the event is conducted.

In the footer of the page you can find the option "Add Document" that allows you to complete the presentation of the game with full screenplay, regulation or other details necessary for good conduct.

Loading the paper into the event page can be achieved only after it has been made, using the special section and tools.

Past Games
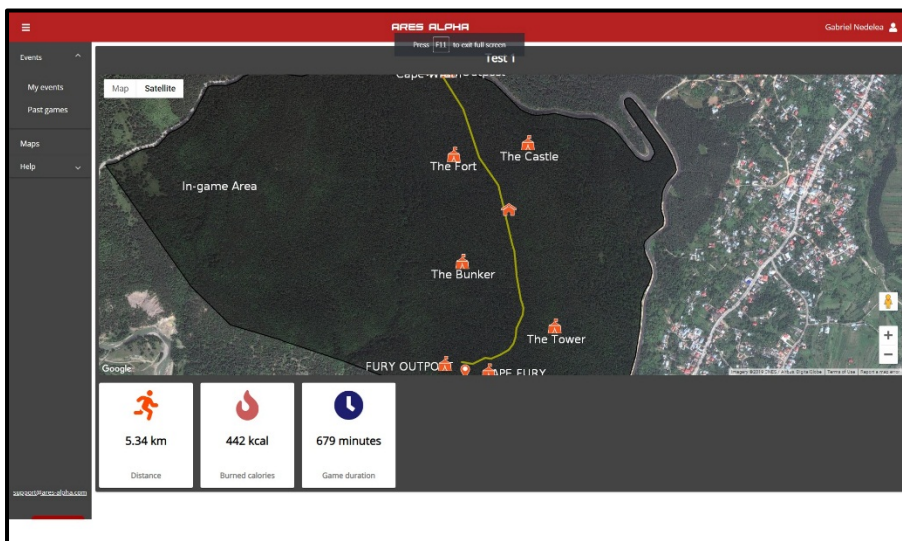
In the "Past Games" section you'll find some information about the games you participated in: traveled distances, game time, calories burned. Also in this section you will find a movie of the game, a record with each participant player, in which will see the evolutions of both teams during the game, from the objectives and teams on the map.

3.1 Maps

In the "Maps" section of the Ares Alpha site, you can find the option "new map" which allows the user to create a suitable map for the desired event, as well as previously created maps. These maps can be used in an eventby uploading them to the event creation page, in the "Maps" option

The Ares Alpha Map Editor makes available several tools that can help the user draw an appropriate map for the event.

Set map view mode.

Map Editing tools: Lines, Geometric Shapes, Lenses

Map Overlay Option

Different types of objectives. Description of objectives.

*** The Ares Alpha map editor allows you to overlay a military or previously edited map over the Google map! For more details, watch our video on map overlap!

After editing the map, drawing, entering objectives, descriptions and labels, the map can be saved and then in the "Event" menu, "map" section, the map can be uploaded and associated to your event.

Contact

For more details, additional information, error reporting, do not hesitate to Contact us!

support@ares-alpha.com

https://www.facebook.com/aresalphaairsoft/