



For Ages 8+
Ab 8 Jahre
Pour 8 ans et plus
Voor leeftijd 8+
Para 8+ años
Dai 8 anni in su

Delivery Contents

Headsets x 2 set
Lazer Blaster x 2 set

WARNING:
CHOKING HAZARD – Small parts.
Not for Children under 3 years.



The crossed-out dustbin symbol indicates that batteries, rechargeable batteries, button cells, battery packs, etc. must not be put in the household waste. Batteries are harmful to health and the environment. Please help to protect the environment from health risks. If the toy is out of use, please use common household tool to break the product for built-in rechargeable battery operated toy or unscrew the battery door for replaceable battery operated toy, then take the battery out from the toy. Dispose of battery in accordance with your local battery recycling or disposal laws.



Waste Electrical and Electronic Equipment (WEEE)

When this appliance is out of use, please remove all batteries and dispose of them separately. Bring electrical appliances to the local collecting points for waste electrical and electronic equipment. Other components can be disposed of in domestic refuse.

Safety Precautions:

- Remove battery from the toy when not in use.
- Parental guidance is recommended for the battery installation.
- New and alkaline batteries are recommended to obtain best and maximum performance.
- You are advised to replace with new batteries as soon as the function becomes impaired.
- Users should keep and retain this information for future reference.
- Users should keep strict accordance with the instruction manual while operation the product.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Cautions:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed before charging.
- Rechargeable batteries are only to be charged under adult supervision.
- Different types of batteries or new and used batteries are not to be mixed.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.

Note:

- Parental guidance is recommended when installing or replacing batteries.
- New batteries are recommended to use in this toy to obtain best and maximum performance.
- You are advised to recharge the battery pack as soon as the function becomes impaired.
- Users should keep and retain this information for future reference.
- Users should keep strict accordance with the instruction manual while operating the product.
- Under the environment with electrostatic discharge, the sample may malfunction and require user to reset the sample.

Care and Maintenance:

- Always remove batteries from the toy when it is not being used for a long period of time.
- Wipe the toy gently with a clean damp cloth.
- Keep the toy away from direct heat.
- Do not submerge the toy into water that can damage the electronic assemblies.

Note:

- New and Alkaline batteries are recommended to obtain best and maximum performance.

Battery requirement for each Lazer Blaster:

Power Supply :
 Rating : DC 4.5 V 1.35W
 Batteries : 3 x 1.5 V "AAA"/LR03/AM4 (not included)

Battery requirement for each Headset:

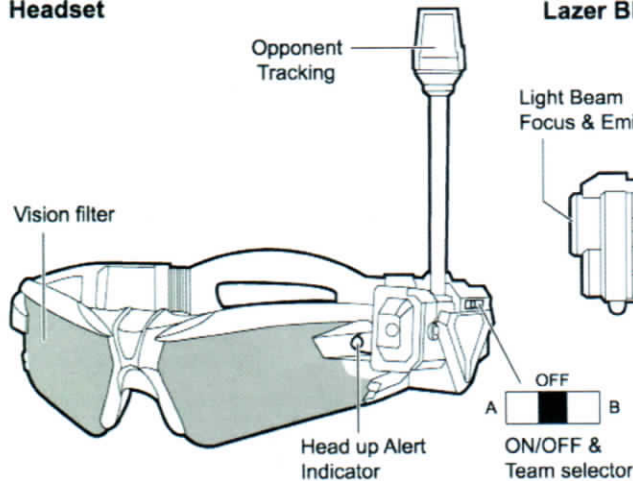
Power Supply :
 Rating : DC 3 V 0.5W
 Batteries : 2 x 1.5 V "AAA"/LR03/AM4 (not included)



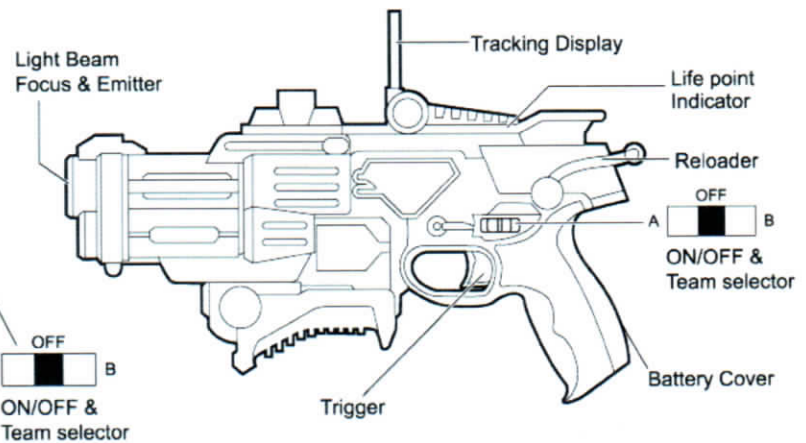
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Parts Index

Headset



Lazer Blaster

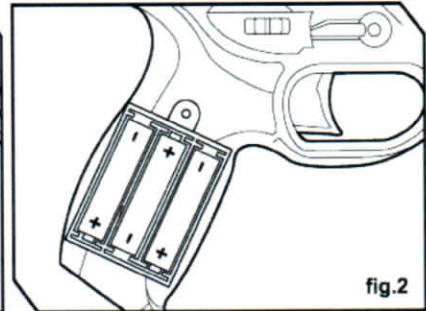
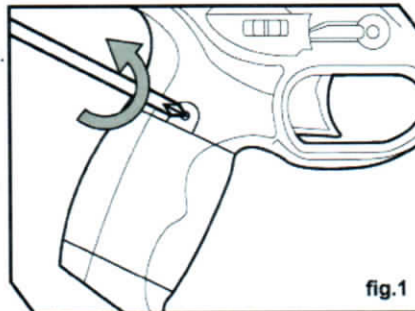


Getting Start

Battery Installation: Lazer Blaster

Make sure the power switch is on "OFF" position.

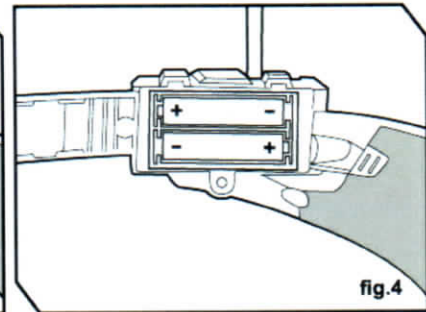
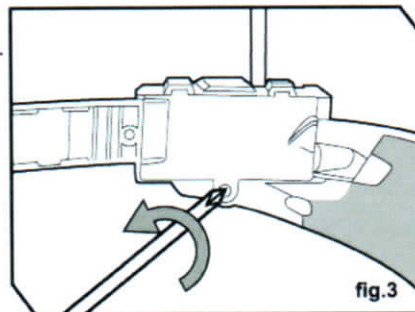
1. Lazer Blaster is powered by 3 X 1.5 V "AAA" size batteries.
2. Use a Phillips head (Cross-Head) screwdriver to loosen screw in counter-clockwise (fig.1).
3. Insert 3 X 1.5 V "AAA" size new batteries with "+" & "-" signs as shown. Close the battery cover using a Phillips head (Cross-Head) screwdriver (fig.2).



Battery Installation: Headset

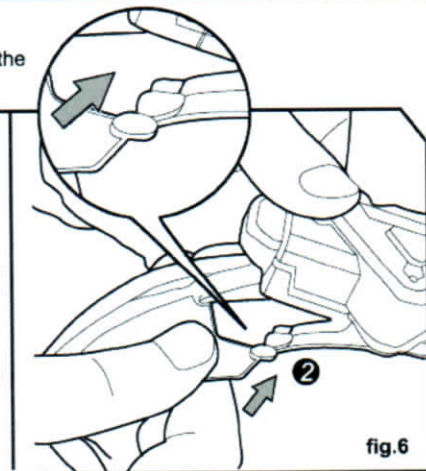
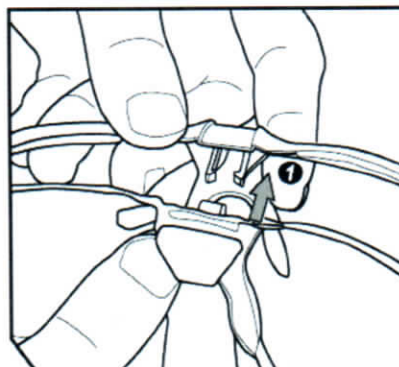
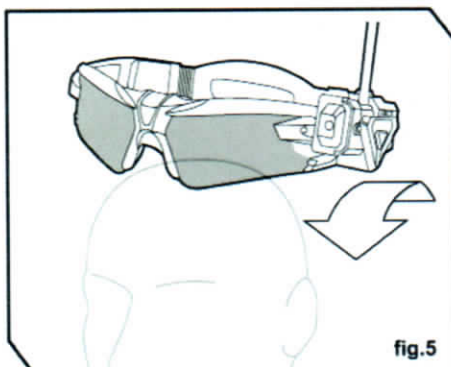
Make sure the power switch is on "OFF" position.

1. Headset is powered by 2 X 1.5 V "AAA" size batteries.
2. Use a Phillips head (Cross-Head) screwdriver to loosen screw in counter-clockwise (fig.3).
3. Insert 2 X 1.5 V "AAA" size new batteries with "+" & "-" signs as shown. Close the battery cover using a Phillips head (Cross-Head) screwdriver (fig.4).



Headset Wearing Method

1. Put the Headset on over your head, similar to putting on a pair of sunglasses. (fig.5)
2. The lens might detach from the glass frame. Push the glass into the frame slot then re-lock the both sides of glass frame. (fig.6)



- Adjust the headband so that your headset can be put in place and you can feel comfortable. (fig.7 and 8)

Warning! The Vision Filter is a toy which does not provide protection.

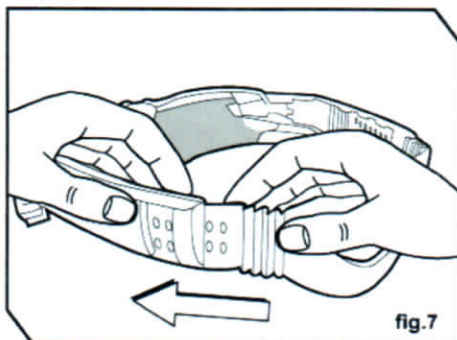


fig.7

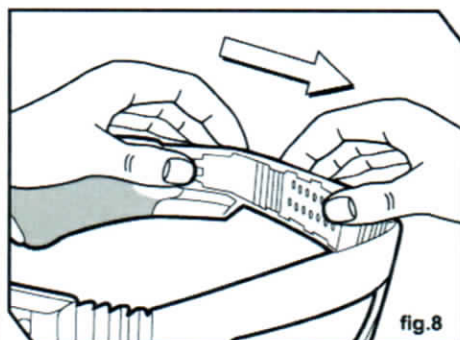


fig.8

Know Your Lazer Blaster

- Transformable Blaster from Handgun to Shotgun or from Shotgun to Handgun.
- A switch located at the Blaster (fig. 9) is for the selection of "Team A", "Team B" & "OFF". (Change your team only after you finished a game cycle. Avoid change team within a game cycle. Also do not slide the switch rapidly from A to B or from B to A, it may cause malfunction.)
- Switch on the transformed shotgun, the blue light will light up (fig. 10) or switch on transformed handgun, the red light will light up. (fig. 11)
- The light will be automatically turned off after enter "Power saving" mode. Power saving mode will be activated when the Lazer Blaster was idle over ten minutes. You can switch any key off and on again to return to the game mode.

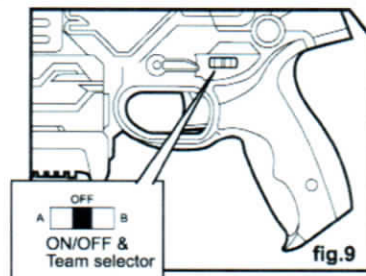


fig.9

Transform to shotgun

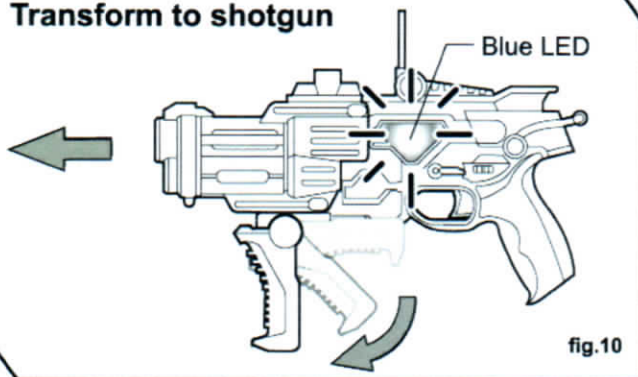


fig.10

Transform to hand gun

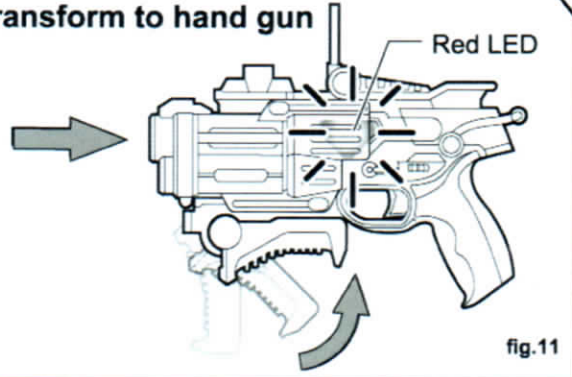


fig.11

- At start up, ten shots are ready for attack. Raise your arm to shoot. You can pull the end part of the blaster backward and forward again to reload a full ten-shots. A maximum of tenshots could be reloaded by reload action. Ammunition is unlimited.(fig.12)
- There have different sound effect for indicating Power on, Team A or Team B, Shooting, Empty Ammunition and Reloading.

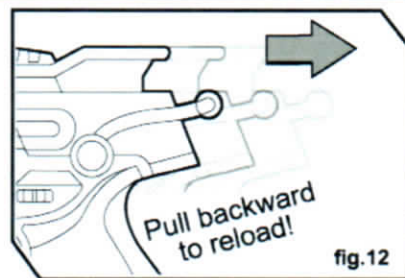


fig.12

Know Your Headset

- Push the switch for select "Team A", "Team B" & "OFF". Change your team only after you finished a game cycle. Avoid change team within a game cycle. Also do not slide the switch rapidly from A to B or from B to A, it may cause malfunction.
- A frozen green light and short long rumbling are the signals that you have been shot. (Fig. 13)
- If no signal could be received from the Lazer Blaster over ten minutes, the Headset will enter "Power saving" mode. You can power "OFF" and "ON" the switch to return to the game mode.
- When all life quotas have gone, the Headset will not work any more unless the main power has been reset.

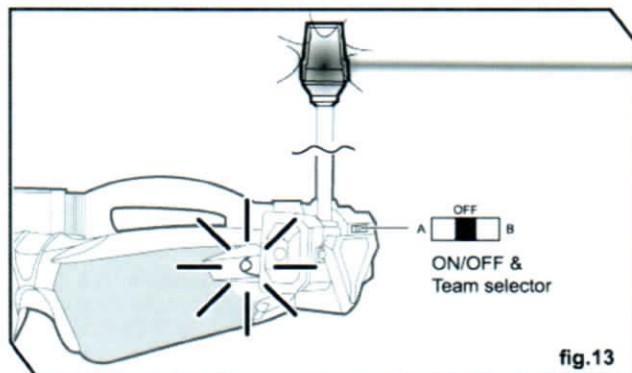


fig.13

Play A Game

1. How to play the Game

- Select your team (A or B):

Switch ON the Headset and Lazer Blaster. At the same team, The Lazer Blaster and Headset should be at the same selection, such as all are at "Team A" or "Team B". Once "Team A" on the Headset has been selected, it will react to the attack by "Team B" only, "Team B" Headset react to the attack from "Team A" only.

A) For Lazer Blaster, Switch it on to team A, trigger 10 shots, reload it, then switch it to team B, trigger 10 shots and reload it.

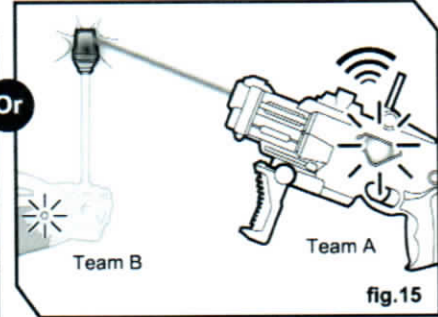
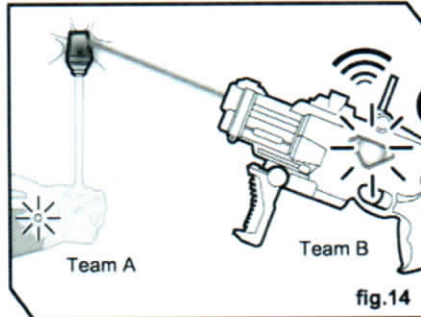
Please pay attention to the sound at each operation.

B) For Headset, Switch it on to Team B, then try to target and shoot it using a Lazer Blaster in team A at a short range, such as 1 feet so that you can do it accurately. Try 10 shots.

C) Select your blaster to Handgun or Shotgun mode. In Handgun mode, it has long shooting distance but narrow shooting area.

In Shotgun mode, it has wider shooting area but short shooting distance.

- Put on the Headset on head, now you are ready to go the battle.
- Target your opponent, press "Trigger" to attack. When you hit the target, you will get a special sound and light effect. (fig.14 and fig.15)
- In Handgun mode, one LED on your opponent's Lazer Blaster will be reduced for every 2 hit. In Shotgun mode, one LED on your opponent's Lazer Blaster will be reduced for every 1 hit. (fig.16)

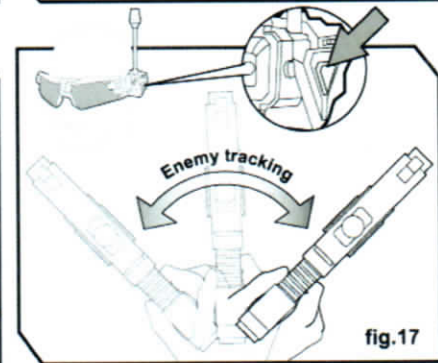
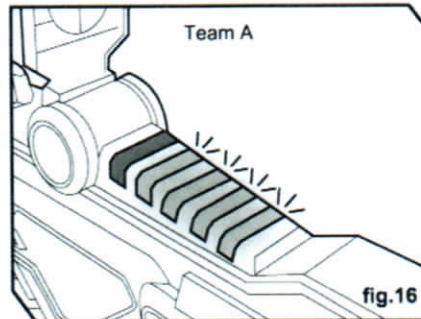


- When being targeted or shot by an opponent, the blaster hitting alert Light (red light) & Tracking Display will light up.

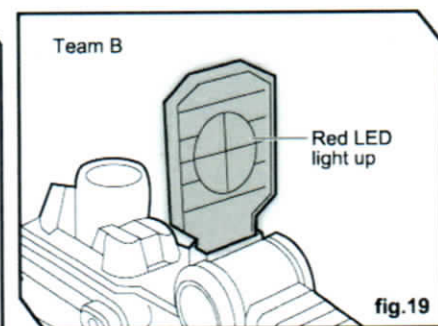
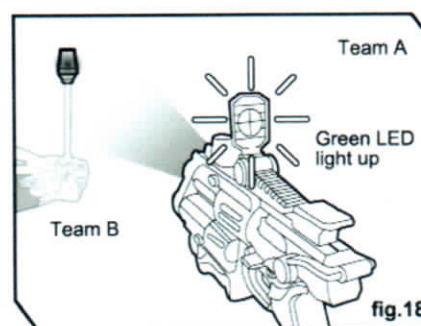
- If Life Point (5 pcs LED) on the Lazer Blaster are all off, then blinks rapidly and then frozen, the Lazer Blaster will not work any more.

- The game is over !

- Enemy tracking technology - press the button on left side of the headset. you can google opponent with his Lazer Blaster. You will know where your opponents are and be able to take them out before they get you. (fig.17)



- Once you tracked the opponent, the green LED will light up on Tracking Display. (fig. 18)
When being targeted by your opponent, the red LED will light up on the Tracking Display. (fig. 19)



Note:

Being shot by Handgun: 1 pc LED on your Lazer Blaster will go off for each 2 shot.
Being shot by Shotgun: 1 pc LED on your Lazer Blaster will go off for each 1 shot.

2. Game rules

Laser series is the game for 2 and more players. Players must/should follow some rules when playing a game.

Rule 1: Laser series is a game.

Players must remember that Laser series is only a GAME. It is designed purely for fun. Not having fun is against our idea.

Rule 2: Laser series is non-contact game.

This means no physical contact between you and other players-NEVER!

Rule 3: Do not cover the Receiver Pole.

This means do not use anything to cover up the Receiver Pole to prevent you from being targeted or shot. If you want to avoid being hit, you must take cover behind something.

Rule 4: Do not try to block your opponent's Lazer Blaster muzzle.

Although blocking the muzzle can prevent you from all attacks, it is an unfair game.

REMARK: All materials for fastening or packing purposes are not part of the toy and should be discarded for children's safety.