



NO.BB8933F
AGE: 6+

TOY SERIES



@vatostoy

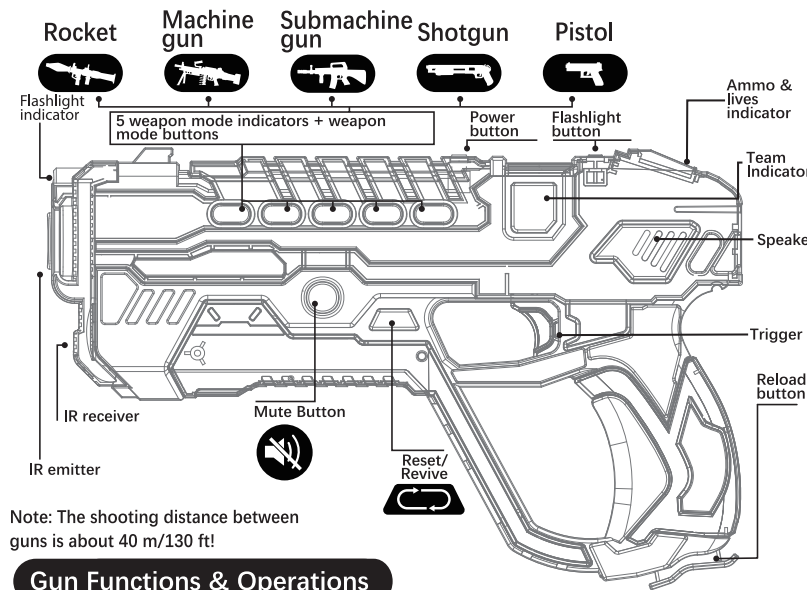
Email: info@vatostoy.com

Website: www.vatostoy.com

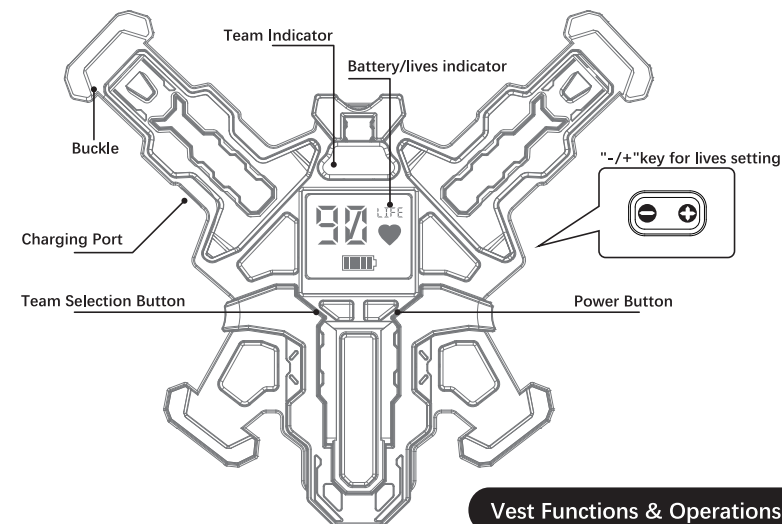
Infrared Laser Tag Gun—Instruction Manual

Please read the part of this manual that corresponds to the Laser Tag Gun set you buy

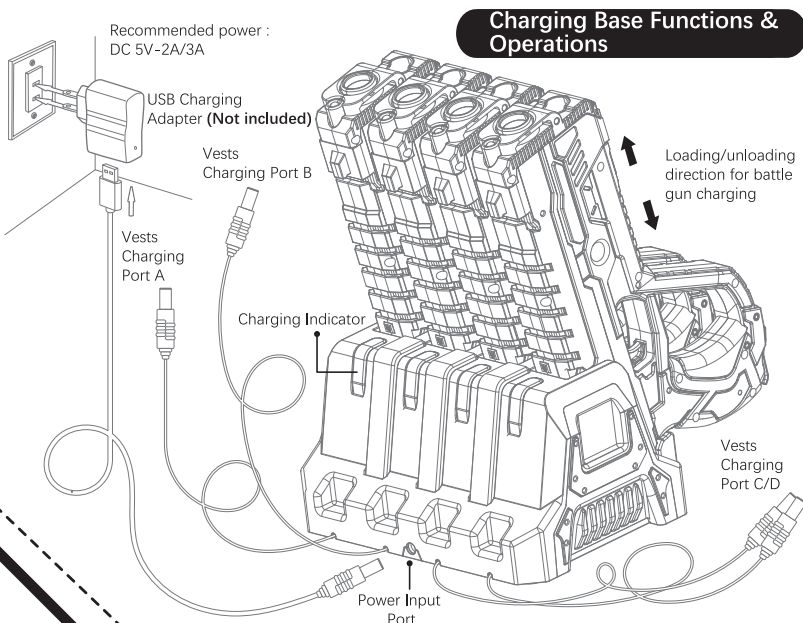
Operation Instructions for Battle Gun



Gun Functions & Operations



Vest Functions & Operations



Charging Base Functions & Operations

1 Startup and setup

1. Power on the vest and the gun, and the initial number of both vests and guns are "88". The color team indicators flash circularly, and the gun will continuously give a prompt voice "Please pair".
2. Shoot at your vest with your own gun, and the vest will vibrate once and display the default number of lives—15 synchronously with the gun. The number of lives can be set to any value ranging from 01 to 99 through the two buttons on the back of the vest (all players should set the same number of lives to ensure fair competition). During this period, the system will continuously prompt "Please select a team", and you should press the Team Selection button on the vest to select a team. There are blue, red, green and white teams, each of which is accompanied by corresponding voice prompt. After selecting a team for 3 seconds, the system will automatically enter the battle state. By this time, it is no longer possible to switch teams or change the number of lives. **Note: During the above operations, be sure to stay away from other players, or operations shall be conducted one by one in turn, otherwise the devices will interfere with each other and lead to pairing failure.**
3. In power-on state, press the flashlight button at the top of the gun to turn on/off the light at the muzzle.

2 Weapon selection and weapon characteristics: directly press the required weapon indicator button, and press the magazine to load bullets before shooting

| Weapon | Pistol | Shotgun | Submachine gun | Machine gun | Rocket |
|----------------------|--------|---------|----------------|-------------|--------|
| Preloaded shots | 9 | 6 | 6 | 6 | 1 |
| Lives taken per shot | 1 | 2 | 2 | 3 | 4 |

3 Mute and stealth attack mode

1. To disable the sound or sound effect of the gun, you may tap the Mute Button on the gun to turn on/off the sound.
2. If you don't hope the enemy find your position via lights or sounds, you may keep pressing the Mute Button and meanwhile pull the trigger to enter a stealth mode, under which all lights and sounds will be turned off (except the flashlight and backlight of LCD screen). Then, attack the enemy quickly, because the stealth mode will automatically fail after 30 seconds.

4 Reset and revive

When the number of lives is "0", the system will prompt "Game Over" in voice. To continue the game, press and hold the reset button of the gun for 2 seconds, the system voice will prompt "New Game", and then the lives of both guns and vests will be reset to the initial state. In this way, you can directly start a new round of game without re-pairing.

5 Power charge

After the game, keep pressing the power buttons of the gun and vest for 2 seconds to turn off the power (in case of no operation within 10 minutes, the system power will automatically turn off). If the indicated battery is less than two levels, please charge it in time to avoid abnormal use next time due to low power. Long-term low power state may cause battery to be damaged or even irrecoverable!

Infrared Laser Tag Gun—Instruction Manual

Cautions in battery use and charging

1. Each gun (vest) has a built-in 3.7V 14500/500mA lithium battery.
2. The charging process must be completed under the supervision of an adult. Please use a DC 5V-2A/3A adapter, or device with a USB port and output 5V, like laptop, and the charging will be completed in about 3-4 hours.
3. If the product is to be idle for a long time, it should be fully charged before storage.
4. During the use of the USB cable, the cable and plug should be regularly checked for damage. In case of any damage, it should not be used until repaired.

Note: When low power, insert the guns or vests into the charge station, the charging indicator will show red. When 50% power, the indicator will turn green and flash. When charging is completed, the indicator will keep green.

Diagnostic procedure

| Problems | Causes | Solutions |
|------------------------------------|---|--|
| Unable to turn on | Low battery level | Charge the product in time, and power on when it is fully charged |
| Unable to pair | Multiple guns or vests are simultaneously opened during pairing | Power on one by one for pairing Be far enough away from other players |
| Unable to hit the target | Shooting between team members | Change to a team in different color |
| | Not aiming at the target or exceeding the shooting range | Aim at the target and zoom in |
| | Blocked by obstacles | Bypass obstacles |
| | Use in strong light environment | Move to and use under the environment without strong light |
| Hit the target by shooting at will | Use in a confined space | Move to and use under the open environment Avoid signal refraction caused by too many obstacles |

Maintenance and Repair

- If this product is to be idle for a long time, it must be fully charged in time before storage.
- Avoid exposure to the sun or heat.
- Occasionally clean this product with a dry rag.
- Do not immerse this toy in water, otherwise it will damage the electronic components.



Note for Parents

*Parents should be on the side to guide installation or charging.

*This product is not intended for use by children under 3 years old.

Tips: Dimmed indicator light means low voltage, and it must be fully charged in time.



Warning: Do not modify the product without permission, otherwise it may cause product failure or out of control.

FCC Caution:

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

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

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.