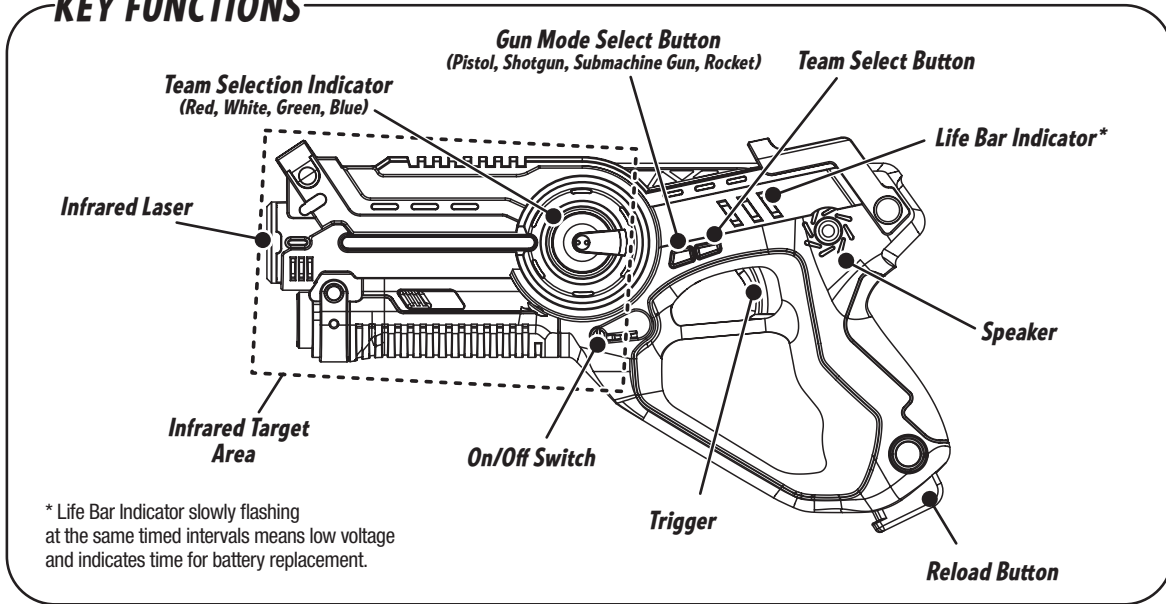


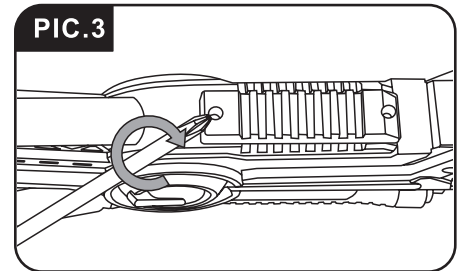
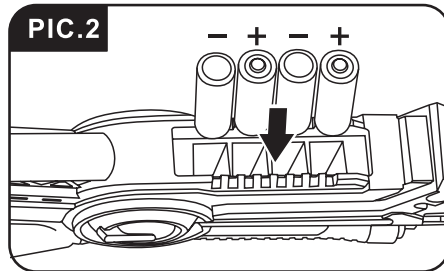
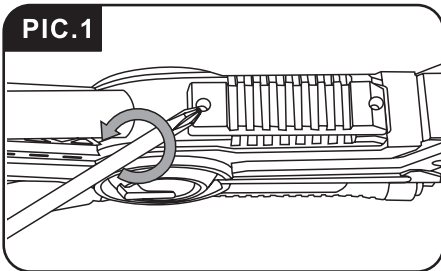
# LASER TAG SET

## KEY FUNCTIONS



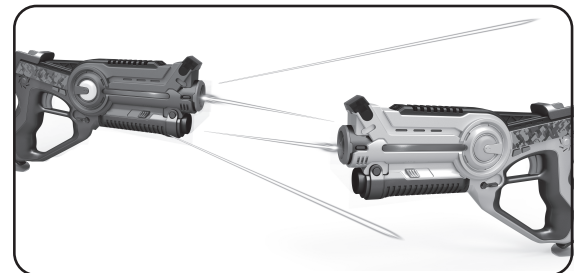
## Battery Installation:

1. Use a screwdriver to loosen screw on battery case cover counter clockwise. (pic.1)
2. Place four 1.5V "AA" batteries in the battery compartment as indicated. (pic. 2)
3. Replace battery case cover and tighten the screw clockwise. (pic. 3)



## Operating Instructions:

1. Switch power on, the Team Select Indicator will flash different colors and the Life Bar Indicator will light up and make a starting sound. When the Team Select Indicator stops flashing it will remain on the default setting of Blue Team and Pistol Mode.
2. Select the Gun Mode you want by pressing the Gun Mode Select Button. The types of guns available are:  
**PISTOL:** 12 shots available before reloading - 1 successful target hit = 1 life bar.  
**SHOTGUN:** 6 shots available before reloading - 1 successful target hit = 2 life bars.  
**SUBMACHINE GUN:** 6 shots available before reloading - 1 successful target hit = 2 life bars.  
**ROCKET:** 1 shot available before reloading - 1 successful target hit = 3 life bars.
3. Select the "Team" you want to be by pressing the Team Select Button. 4 colors are available (Red, White, Green, Blue) which represent 4 different teams. Players with the same team color selected cannot shoot each other.
4. To shoot, pull trigger while aiming at the Infrared Target on your opponets gun. The gun will flash and vibrate when shooting. If you are hit, your gun will make a hit sound, vibrate and our Team Select Indicator will flash quickly and the Life Bar Indicator will reduce accordingly. If the Life Bar runs out the Team Select Indicator will flash repeatedly and the gun will no longer fire. (Shooting distance is approximately 130 feet)



# LASER TAG SET

## Operating Instructions (continued):

5. After your life bar status runs out (3 hits) you will need to reset your pistol by powering off and then powering on again using the on/off switch. This will reset the pistol with full life bars.

## Battery care:

- Do not mix alkaline, standard carbon-zinc or rechargeable nickel-cadmium batteries.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Exhausted batteries are to be removed from the toy.

## Troubleshooting:

| Problem  | Reason  | Solutions   |
|--|---|---|
| Controllers do not repond to each other during play      | Controller may not be pointed at / close enough to opponent | Replace batteries as they may be low enough to affect functionality / be sure that controller is being pointed at opponent's controller when firing |
| Power is below functioning levels                        | Low power batteries   | Replace batteries   |
| Controllers do not repond to each other during play      | Too far away  | Be sure to stay within 130 feet of opponent   |
| Obstacles are affecting connectivity between controllers | Obstacles are in the way                                    | Avoid obstacles such as walls and doors as they may degrade the infrared range  |

## Maintenance and repair:

- If the product is not to be used for a long period of time, remove the batteries.
- Use a damp cloth to clean the outside of the product.
- Avoid excessioeve exposure in the sun or to heat.
- Do not immerse the product in water as it will damage the electronic components.



Warning: Please do not alter product in any way.

WARNING: Not suitable for children under 3 years old due to small parts - choking hazard. Please keep packaging for future reference. Colors and contents may vary from shown. Adult supervision is recommended. Do not mix old and new batteries. Do not mix alkaline, standard carbon-zinc or rechargeable nickel-cadmium batteries. Non-rechargeable batteries are not to be recharged. Rechargeable batteries are to be removed from the toy before being charged. Rechargeable batteries are only to be charged under adult supervision. Exhausted batteries are to be removed from the toy.

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