

AGES 8+
71091

LAZER TAG[®]

TEAM OPS[™]

Team Comm[™]* Headset 2 Player System

Thank you for purchasing the Lazer Tag[®] Team Comm[™]* Headset 2 Player System! Step into LAZER TAG – Where Video Game Action Comes to Life![™]* Use the TEAM COMM Headsets to complete the ultimate LAZER TAG system. Attach the headset to your HUD[™]* (HEADS UP DISPLAY) Unit or directly to your ear and clip or hook the main unit to your belt for on-the-run team communication! Strategize with your team, and spy on the other team by listening in on their channel. The 900 MHz frequency ranges up to approximately 200 ft.[†] so you can communicate faster and further away!

Please be sure to read and follow all instructions carefully before using this product.

Includes 1 Green Set, 1 Orange Set and Instruction Booklet.



Tiger[®]* recommends
ENERGIZER batteries for
optimum performance.

Each Main Unit requires 1 x "9V" or 6LR61 size
battery (not included). Alkaline battery recommended.
Phillips/cross head screwdriver (not included) needed
to insert battery.

[†] Range may vary based on terrain and weather conditions.

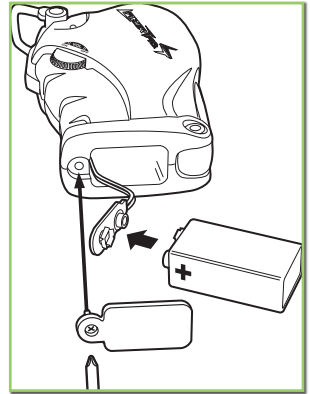
TO INSERT BATTERIES

Using a Phillips/cross head screwdriver, loosen the screw in the battery compartment cover (screw stays attached to cover). Remove cover. Insert 1 x “9V”/ 6LR61 alkaline battery. Replace cover and tighten screw.



CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;
2. Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
3. Always remove weak or dead batteries from the product.



IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference.

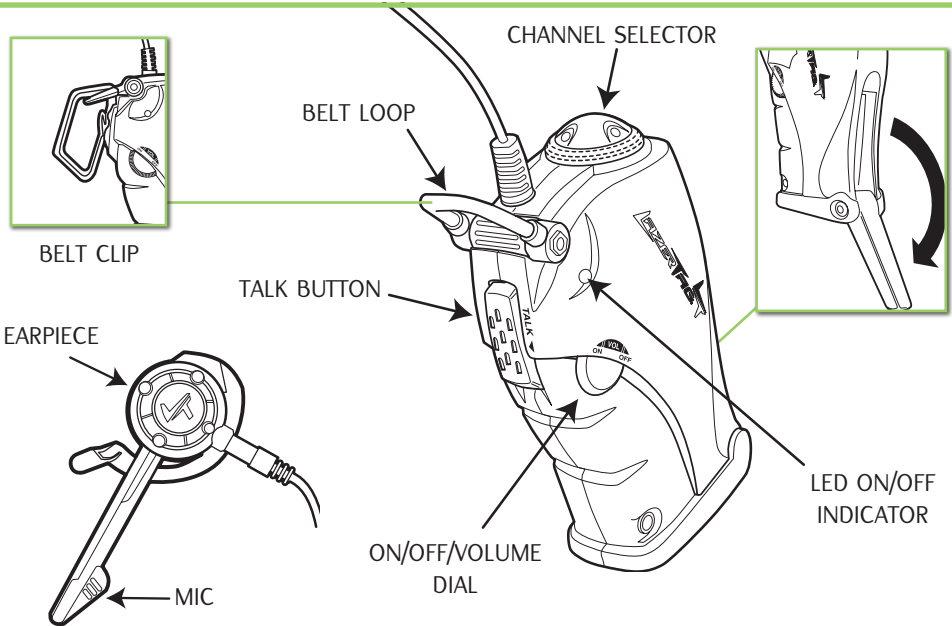
Batteries should be replaced by an adult.



CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. **RECHARGEABLE BATTERIES:** Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**

MAIN UNIT AND EARPIECE

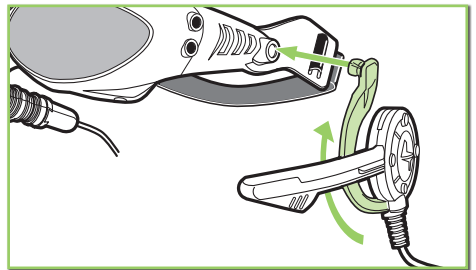


Connect the cable on the Main Unit to the cable on the Earpiece.

The TEAM COMM Headset 2 Player System can be used in two different ways: attach the headset directly to your ear or attach the headset to the HUD™* (HEADS UP DISPLAY) Unit. Then, clip or loop the Main Unit directly to your belt.

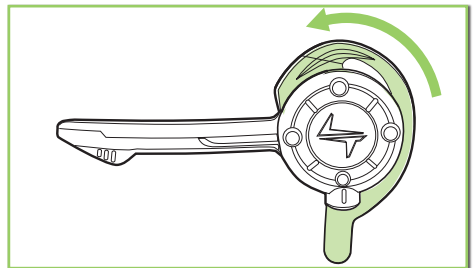
TO ATTACH THE TEAM COMM HEADSET 2 PLAYER SYSTEM TO HUD (Heads Up Display):

1. Rotate the TEAM COMM Earpiece 180° clockwise. Snap into the left side of the HUD (Heads Up Display). The microphone should be within 2-3 inches of your mouth.
2. Clip or loop the Main Unit directly to your belt.



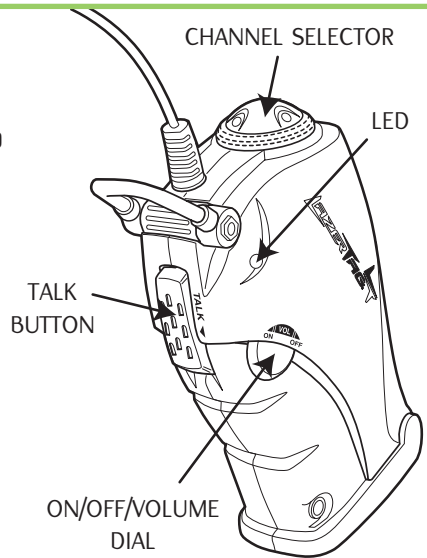
TO WEAR TEAM COMM HEADSET 2 PLAYER SYSTEM (WITHOUT HUD):

1. Put on the TEAM COMM Headset so that the earpiece fits comfortably over your left ear, and adjust the microphone so that it is within 2-3 inches from your mouth.
2. Clip or loop the Main Unit directly to your belt.



TO USE

1. Dial the “On/Off/Volume Dial” to turn the TEAM COMM Headset 2 Player System “On.” Once turned on, you will see the “LED On/Off Indicator” light up to indicate there is power to the system.
2. Next, select which channel (1-3) your team will communicate on by turning the “Channel Selector.” Confer with your teammates when making the selection. You will only be able to talk with your teammates if all of your Main Units are on the same channel. Conversely, you may eavesdrop on your opponents by changing the channel to theirs.
3. When you are ready to talk to one of your teammates, press and hold down the “Talk” button. You must continue to hold down the button while talking, and release it once you are finished.
4. To adjust the volume of your headset, dial up or down on the “On/Off/Volume Dial.”



FCC STATEMENT

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.

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 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.
- Consult the dealer or an experienced radio/TV technician for help.

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Questions? Call 1-800-327-8264