

### Remote Duel Set up Guide

There are many options for putting together a Remote Duel set up; we've listed a handful below using the devices you already have or are relatively inexpensive. This guide will also give some suggestions on how to set up one's field and video frame for Remote Dueling.

### Webcam

The simplest option is to use a USB webcam designed for computers or the webcam built into the computer. Most programs will recognize the application as a webcam and can be used to record the field.

### Gooseneck Smartphone Holder Method

A "Gooseneck Smartphone Holder" is an extendible arm that attaches to a table via a mount and depending on the model of the device, holds a smartphone at the end of the arm.





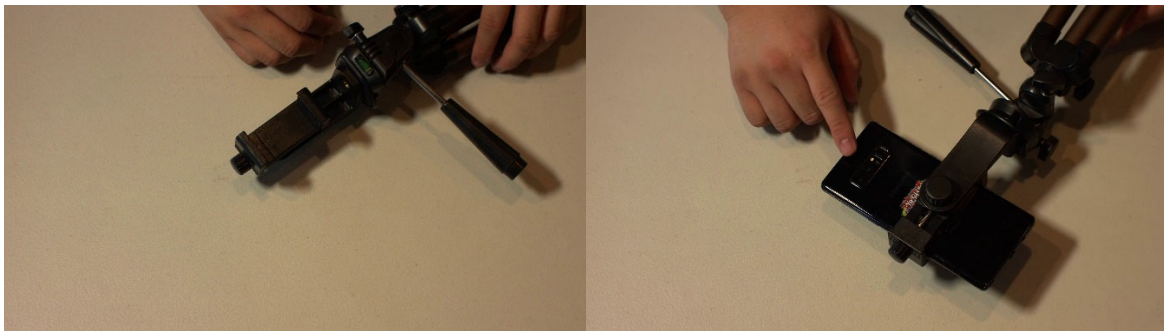
*Example of a typical set up. Be sure to follow the manufacturer's instructions correctly*



*If the arm is obstructing too much of the monitor, we recommend moving the monitor to a safe position*

### Tripod and Smartphone Mount Method

Tripods can be used to place the smartphone above the field. Larger tripods can be placed on the floor, and smaller tripods can be placed on the table. It is recommended to get a tripod that can swivel and tilt to quickly adjust the image on the screen. Most tripods do not include a smartphone-mount, so it may be necessary to obtain a tripod-compatible smartphone-mount. Please check the tripod's product information to see if the tripod can hold a smartphone by itself.



*Example of the mount attached to the tripod, and smartphone attached to the mount. Always follow the manufacturer's instructions.*

After setting up the tripod, place it in a location so that it will not obscure the view of the monitor or the Dueling area. Potential locations to place the tripod include next to the monitor if there is enough space or behind the monitor with the Smartphone pointed down.



### Connecting the Smartphone to the Computer

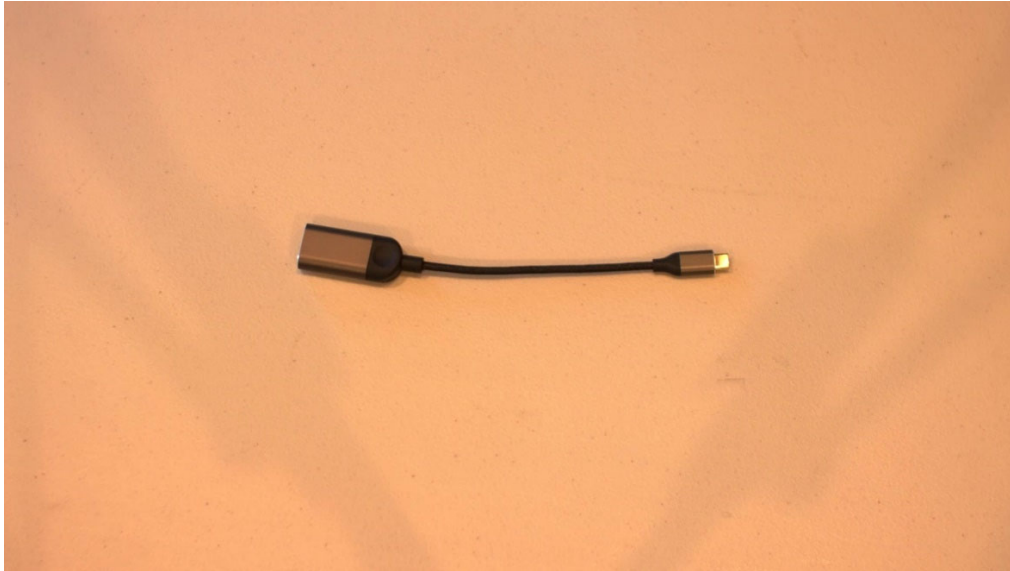
After mounting the smartphone mounted over the field, there are multiple ways to connect the Smartphone to the computer.

There are various applications for both iOS and Android available on their respective “app stores.” Apps range in price, functionality, and compatibility so please review the device specifications and choose whichever program is best compatible with the device being used.

In general, most computers will recognize a phone using one of the camera apps as a webcam device and it can be configured as one in the settings of most video call programs. If there are any issues, please refer to the user guides of the webcam applications on the phone and the video call programs used to set up the camera on the computer.

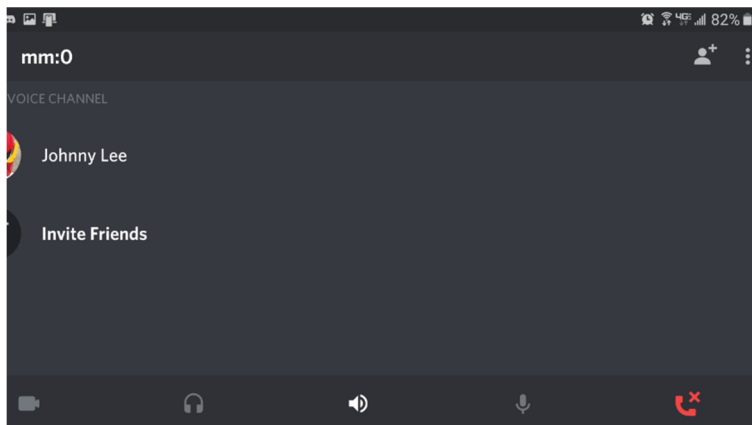
### Playing Without a Computer

As an alternative to using a computer, many mobile devices have the ability to “mirror” their screen through an app, a function on a different device (such as Wi-Fi enabled device on a Television), or an HDMI converter that attaches to the Smartphone (pictured below).



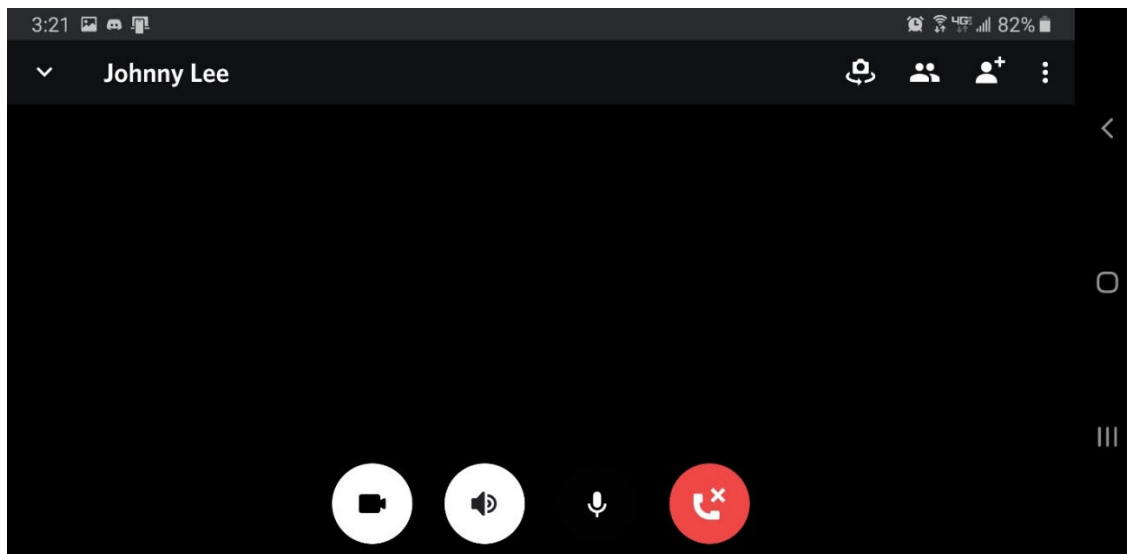
Please be aware that not all devices can display out via HDMI so please review the product specification of the device being used before purchasing any adapters.

After mounting the device and enabling screen mirroring onto a monitor/television, open the video call application on the device and start a video call with the other Duelist. Once connected, make sure your field is being captured through your device camera, usually visible in a preview window in the video call, and the other Duelist’s field is visible on screen as well. Please refer to the user guides for the video call applications for instructions on how to setup and operate the application.



After entering the channel, touch the Camera icon on the bottom of the screen which should turn on camera for the Smartphone.





If there is a front-facing camera on the Smartphone, there will be an option to use the rear-facing camera instead. Once both players are connected, there will be 2 windows on the Smartphone. Use the preview window to ensure the player's fields are adequately framed on screen and adjust as needed.

