

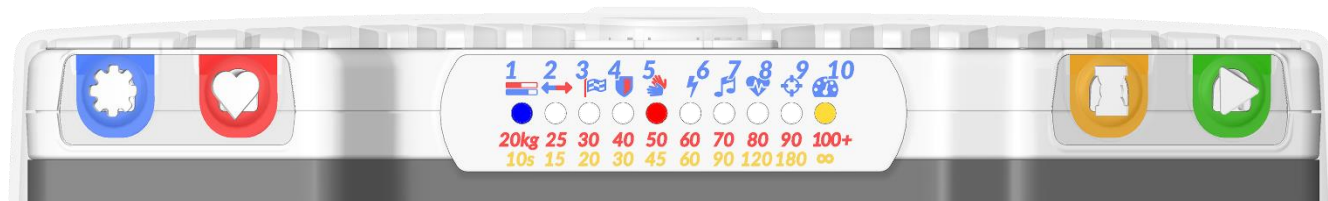
20/20 ARMOR GETTING STARTED

Press and hold the blue Game Mode ⚙️ button for 3 seconds to Power On/Off.

Once turned On, select your desired game settings by pressing the blue Game Mode ⚙️ button to select your game type, red Health ❤️ button to select your weight, and yellow Timer ⌚ button to set the length of your game (in seconds).

❤️ *The red Health setting uses your weight (in Kg) to recommend a Difficulty level for you. Novices may want to start off low (20Kg), while experts can go higher for a challenge!*

Each press will move an LED of the corresponding color across the menu, indicating the selected settings. See “Settings Notes” on the other side of this page for key features of each setting.



If you selected any of the Two Player Game Modes #1-5 🎮 ↔️ 🏠 🛡️ 🤖, press the green Play ▶️ button to enter the unit into Sync Mode. See “Bump and Sync” on the other side of this page.

If you selected any of the One Player Game Modes #6-10 ⚡ 🎵 ❤️ ➕ 🎯, press the green Play ▶️ button to begin a 3 second count down before the game starts.

To see these games in action visit www.2020ARMOR.com/drills

While in a game, double-click the green Play ▶️ button to Pause/Resume. Hold the green Play ▶️ button for 3 seconds to end the game and return to the menu.

To check your battery charge, press and hold the red Health ❤️ button. The settings menu will turn green, indicating the battery’s remaining charge.

SEE OTHER SIDE FOR “BUMP AND SYNC”

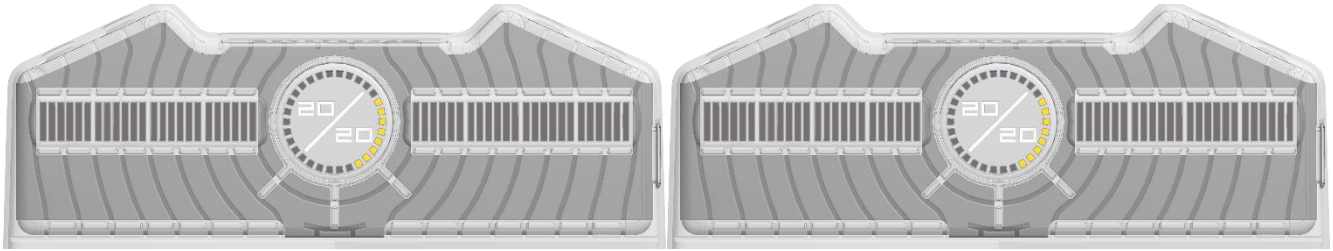
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20/20 ARMOR BUMP AND SYNC



When both players are in Sync Mode, the center display will feature a spinning ring, indicating that the unit is waiting for you to pair it with a partner. Step together with your partner and bump chests or simultaneously double-tap the center light rings of both units.

A successful Sync will give a 3 second count down, then begin the Game Mode you and your partner have selected. Have fun!

Settings Notes:

⚙️ If the Game Mode setting does not match between both players, both units will flash blue, indicating that your selected Game Modes have resulted in an unsuccessful sync. Make sure both players Game Mode settings match, and re-attempt.

♥️ The Difficulty setting applies to its own player only. This is for the purpose of making intentional mismatches possible.

i.e. If Player 1 sets 20Kg and Player 2 sets 80Kg, Player 2 will have the advantage.

⌚ If the Timer setting does not match between both players, the units will apply the lesser of the settings to the match.

i.e. If Player 1 selects 30s and Player 2 selects 60s, the match will last 30 seconds.

SEE OTHER SIDE FOR “GETTING STARTED”

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