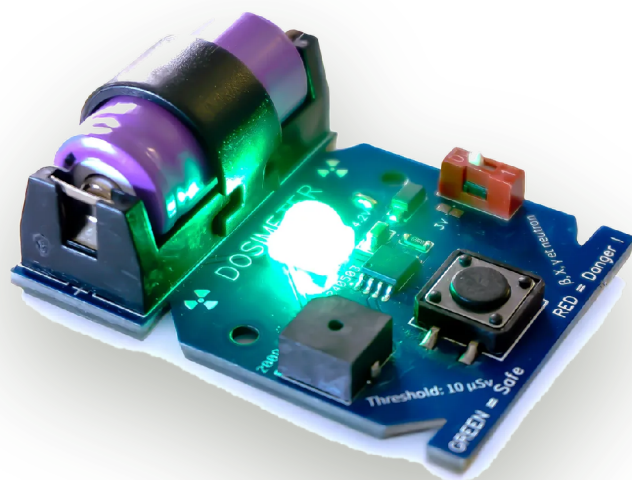


User manual

Dosimeter

A countdown nobody can predict: every dosimeter draws its own survival time.

09/2026



At a glance

Power	1 × 16340 rechargeable battery, not included
Survival time	Drawn at random between half the set maximum and that maximum
Setting	Maximum time, in 1 min steps
Signals	Geiger-counter crackles and status LED
Dimensions	20 × 45 × 60 mm, 0.2 kg
Memory	Settings kept when powered off

Quick start

- 1 Insert the battery: the dosimeter starts with the last settings.
- 2 To change them: remove the battery, hold the button and put the battery back.
- 3 Release, then press once per minute of maximum time.
- 4 Wait 5 s: the setting is saved and the game starts.
- 5 During play, press the button to check your condition.

1 Overview

The dosimeter simulates a player's exposure to an irradiated area. It works like a countdown, with one difference: the time is random. The organiser sets a maximum survival time and, at every start-up, the dosimeter draws a time between half that maximum and the maximum itself.

Example

Set to 2 min, each dosimeter will draw a time between 1 and 2 min. Five dosimeters set identically and switched on together will give five different delays: some players will die before the others.

Button	Sets the maximum time and checks the player's condition.
LED	Setting feedback and player condition.
Buzzer	Geiger-counter crackles, faster and faster.

2 Getting started

The dosimeter starts as soon as the 16340 battery is inserted. It automatically reuses the last settings, so there is no need to set it before every game. A new survival time is drawn at every start-up.

3 Setting the maximum survival time

- 1 Enter the menu**
Remove the battery, hold the button down and put the battery back. The LED flashes quickly: release the button.
- 2 Set the time**
The time starts again at its minimum value, 1 minute. Each press adds 1 minute.
- 3 Confirm**
After 5 s without a press, the setting is saved and the game starts.

With each press, the LED shows the total time:

Flash	Value
1 green flash	5 min
1 red flash	1 min

Example

For a maximum of 10 min, add 9 min to the starting minute: 9 presses. The dosimeter answers with 2 green flashes, 2×5 min. Each player will then live between 5 and 10 min.

4 During play

The crackles

Throughout the game, the dosimeter emits Geiger-counter crackles. Rare and quiet at first, they intensify as the end approaches, without the player knowing exactly where he stands.

The three conditions

The player can press the button at any time to check the dosimeter:

LED	Condition	Crackles
Green	All good	Slow
Purple	Middling	Faster
Red	Critical	Rapid

Lethal dose

At zero, the dosimeter stays lit in red and the buzzer sounds continuously: the wearer is dead.

5 Organiser uses

Irradiated area

Declare an area of the field as radioactive: only dosimeter wearers may enter it, switching their dosimeter on at the entrance and off on the way out. Time spent inside becomes random, yet always capped: nobody can stay there indefinitely.

Individual or squad

The dosimeter can be worn by a lone player, or by the leader of a squad moving as one. The wearer then warns his team-mates as soon as the condition turns critical, to trigger a coordinated evacuation.

6 Safety

- ◆ Read this manual before first use and keep it. Any improper use releases the manufacturer from liability.
- ◆ This device must not be used by children.
- ◆ Do not use the device if it is damaged or working incorrectly: have it repaired by our services.
- ◆ The device is not waterproof: do not use it in damp conditions.
- ◆ Charge the battery before every use. A flat battery is the user's sole responsibility.
- ◆ Use only the accessories and parts supplied by My Airsoft Game. Any work other than cleaning must be carried out by our services.

7 Care

- ◆ Never immerse the device in water.
- ◆ Before cleaning with a damp sponge, remove the battery and dry everything thoroughly before using it again.
- ◆ Do not use an abrasive pad: it will scratch the product.

@ Contact & support

A question, a product idea? Write to us, or use your customer account for easier follow-up.

Email contact@myairsoftgame.com

Web www.myairsoftgame.com

Phone +33 7 81 21 78 45



My Airsoft Game – SIRET 823 618 798
00016
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France
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