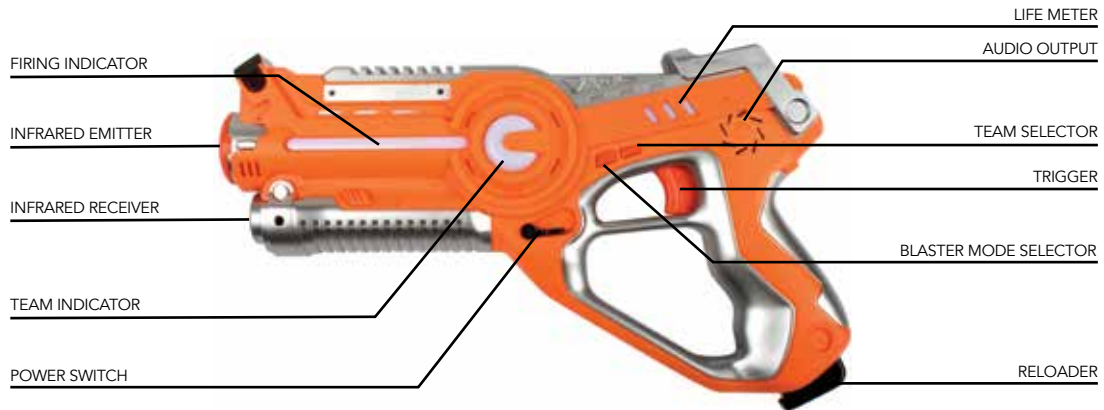


# LASER TAG

## SPACE BLASTER GAME

### QUICK START GUIDE

#### BLASTER OVERVIEW



#### IMPORTANT SAFETY INFORMATION

- Do not mix old and new batteries or standard (carbon-zinc) and alkaline batteries
- Do not leave batteries in product if left unattended/unused for an extended period of time
- Remove or change out batteries immediately after they expire
- Do not tamper with or short circuit the supply terminals as damage to the product or injury to self may occur
- The infrared technology used in this product may interfere with/be interfered with by other electronic devices. If this occurs, please move the product away from the vicinity of those electronics to continue use
- Avoid extended exposure to heat or direct sunlight
- Do not immerse this product in water as it may damage electronic components
- Do not alter item in any way

#### BATTERY INSTALLATION

1. Carefully remove battery bay door by turning screws counter-clockwise until loosened (Picture 1).
2. Place (4) AA batteries into their correct positions. Be sure they match their corresponding polarity (Picture 2).
3. Replace battery bay door, align screws and turn clockwise until firmly secured (Picture 3).



PICTURE 1



PICTURE 2



PICTURE 3

# OPERATING INSTRUCTIONS

- 1. Power On:** Flip the power switch ON. The Team Indicator and Life Meter will illuminate and a sound will emit, signaling you're ready to initiate the game. Once the indicators remain a solid hue, the blaster will be ready for operation.
- 2. Select Your Team:** There are (4) available teams - White, Blue, Green, and Red. Use the Team Selector button to cycle through them until reaching your desired color. Each team can accommodate an unlimited number of players and does not have to be balanced, allowing for multiple game configurations!
- 3. Know Your Weapon:** Each blaster is equipped with an array of firing modes. Using the Blaster Mode Selector button, you can cycle between the Pistol, Shotgun, Submachine Gun, and Missile Launcher firing modes. Be sure to utilize them all, as versatility and situational awareness are both key.
- 4. Take Aim and Use Accuracy:** A well placed shot is crucial to an effective strike. When firing, try to aim for your opponent's blaster. Yours will illuminate and emit a unique sound depending on your chosen firing mode. Be sure to keep track of your ammunition and don't get caught with an empty clip! Use the Reloader button at any time to replenish your ammo.
- 5. Protect Yourself and Find Cover:** Your Life Meter is limited and your blaster will signal when you've taken damage by vibrating the grip and alarming you of imminent danger. Be careful, once your Life Meter has depleted, you're out of the game!
- 6. Spread Out:** Your Blaster supports up to 130 ft. of ranged combat, so take advantage of your terrain!

HAVE FUN!

## LIFE METER



LIFE METER



TOTAL LIFE = 9

FIRING MODE	SHOTS AVAILABLE	DAMAGE
Pistol	x12	
Shotgun	x6	
Submachine Gun	x6	
Missile Launcher	x1	

# TROUBLESHOOTING GUIDE

Problem	Problem Cause	Solution
Blasters do not interact with each other/ infrared not responding	Distance between blasters may exceed 130 ft.	Ensure the blasters are being used within 130 ft. of each other
	Insufficient connection between infrared receivers/emitters	Be sure that you are aiming at the opponent's blaster unobstructed
	Low battery	Replace batteries
	Obstacles may be inhibiting functionality	Remove barriers that may interfere with the infrared connection and degrade performance
Blaster does not power on/life meter flashes slowly	Low/faulty batteries	Replace batteries

**NOTE: If normal function of the product is disturbed or interrupted, strong electro-magnetic interference may be causing the issue. To reset product, turn it completely off, then turn it back on. If normal operation does not resume, move the product to another location and try again. To ensure normal performance, use charged batteries, as low batteries may inhibit functionality.**



For technical support, contact [support@usatoyz.com](mailto:support@usatoyz.com)