



2-Player Combat System

**Important: Please save this instruction sheet.
It contains valuable product information.**

GET FAMILIAR WITH YOUR GEAR

- On / Off / Combat Level Switch
- Reset Button
- Life Meter
- Palm Button
- Strap Adjuster
- Shoulder Pads
- Hand Units
- Heal / Shield Indicator
- Overheat Indicator
- Elastic Wrist Band
- Palm Strap
- Accessory Port

Insert Batteries (see instructions below)

GEAR UP FOR COMBAT

- Put Mazu Kan unit over your head so the shoulder pads end up on your shoulders and strap ends up around your neck
- Pull strap from behind back and loop it through the Strap Adjuster; do this on both the left and right sides
- Tighten combat gear to correct level so that unit fits snug to body
- Adjust shoulder pads to sit on your shoulders
- Put the hand units on
 - Slide wrist through the Elastic Wrist Band and tighten around wrist, using the Velcro straps
 - Tighten Palm Strap around palm and secure using Velcro; make sure the palm button is in the center of your hand and you can push it with your fingers

NOTE: If wires are too long, pull and loop wires at shoulder pads until they are correct length for play

SET UP FOR PLAY

- Stand at least 10 feet apart (show illustration)
- If you make physical contact with the other player, you automatically lose the game (show illustration)
- Turn on both Mazu Kan units to Beginner Combat—Level B (middle setting)

NOTE: Units must be set to same combat level (beginner or advanced) for the toy to work

BEGIN BATTLE (Beginner Combat Level)

- Each player starts with 10 life points
- The object of the game is to knock out your opponent's 10 life points before he knocks out yours.
- You knock out your opponent's life points by throwing punches
- To punch, push and hold the palm button and throw a punch; you should hear a punch sound effect
- When your punch hits your opponent, he will hear a hit sound effect and his Mazu Kan unit will vibrate
- Getting hit with a regular punch knocks out 1 life point
- When your opponent throws a punch, you need to execute a block move to avoid getting hit
- To execute a block move, flip your wrist up so palm faces forward; you should hear a block sound
- If you block the punch, you will hear the Mazu Kan unit say "Block"

ADDITIONAL FEATURES (Beginner Combat Level)

Healing Power

- You can earn the power to add back 2 life points to your Life Meter. This power is called Healing.
- To earn this power, you must block 4 of your opponent's punches
- When you have blocked 4 punches, a solid green Heal / Shield indicator will light up on your left hand
- When the green Heal / Shield indicator is on, you can push it (at any point during the game) to add back 2 life points to your life meter
- You can earn the power to Heal several times throughout the game if you block enough punches

Overheating

- If you punch too many times too fast, you will Overheat
- When you Overheat, your unit shuts down – you cannot punch or block for 5 seconds; during this 5 second period, you can be hit by punches

- You know you are overheating b/c:
 - A red light begins to flash on your right hand
 - Sound effects alert you – the Mazu Kan unit says "Warning Overheating"
 - When you Overheat, you will know b/c:
 - The red light on your right hand is solid red
 - An alarm sounds to tell you you've overheated

Power Punch

- Press palm button (either hand); wait until you hear power up sound; then keep palm button pressed and throw punch; if power punch goes through and hits opponent, opponent loses 2 life points (1 LED light).
- When you receive a power punch (b/c you don't block correctly), you lose 2 life points (1 LED light) & your chest pack rumbles 2x.

Power Block

- Press palm button (with hand opposite of punching hand); make block move keeping palm button pressed; you do not need to hear power up sound.

Double Power Punch

- Press palm buttons with both hands; wait until you hear power up sound; then keeping palm buttons pressed, throw punches with both hands; if double power punch goes through and hits opponent, opponent loses 3 life points (1-1/2 LED lights).
- When you receive a power punch (b/c you don't block correctly), you lose 3 life points (1-1/2 LED lights) & your chest pack rumbles 3x.

Double Power Block

- Press palm buttons with both hands; make block move with both hands keeping buttons pressed; you do not need to hear power up sound.

Shielding Power

- Once you gain 4 block points, if you choose to SHIELD, here is what happens.
- Green LED lights up solid in left hand unit, indicating HEAL or SHIELD power is available.
- To SHIELD, press top of right hand into top of left hand in a shielding action (like an X).
- When you press this button, you will be shielded from your opponent's punches for 5 seconds. During this time, you will be able to punch opponent.

When you have mastered Mazu Kan Beginner Combat, begin the challenge of Mazu Kan Advanced Combat.

SAFETY

- Mazukan is intended for children ages 6 & up. Adult Supervision Recommended.
- Never play Mazu Kan closer than 6 feet apart. (A picture showing two kids fighting with a callout showing them 6 feet apart) If you physically hit the other player, even accidentally, you lose!

BATTERY SAFETY INFORMATION

- Requires 6 AA (LR06) batteries, not included.
- Only adults should install and replace batteries.
- Do not recharge non-rechargeable batteries.
- Remove dead or exhausted batteries.
- Insert batteries correctly. Match positive and negative signs.
- The supply terminals are not to be short circuited.
- Do not use rechargeable batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only the batteries of the same or equivalent type recommended to be used.
- Do not dispose batteries in a fire; they may explode.
- Dispose of batteries safely.

ATTENTION ADULTS: TO REPLACE BATTERIES

Mazu Kan requires 6 AA (LR06) batteries, not included.

1. Use a small Phillips head screwdriver to loosen the screw on the battery compartment.
2. Open battery cover. Remove exhausted batteries.
3. Place 3 new AA (LR06) batteries in compartment of each unit as shown (Fig. 4).
4. Replace the battery cover and tighten screw.

MAZU KAN 30006-4000 PR 03/06

IF YOU HAVE ANY QUESTIONS, PLEASE CONTACT US AT
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