

Scenarios

- [Shooting Range](#)
- [Appearing Targets](#)
- [Floating Targets](#)
- [Rail Targets](#)
- [Cover Targets](#)
- [Selection Targets](#)
- [Speed Shooter](#)
- [Casino Drill](#)
- [CQB Arena 1 & 2](#)
- [Quick Draw](#)
- [Multiplayer](#)

Shooting Range



Features traditional shooting range with selection of stationary and movable targets at variable distances.

Ideal for mastering the fundamentals - basic shooting techniques including stance, grip, sight alignment, trigger discipline, precision, and breathing.

Drill Description:

The shooting range drill features targets placed at four selectable fixed distances. Targets are stationary but, depending on the chosen settings, can also move sideways, rotate, or be partially covered, offering varied challenges to improve tracking, timing, and precision.

Shot data is recorded in real time, with basic metrics displayed on-screen. Comprehensive analysis—including accuracy, grouping, and shot placement—is available after the drill for performance review.

Configuration:



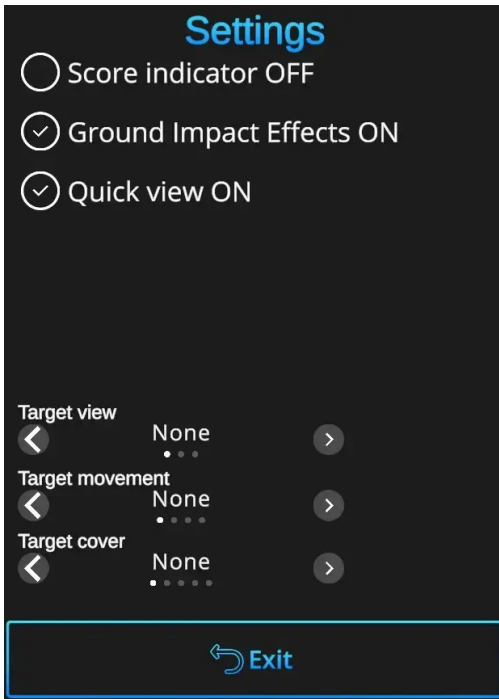
Distance: Defines how far the targets will appear in the scene. The setting uses a scale from 0 to 4, with 0 being the closest and 4 the furthest. Distance can also be adjusted dynamically using the mouse scroll wheel.

Shots: Specifies the number of shots allowed before the drill automatically stops. A value of -1 enables indefinite shooting. Note: some target types allow unlimited shots regardless of the selected value.

Custom target: Enables to load custom target from file.

Analysis: See [Analysis](#) chapter for detail.

Settings icon:



Score indicator ON/OFF: If checked ON, small texts will fly out of targets whenever area with points is hit.

Ground Impact Effects ON/OFF: If checked ON, ground particle fly-out effect will appear at the point of impact.

Quick view ON/OFF: Enables or disables shot count view on top right hand corner.

Target view: A magnified display of the target area, useful when targets are positioned at greater distances and hits may be difficult to see. The view appears on the left side of the shooting range and shows the target up close.

Three modes are available:

None - The magnified view is never shown.

Always - The view is always active.

Auto - The view activates automatically when the target is at the first distance marker or farther.

Target movement: Some targets can move horizontally. There are three speed modes available.

Target cover: Some targets can be partially hidden when using cover. Available cover modes are quarter, half, bottom of the target, and a window around the target.

Default: In one click resets the scene to default Shooting Range setting - 10 shots + Silhouette target on a distance marker 2.

Home: Directs back to the Home page with drill selection.

Start: Starts the drill. Note that the drill can also be started with a random shot at the scene. If it doesn't start at a random shot, go to Home page, open the Settings dialog, and check General setting 'Shoot to start' ON.

Appearing Targets



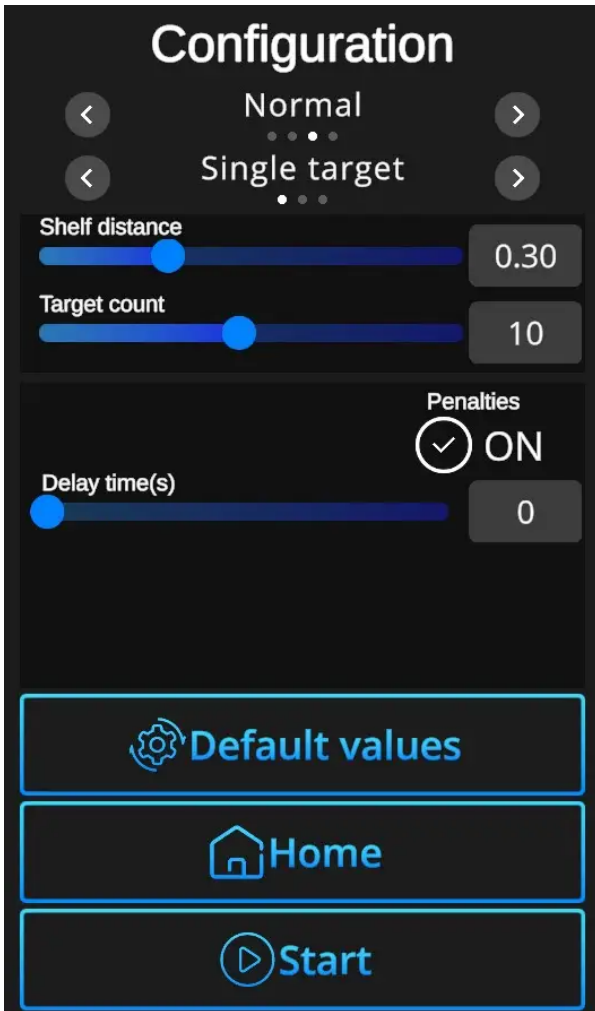
A simple yet effective marksmanship drill featuring a set of stationary bullseye targets positioned on a shelf.

Targets appear based on the chosen configuration, making it ideal for honing trigger control, aim, reaction time, and shooting speed.

Drill description:

The drill features a set of targets arranged in three rows on a shelf. Depending on the selected configuration, the targets appear as Single, Multi, or with randomly appearing No-Shoot targets. Configuration options also offer various spawning speed options and time penalties.

Configuration:



Difficulties to be selected from:

Custom, Easy, Normal, Expert - refer to [Difficulties](#)

Target options:

Single Target: Only one target at a time appears.

Multi Target: Multiple targets appear and can be shot in any order.

No-Shoot Target: Orange No-Shoot Target may randomly appear during the drill.

Shelf distance: Can be adjusted in the Custom difficulty level, other levels are preset. Values 0-1, where 0 is the closest, 1 the furthest.

Target count: Number of targets to be shot in the drill. Can be adjusted in the Custom difficulty level, other levels are preset. (Easy 5 shots, Normal 10 shots, Expert 15 shots).

Default: In one click resets the scene to default Appearing Targets setting - Normal difficulty + single target.

Home: Directs back to the Home page with drill selection.

Start: Starts the drill. Note that the drill can also be started with a random shot at the scene. If it doesn't start at a random shot, go to Home page, open the Settings dialog, and check General setting 'Shoot to start' ON.

Floating Targets



This drill tests your reflexes and accuracy under pressure. It pushes you to hit every target quickly and cleanly—misses aren't an option.

It builds precision, speed, and decision-making—key skills for both competitive and tactical shooters.

Drill Description:

Targets appear at a fixed distance, either hanging or floating within the scene. The objective is to eliminate all targets as quickly as possible without missing a shot. Points are awarded based on accuracy.

To increase the level of competitiveness, activate the Penalties ON option—each missed shot will add a 1-second time penalty to your final score, pushing you to balance speed with precision.

Depending on the selected mode, targets may appear all at once or one by one.

Configuration:



Difficulties to be selected from:

Custom, Easy, Normal, Expert - refer to [Difficulties](#)

Target options:

Single Target: Only one target at a time appears.

Multi Target: Multiple targets appear and can be shot in any order.

Target movement ON/OFF: Selection of scene with either fixed (no movement) or floating targets (random movement, floating, overlapping targets).

Penalties ON/OFF: Penalties ON will add 1 second to the drill time for every missed shot. Penalties OFF ignores the misses and records only elapsed time.

Velocity: Can be set from value 0 (slowest) to 1 (fastest). Can be adjusted in the Custom difficulty level, other levels have the velocity preset. (Easy 0,2, Normal 0,5, Expert 1,0).

Target count: Number of targets to be shot during the drill (1-20). Can be adjusted in the Custom difficulty level, other levels are preset. (Easy 7 shots, Normal 10 shots, Expert 12 shots).

Target strength: Indicates number of hits necessary to remove each target. Standard setting is 1, custom setting allows up to 5 hits per target.

Change target: Selects target type.

Default: In one click resets the scene to default Floating Targets setting - Normal Difficulty + Multi Target + Target Movement ON + Penalties ON + Target Count 10 + Velocity 0,5 + Target Strength 1.

Home: Directs back to the Home page with drill selection.

Start: Starts the drill. Note that the drill can also be started with a random shot at the scene. If it doesn't start at a random shot, go to Home page, open the Settings dialog, and check General setting 'Shoot to start' ON.

Rail Targets



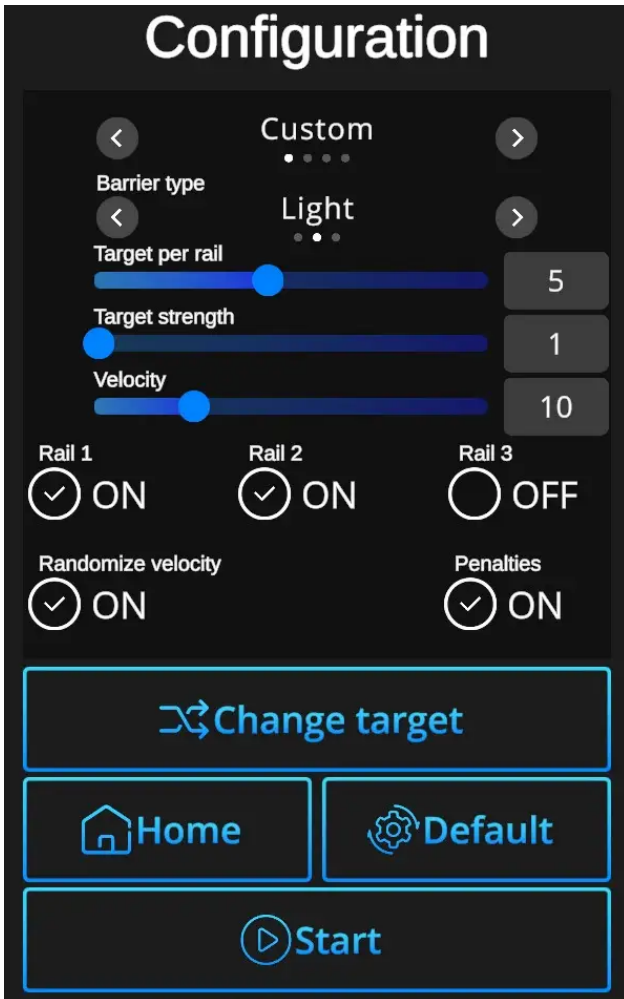
Dynamic drill with multiple movable targets.

The drill is designed to improve target acquisition, movement tracking, situational awareness, and shot timing.

Drill Description:

This shooting drill features rail-mounted moving targets arranged across multiple rows. Each configuration introduces unique challenges, such as varying target counts, speeds, and strategically placed barriers that partially obstruct lines of sight. Shooters must quickly adapt—tracking targets through gaps and around obstacles while maintaining precision.

Configuration:



Difficulties to be selected from: Custom, Easy, Normal, Expert - refer to [Difficulties](#)

Barrier Type: None, Light, Heavy

Target per Rail: 1-10

Target strength : Indicates number of hits necessary to remove each target. Standard setting is 1, custom setting allows up to 5 hits per target.

Velocity: Can be set from value 0 (slowest) to 1 (fastest). Can be adjusted in the Custom difficulty level, other levels have the velocity preset. (Easy 0,2, Normal 0,5, Expert 1,0).

Rail 1, Rail 2, Rail 3 ON/OFF: Use a checkbox to specify the number of rails to display per scene.

Randomize Velocity ON/OFF: ON Variable speed mode, OFF constant speed

Penalties ON/OFF: Penalties ON will add 1 second to the drill time for every missed shot. Penalties OFF ignores the misses and records only elapsed time.

Default: In one click resets the scene to default Rail Targets setting - Normal Difficulty + Light Target + Target per Rail 5 + Target Strength 1 + Velocity 5 +Rail 1 ON, Rail 2 ON, Rail 3 OFF, Randomized Velocity ON + Penalties ON.

Change target: Selects target type.

Home: Directs back to the Home page with drill selection.

Start: Starts the drill. Note that the drill can also be started with a random shot at the scene. If it doesn't start at a random shot, go to Home page, open the Settings dialog, and check General setting 'Shoot to start' ON.

Cover Targets

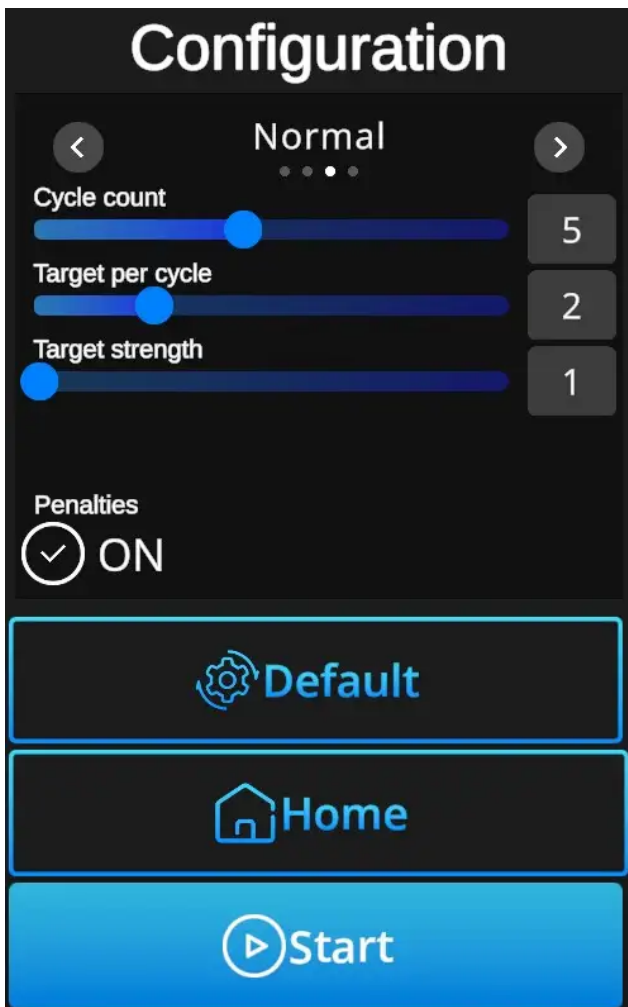


Abandoned storage buildings with targets appearing in various locations provide an ideal environment for training rapid reactions and precision.

Drill Description:

Cover Targets is a shooting drill designed to improve reaction time, speed, and accuracy under pressure. In this drill, a set of targets emerges from behind cover in multiple cycles. To trigger the next cycle, the shooter must successfully hit all targets from the current one. The drill is finalized once all targets in the final cycle have been neutralized.

Configuration:



Difficulties to be selected from:

Custom, Easy, Normal, Expert - refer to [Difficulties](#)

Cycle count: Sets in how many cycles new targets appear (1-10). Each cycle must be finalized before the new one starts.

Target per cycle: Number of targets to appear during the cycle (1-5). Can be adjusted in the Custom difficulty level, other levels are preset. (Easy 1 target, Normal 2 targets, Expert 2 targets).

Target strength: Indicates number of hits necessary to remove each target. Standard setting is 1, custom setting allows up to 5 hits per target.

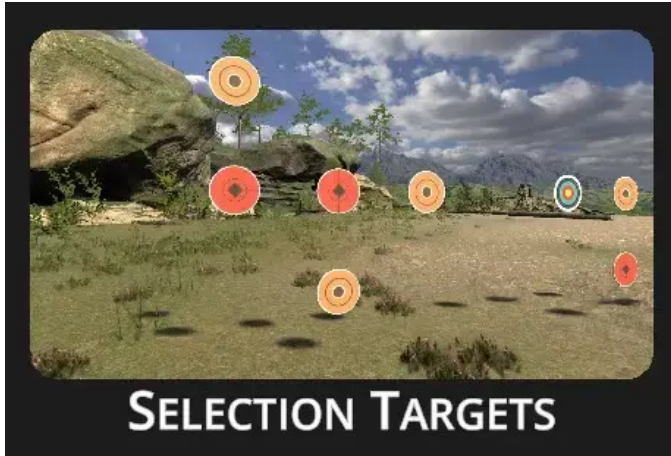
Penalties ON/OFF: Penalties ON will add 1 second to the drill time for every missed shot. Penalties OFF ignores the misses and records only elapsed time.

Default: In one click resets the scene to default Cover Targets setting - Normal Difficulty + Cycle Count 5 + Target per Cycle 2 + Target Strength 1 + Penalties ON.

Home: Directs back to the Home page with drill selection.

Start: Starts the drill. Note that the drill can also be started with a random shot at the scene. If it doesn't start at a random shot, go to Home page, open the Settings dialog, and check General setting 'Shoot to start' ON.

Selection Targets



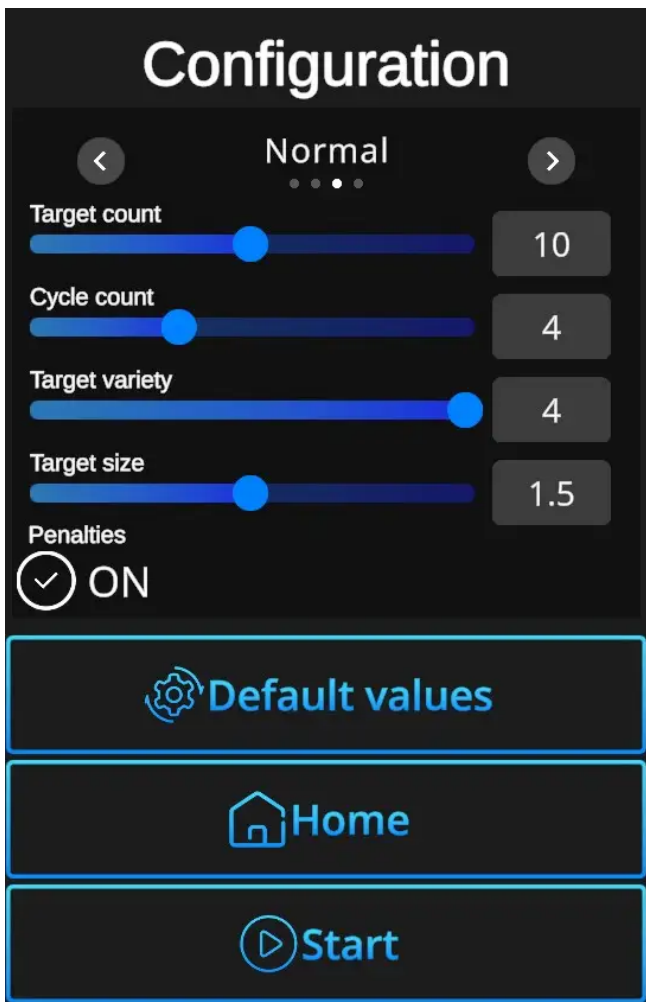
Static targets in different colors and patterns are uniquely arranged each round, challenging the shooter's ability to quickly identify and hit the correct ones under time pressure.

This drill helps develop target recognition, decision-making under pressure, and precision shooting. It also reinforces visual processing speed and situational awareness.

Drill Description:

In the Selection Targets drill, the shooter's objective is to hit all targets of a specific type. The drill consists of multiple cycles. At the beginning of each cycle, one type of target is displayed to the shooter. The shooter must then engage and eliminate all targets matching the shown type.

Configuration:



Difficulties: Custom, Easy, Normal, Expert - refer to [Difficulties](#)

Target count: Sets how many targets appear in one cycle (5-15).

Cycle count: Number of cycles in a single drill (1-10). Can be adjusted in the Custom difficulty level, other levels are preset. (Easy 3 cycles, Normal 4 cycles, Expert 4 cycles).

Target variety: Indicates how many target types can be encountered in the drill (2, 3, 4). Can be adjusted in the Custom difficulty level, other levels are preset. (Easy 3 targets, Normal 4 targets, Expert 4 targets).

Target size: Sets the size of targets in decimal increments (1,0-2,0). Can be adjusted in the Custom difficulty level, other levels are preset. (Easy 2.0, Normal 1.5, Expert 1.2).

Penalties ON/OFF: Penalties ON will add 1 second to the drill time for every missed shot and 3 seconds for every shot at incorrect target. Penalties OFF ignores the misses and incorrect hits, records only elapsed time.

Default values: In one click resets the scene to default Selection Targets setting - Normal Difficulty + Target Count 10 + Cycle Count 5 + Target Variety 1,5 + Target Size 1,5 + Penalties ON.

Home: Directs back to the Home page with drill selection.

Start: Starts the drill. Note that the drill can also be started with a random shot at the scene. If it doesn't start at a random shot, go to Home page, open the Settings dialog, and check General setting 'Shoot to start' ON.

Speed Shooter



Ready - Set - Shoot

Ready - Set - Shoot

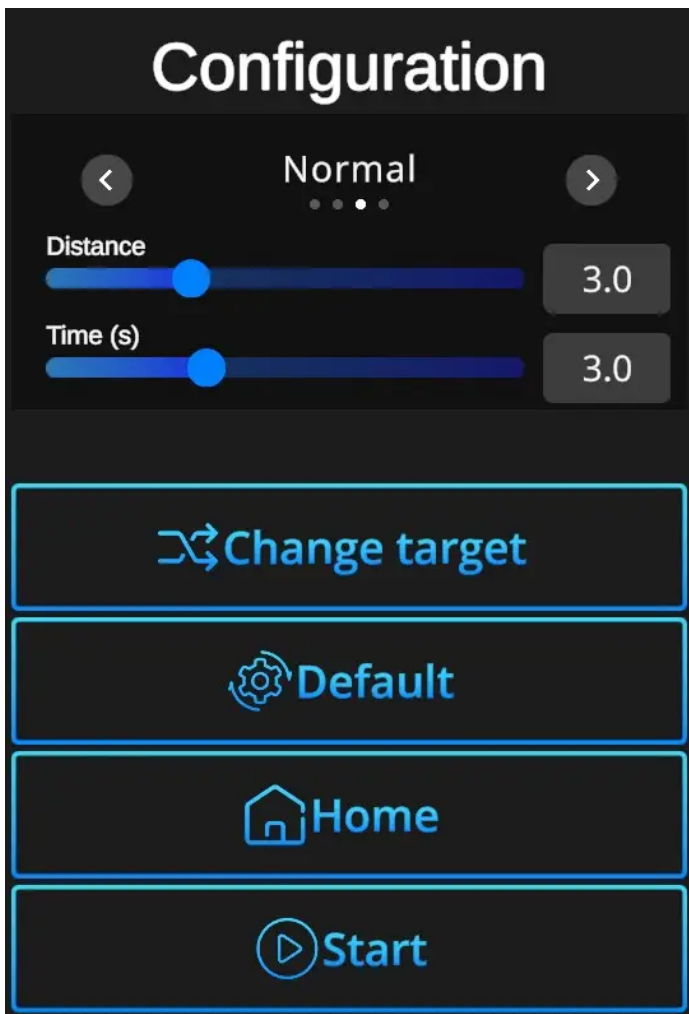
Ready - Set - Shoot

Simple, yet effective drill to sharpen quick target acquisition. Repetition makes masters!

Drill Description:

A speed shooting drill is a training exercise designed to improve quick target acquisition, accuracy, and consistency at varying distances while operating under time pressure. At the beginning of the drill, a target appears on the screen in a different location each time, then remains stationary for the duration of the exercise.

Configuration:



Difficulties: Custom, Easy, Normal, Expert - refer to [Difficulties](#)

Distance: Relative distance of the target (0,0-10,0).

Time: Set duration of the drill (1,0-7,0s).

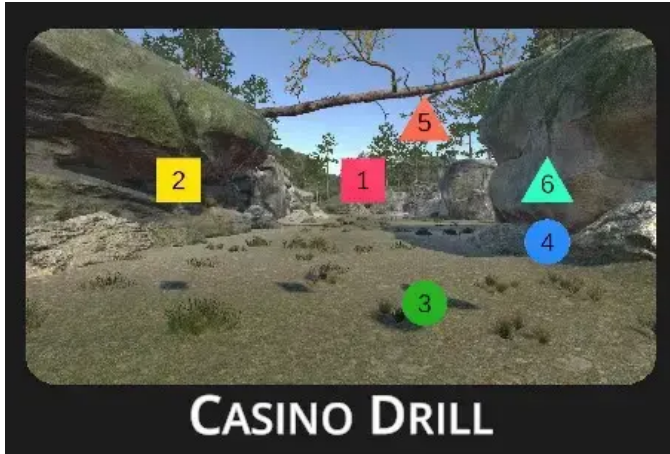
Change target: Selects type of target - bullseye or silhouette.

Default values: In one click resets the scene to default Speed Shooter setting - Normal Difficulty + Distance 3,0 + Time 3,0 + Bullseye target.

Home: Directs back to the Home page with drill selection.

Start: Starts the drill. Note that the drill can also be started with a random shot at the scene. If it doesn't start at a random shot, go to Home page, open the Settings dialog, and check General setting 'Shoot to start' ON.

Casino Drill



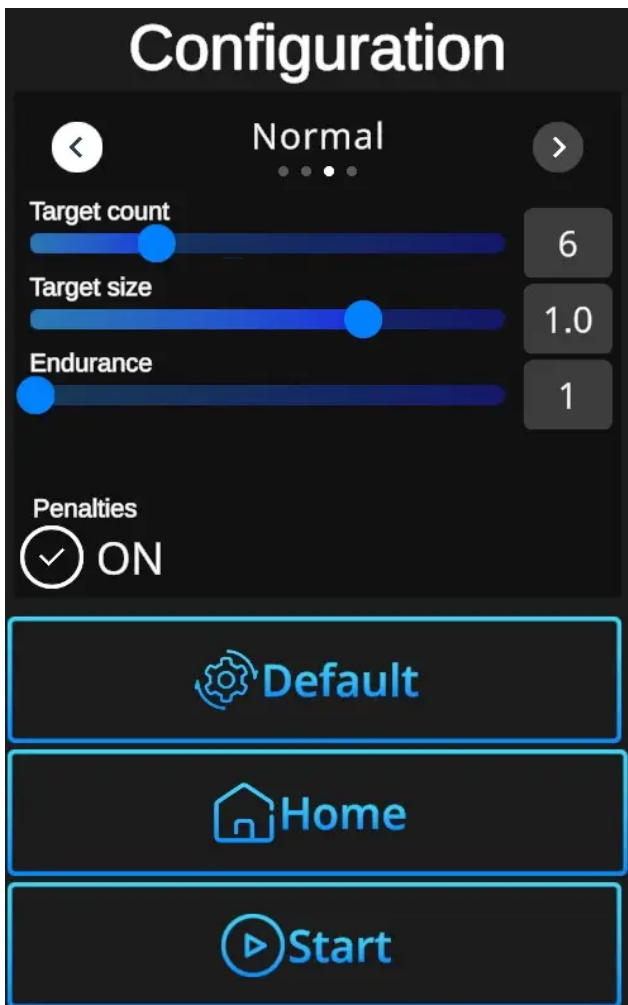
Shoot-by-number drill – quick target recognition required! Each sequence is unique, with varying target shapes, colors, and layouts.

This drill is designed to improve decision-making speed, focus, adaptability, and shooting precision under pressure.

Drill Description:

The Casino Drill features targets numbered 1 to n, each with unique shape and color. Shooters must engage them in ascending numerical order with one shot per target. The shape, color, and number arrangement changes each run, challenging quick target identification, accuracy, and sequencing.

Configuration:



Difficulties: Custom, Easy, Normal, Expert - refer to [Difficulties](#)

Target count: Sets how many targets appear in one cycle (3-20).

Target size: Sets the size of targets in decimal increments (0,5-1,2). Can be adjusted in the Custom difficulty level, other levels are preset. (Easy 1,2, Normal 1,0, Expert 0,7).

Endurance: Sets required number of hits to remove the target. Can be adjusted in the Custom difficulty level, other levels are preset to 1 hit per target.

Penalties ON/OFF: Penalties ON will add 1 second to the drill time for every missed target. Penalties OFF ignores the misses and records only elapsed time.

Default values: In one click resets the scene to default Casino Drill setting - Normal Difficulty + Target Count 6 + Target Size 1,0 + Endurance 1 +Penalties ON.

Home: Directs back to the Home page with drill selection.

Start: Starts the drill. Note that the drill can also be started with a random shot at the scene. If it doesn't start at a random shot, go to Home page, open the Settings dialog, and check General

setting 'Shoot to start' ON.

CQB Arena 1 & 2



CQB ARENA 1



CQB ARENA 2

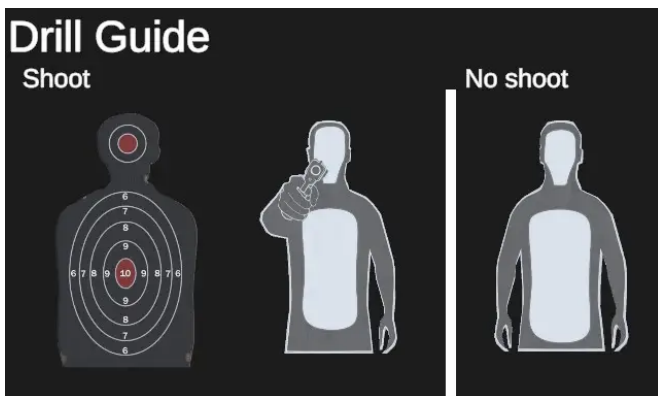
Drills Description:

CQB Arena 1&2 present dynamic drill in a confined indoor warehouse with open rooms and narrow corridors. Silhouette targets appear unexpectedly from various positions. Some targets are armed threats; others are non-threats requiring quick judgment. The drill builds accuracy, reaction speed, and shoot/no-shoot decision-making. It is designed to enhance close-quarters combat skills in a realistic environment where each run is unique.

Configuration:



Target Endurance : Sets required number of hits to remove the target (1-5). There are two shoot targets and one no-shoot (unarmed) target.



Drill guide appears at the beginning of each CQB drill, but only if the main setting -> Home-Settings-Auto drill guide control is ON.

For experienced players Auto drill guide setting OFF would be satisfactory.

Penalties ON/OFF : Penalties ON will add 1 second to the drill time for every missed target. Penalties OFF ignores the misses and records the elapsed time only.

Default values : In one click resets the scene to default setting - Endurance 1 + Penalties ON.

Home : Directs back to the Home page with the drill selection.

Start: Starts the drill. Note that the drill can also be started with a random shot at the scene. If it doesn't start at a random shot, go to Home page, open the Settings dialog, and check General setting 'Shoot to start' ON.

Quick Draw



Face Cody the cowboy in a classic duel stance - when his arm moves to draw, so must you. Be ready, he gets quicker with each round!

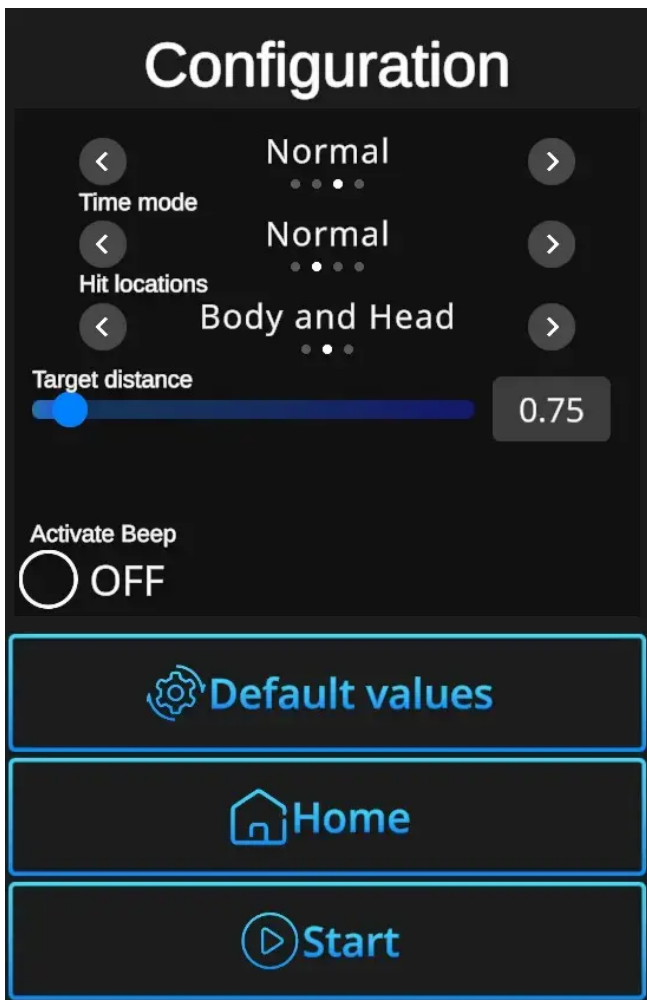
Thrilling way to train focus, control, quick reaction time, weapon handling, and shooting accuracy.

Drill description:

Cody the Cowboy is ready to challenge anyone to a duel. The settings allow you to choose the distance, difficulty mode, and other options. The principle is simple: the duel runs in rounds. Watch Cody closely—when he starts raising his gun, it's time to draw and shoot. If Cody is hit before he raises his gun, he loses the round and falls. With each round, his reaction time improves by fractions of a second. The drill ends when Cody raises his arm before he's hit.

Make sure you don't shoot too early! The drill will stop prematurely and Cody won't be the one who loses.

Configuration:



Difficulties: Custom, Easy, Normal, Expert - refer to [Difficulties](#)

Time mode: Define the available reaction time in the beginning of the drill.

Easy - starts at 3 seconds then each round gets quicker in decrements of 0,5s, 0,2s, 0,1s, and finally 0,05s.

Normal - starts at 2 seconds then each round gets quicker in decrements of 0,25s, 0,15s, 0,1s, and finally 0,05s.

Expert - starts at 1,2 seconds then each round gets quicker in decrements of 0,1s and 0,05s.

Insane - starts at 0,7 seconds then each round gets quicker in decrements of 0,05s.

Hit locations: Determines which parts of the cowboy's body count as valid hit areas — options include everything (head and body), head and body only, or head only.

Target distance: Sets the distance from which the cowboy shoots, adjustable in 0.05 increments within a range of 0.00 to 10.00.

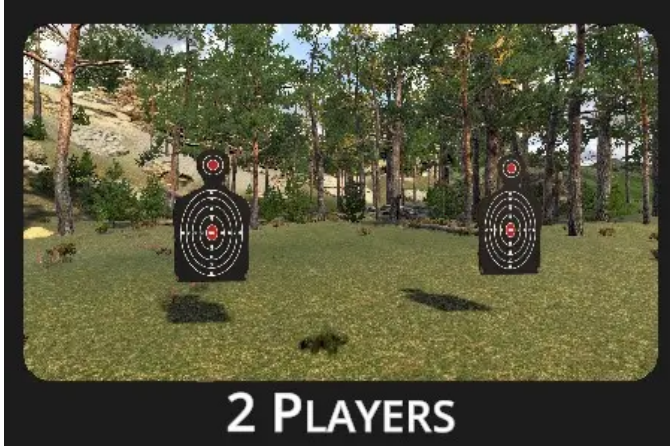
Activate beep ON/OFF: Turning ON enables a beep sound when Cody begins raising the gun. Turning OFF disables the beep, leaving only a visual indication.

Default values: In one click resets the scene to default setting - Difficulty Normal + Time Mode Normal + Hit locations Body and Head + Target distance at 0,75 + Activate Beep OFF.

Home: Directs back to the Home page with the drill selection.

Start: Starts the drill. Note that the drill can also be started with a random shot at the scene. If it doesn't start at a random shot, go to Home page, open the Settings dialog, and check General setting 'Shoot to start' ON.

Multiplayer



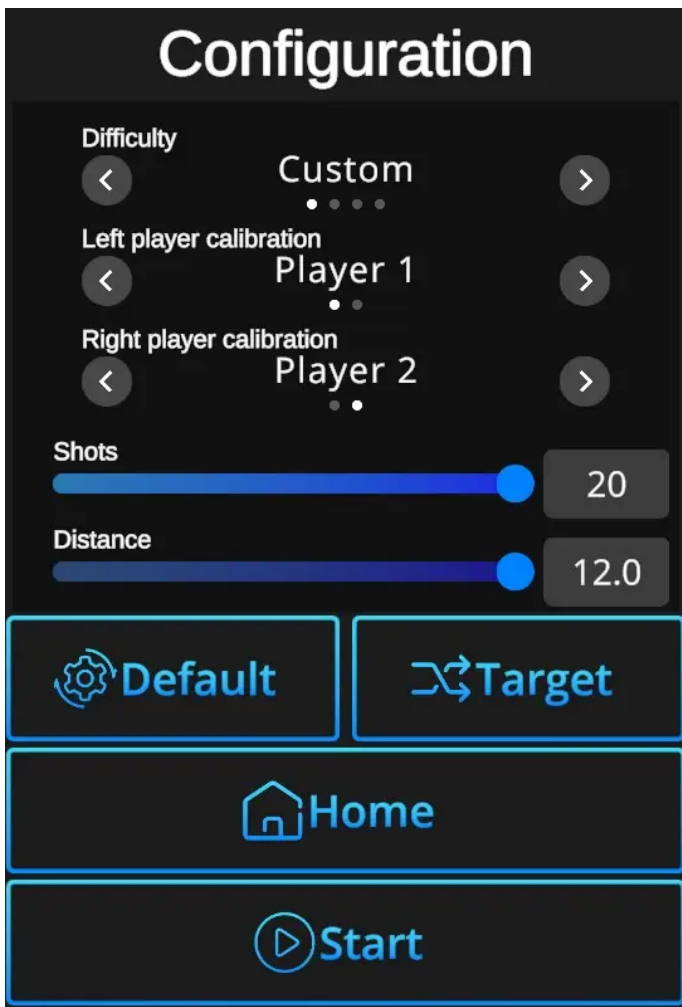
Competitive shooting

Shooting side by side adds pressure and sharpens focus, creating a competitive environment.

Drill Description:

Two players compete by shooting at bullseye or silhouette targets. Each shooter uses a different calibration profile based on the laser weapon used. The distance and number of shots are set before each round.

Configuration:



Difficulties : Custom, Easy, Normal, Expert - refer to [Difficulties](#)

Left player calibration : Sets calibration profile used for the player on the left side. See [Calibration](#) for details.

Right player calibration : Sets calibration profile used for the player on the right side. See [Calibration](#) for details.

Shots - Set number of shots per drill (1-20).

Default - In one click resets the scene to default Multiplayer setting - Normal Difficulty + Left player calibration Player 1+ Right side calibration Player 2 + Shots 10 + Distance 4,0 + Silhouette target.

Change target - Selects type o target - Bullseye or Silhouette.

Home: Directs back to the Home page with the drill selection.

Start: Starts the drill. Note that the drill can also be started with a random shot at the scene. If it doesn't start at a random shot, go to Home page, open the Settings dialog, and check General setting 'Shoot to start' ON.

