

LASER CHALLENGE™

THE ULTIMATE ELECTRONIC SPORT

INSTRUCTIONS

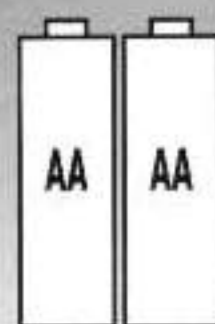
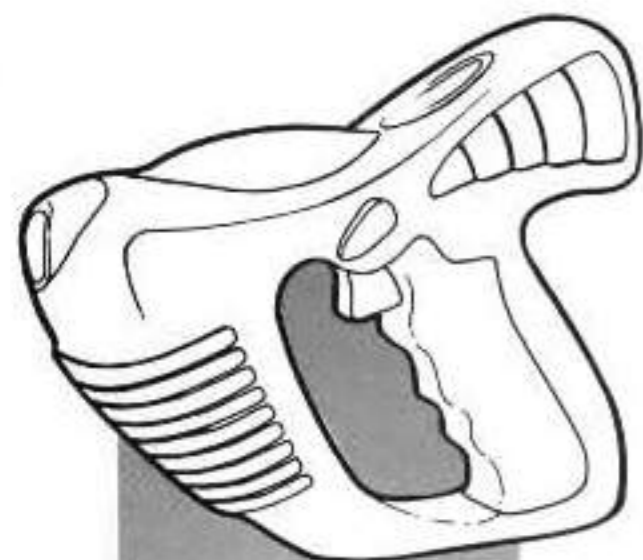
Laser Challenge™ equipment is on the cutting edge of Technology. The following information will describe all functions of your Laser Challenge™ equipment.

Laser Challenge games match human against human or human against machine in the fastest sport on Earth!

You will need speed, skill & great aim to defeat your opponents. With practice, you will become an expert in the use of Laser Challenge™ equipment.

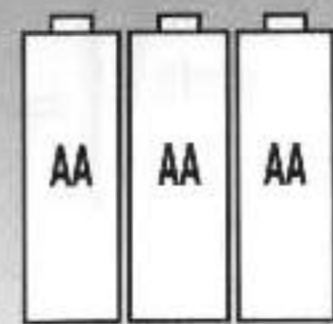
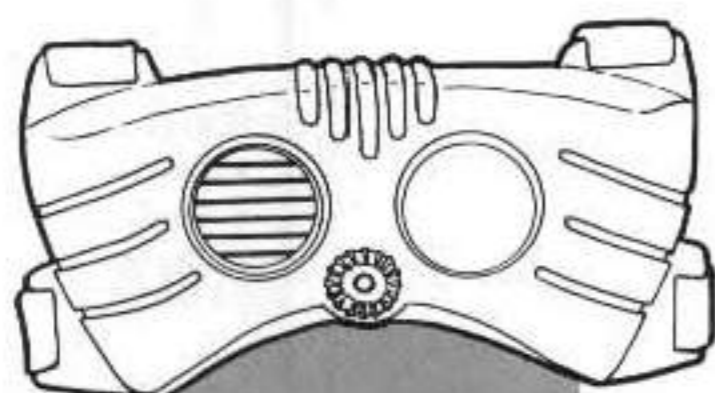
You will be able to play it at the speed of light!

COMPONENTS



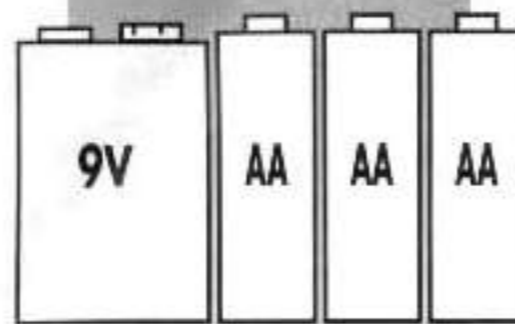
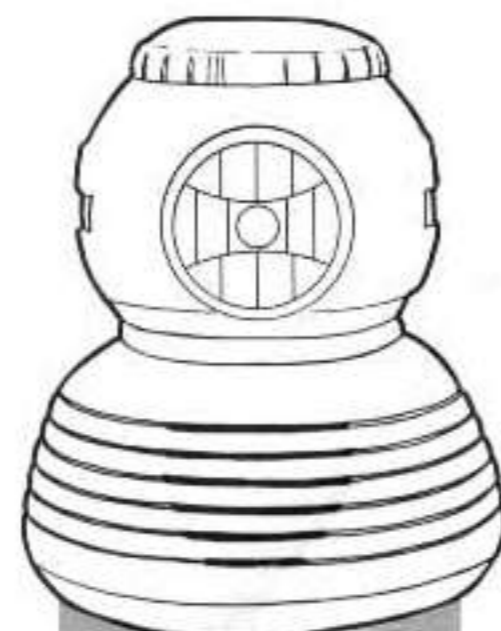
requires 2 AA BATTERIES
3V --- 0.5W

LASER



requires 3 AA BATTERIES
4.5V --- 1.2W

VEST



requires 3 AA & 1 9V BATTERIES
4.5V --- 6.7W
9V --- 1.5W

B.A.R.T.™

QUICK INSTRUCTIONS

LASER

- The Lasers can be armed with 6 blasts at a time, using the Laser Arming Button (right side of laser).
- The Remote Reset Button (left side of Laser) activates all accessories (B.A.R.T.'s & Vests).
- You must re-arm your Laser after every use of the remote reset button.

TROUBLE SHOOTING/PRECAUTION:

- Keep the laser amplifier clean and clear, clean it with soft cloth if necessary.

VEST

- It takes a total of 10 hits to defeat a player and deactivate his or her vest. Players get a warning at 9 hits.

TROUBLE SHOOTING/PRECAUTION:

- Switch off while not in use.
- It is not a protective device.

B.A.R.T. DROID

- It takes a total of 4 hits to defeat the B.A.R.T. Droid. It sounds a warning at 3 hits.
- The B.A.R.T. Droid has 2 skill levels: Beginner & Expert. You get more time to defeat The Droid in beginner mode.

TROUBLE SHOOTING/PRECAUTION:

- Switch off while not in use.
- When switching the Droid on, do so slowly.
- If you turn the Droid on and it does not beep push the switch to the off position and switch it on again.
- Don't play it on wet surface.

BATTERIES

Fresh batteries will increase your Laser's range and the sensitivity of all accessories. Should any component malfunction, try replacing batteries. If this does not work, call customer service.

IMPORTANT! OBSERVE THE FOLLOWING PRECAUTIONS TO PREVENT BATTERY LEAKAGE:

- Ask adult to replace batteries.
- Be sure to insert batteries as instructed. Always follow the battery manufacturer's instructions.
- Always use alkaline batteries.
- Never mix old and new batteries. Replace batteries at the same time, in pairs.
- Never mix alkaline, standard (carbon-zinc), or rechargeable (nickel cadmium) batteries.
- Do not use rechargeable batteries.
- Always remove weak or dead batteries.
- Check that the contact surfaces are clean before installing batteries.
- Remove batteries from the battery compartment before extended storage.

We're Always Here To Help!

We know you are going to enjoy playing with your

LASER CHALLENGE™

If you have any questions or comments, our Customer Service Representatives will be glad to help you.

Call: 1-800-222-9060

between 9:00 am and 5:00 pm EST.

Monday through Friday, or write to:

TOYMAX INC.

200 Hicks Street, Westbury N.Y. 11590

Please include the following information:

Name of product, Item Number, Sales Receipt, Date of Purchase, Where Purchased and a Brief Description of Problem.

BE RESPONSIBLE.

NEVER POINT YOUR LASER AT ANYONE THAT IS NOT A PLAYER.

CONFORMS TO ASTM-F963-95
COLORS & CONTENTS MAY VARY.

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MADE IN CHINA.



THE GAMES:

SOLO PLAY

Against the B.A.R.T. Droid

The B.A.R.T. Droid will help you develop your skills as a competitor. The B.A.R.T. Droid is a fast moving android target with 2 time limits (Beginner & Expert) and 50 pre-programmed escape patterns.

Your goal is to blast the B.A.R.T. Droid's Infrared Sensor 4 times before your time is up. You must use great aim and blast fast! If you don't hit the B.A.R.T. Droid before the time is up, you lose!

HEAD-TO-HEAD PLAY

Against any number of Human Opponents

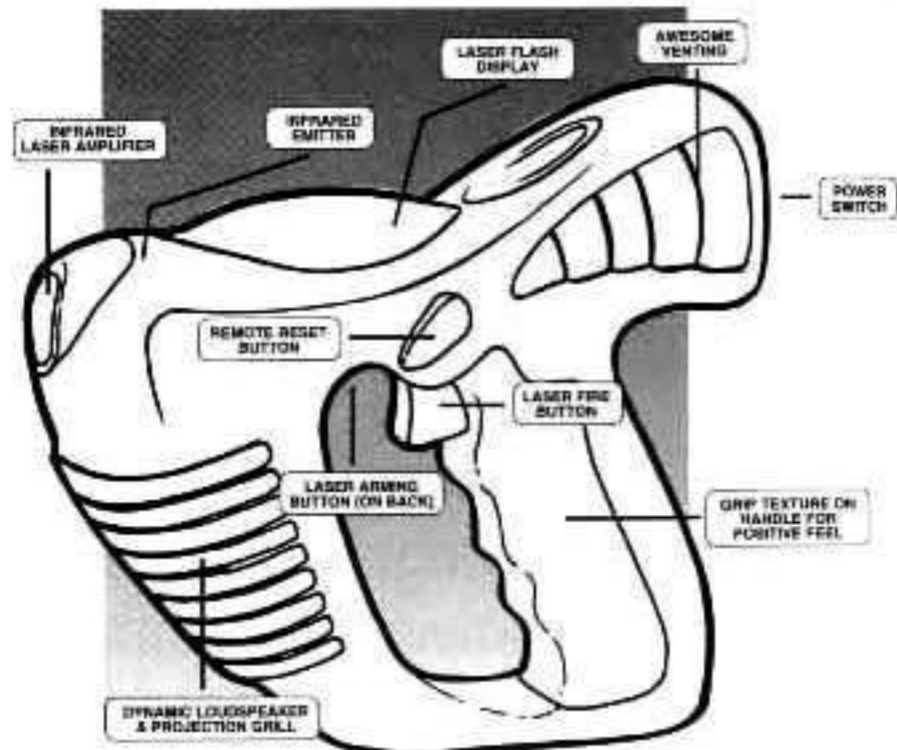
The goal in this sport is simple-deactivate your opponents before they deactivate you! The last player left without being deactivated is the winner.

Each player carries a Laser and wears a Vest. The Vest registers all hits. You must hit your opponents 10 times to deactivate them.

On the ninth hit, players hear a warning siren. While the siren is on, a player cannot be hit. This gives them 3 seconds to escape. After 3 seconds, you can hit your opponent's Vest once more to deactivate them.

The last player left wins!

TURN ALL COMPONENTS ON BEFORE REVIEWING THESE INSTRUCTIONS

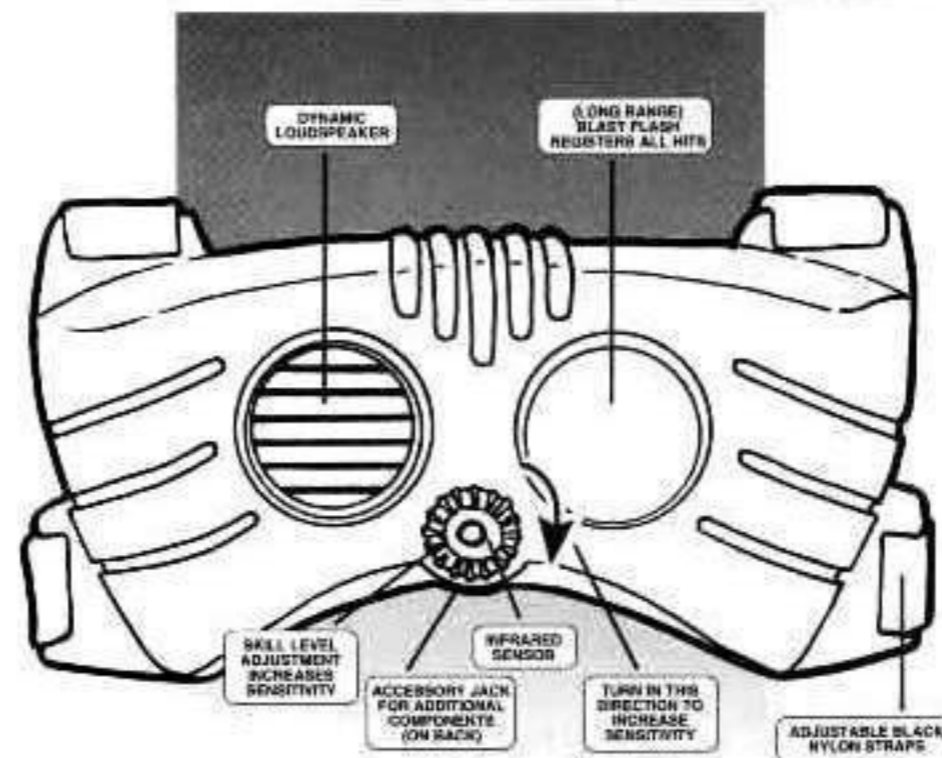


LASER

- Turn the power on. The power switch is located on the back of the laser, under the sight.
- Aim the Laser at an accessory (Vest or B.A.R.T. Droid) and press the remote reset button on the left side of the Laser.
- At the end of each game, the remote reset button can be used to restart all accessories.
- Press the Laser arming switch on the right side of your Laser. This will arm your Laser with 6 Blasts. You will have to re-arm your Laser every six blasts.
- Turning on your Laser activates the homing beacon. This beeping device will make opponents aware of you. You will have to use skill rather than deception to blast your opponents. This is no game of hide & seek.

PLAYING TIPS:

- Lasers must be re-armed after other components are reset.
- Fresh batteries will make Lasers blast further.
- The batteries should be replaced after 6 continuous hours of play.



VEST

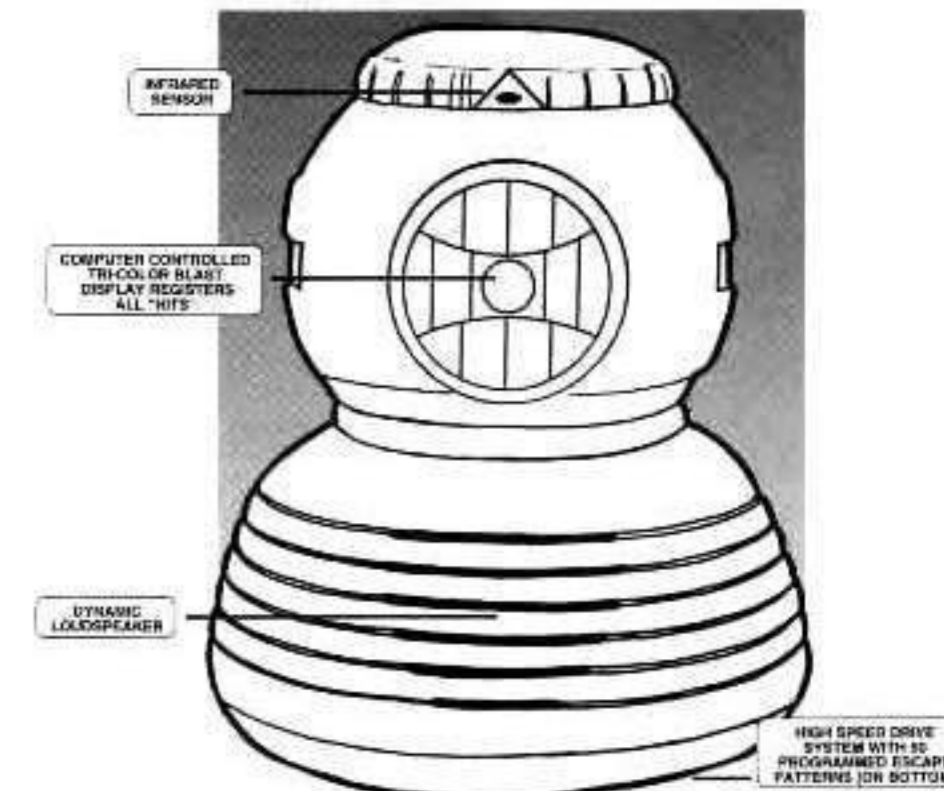
- Turn the power switch on. The power switch is located on the back of the Vest.
- The Vest must be armed by a Laser remote reset button. Your opponent can arm your Vest for game play. Your Vest can also be used as a stationary practice target. You can use your Laser to reset the Vest during practice.
- The Vest will show all hits with a flashing display and an explosion sound. At 9 hits, the Vest will sound a warning and give you 3 seconds to escape.
- At 10 hits, the Vest will deactivate. It will flash repeatedly and a loss siren will sound. When you hear this, you are out!
- The sensitivity of a vest can be adjusted by turning the dial that covers the Infrared Sensor. Turn it clockwise to increase sensitivity, turn it counter clockwise to decrease. On the most sensitive setting, the Vest can be hit more easily.

PLAYING TIPS:

- Your Vest can be used as a stationary target by attaching it to a wall with the straps.
- Once in place, the Vest can be used for target practice or for distance testing.
- While the Vest is sounding a hit or warning, it will not register additional hits.

PLAYING IN BRIGHT SUNLIGHT:

- Adjust the vest to the least sensitive setting for best performance. (All the way to the left / Counter Clockwise).



Bio Automated Roaming Target

- Turn the power switch on. The power switch is located on the bottom of the B.A.R.T. Droid. If switched to Novice mode, The Droid will have a 60 second time limit. In expert mode, the time limit is 30 seconds.
- The B.A.R.T. Droid must be armed by the Laser remote reset button, the same way you arm a Vest.
- Aim at the triangle on the top front of the BART.
- Once armed, the B.A.R.T. Droid will start running. It will go through 50 pre-programmed escape patterns in an attempt to evade your attack. Your goal is to blast the droid 4 times before your time is up. If you do not succeed, it stops and you lose!
- The B.A.R.T. Droid is unstoppable from all sides except the front. Your challenge is to chase it and score 4 hits in the designated time period. With each hit, the Droid's display will flash and an explosion will sound. At 3 hits, it will sound a warning. It also gets 3 seconds to escape. On the 4th hit you will hear the B.A.R.T. Droid's loss siren and you win!

PLAYING TIPS:

- As you switch B.A.R.T. Droid to the "on" position, you will hear a tone signaling that the unit is ready for play. If it is switched from one skill level to another too quickly, it may not register the change. To ensure the change registers, move the power switch only one position at a time.
- Because the B.A.R.T. Droid moves faster on smooth - flat surfaces, playing on these types of surfaces will be more challenging.
- While B.A.R.T. is sounding a hit or warning, it will not register additional hits.

PLAYING IN BRIGHT SUNLIGHT:

- If using B.A.R.T. outside, only use on clean, smooth surfaces. B.A.R.T. may be less sensitive in extremely bright sunlight.

ALL LASER™ CHALLENGE EQUIPMENT CAN BE USED TOGETHER. YOUR SET MAY CONTAIN SOME OR ALL OF THE COMPONENTS SHOWN ABOVE. FOLLOW ONLY THE STEPS NEEDED FOR YOUR COMPONENTS.