



Laser Shot™

Ages 8 & Up

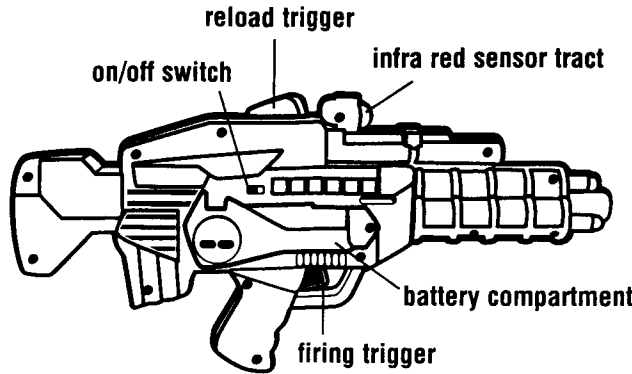
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These technologically advanced, sensory perceptive laser weapons are the maximum source of power in the ultimate clash between the peaceful Gorgonites™ and the mighty Commando Elite™, in a battle that knows no barriers.

4 "AA" batteries included.

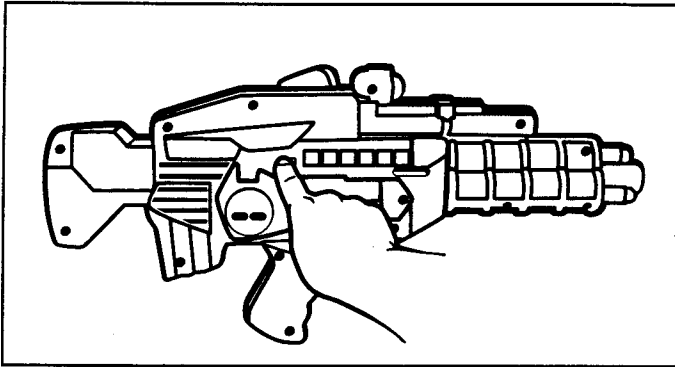
Makes 5 electronic sounds

- FIRING
- LOW AMMO
- RELOAD
- TARGET HIT
- GAME END



- 180° detection range
- Internal target mechanism
- Built-in target sensor

Each Laser Shot gun has a FIRING TRIGGER, RELOAD TRIGGER and ON/OFF switch to activate the laser function. The gun will give you 7 chances to be hit and stay "active" in the game before automatically shutting off.



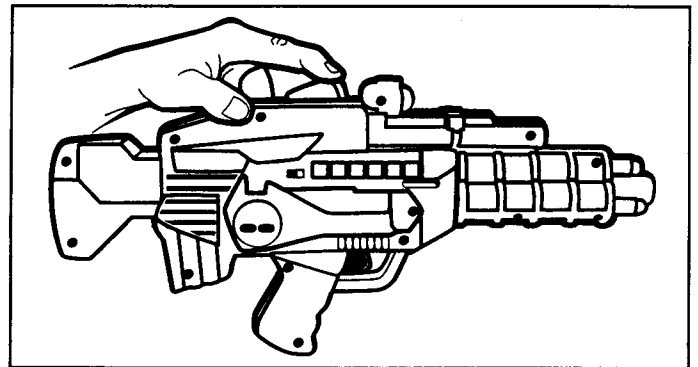
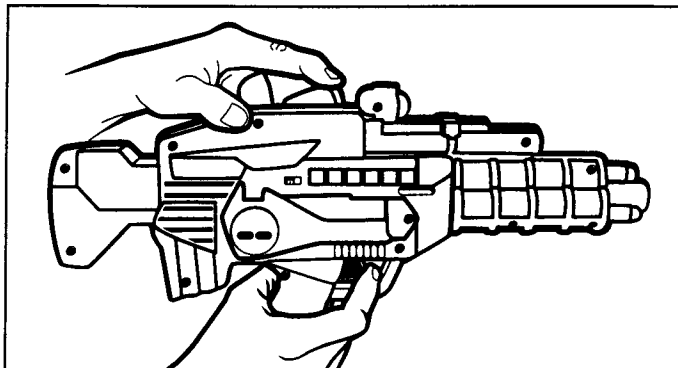
To Begin:

Turn ON/OFF switch to ON position to activate the infra red laser beam.

Press trigger. The gun will fire 18 consecutive shots to emit an infra red sensor.

On the 19th shot, a "low ammo" sound will be heard to indicate that the gun is low on ammunition and alert the shooter that there is only one shot remaining.

After the 20th shot is fired, the shooter will hear a clicking sound to indicate that the gun is out of ammo and it's time to reload.



To Reload:

Hit the reload button on top of the gun to fire another round of 20 shots. You will hear the sound of new ammunition being fired.

If you are hit by an attacker:

If an opponent hits you, your gun will make a "roaring" sound to indicate that you have been hit, and will reduce your chances to stay "active" by one. Press the trigger to strike back!

After the 7th HIT, the gun will make a "shut down" sound to indicate that the GAME IS OVER, and gun will become completely disabled (except for the ON/OFF switch and RESET buttons).

To Restart:

Press the RELOAD button to reload the gun and start the game again.

To interrupt a game:

Turn the gun OFF and ON anytime during the game to return to the original 7-round start.

For Automatic Firing:

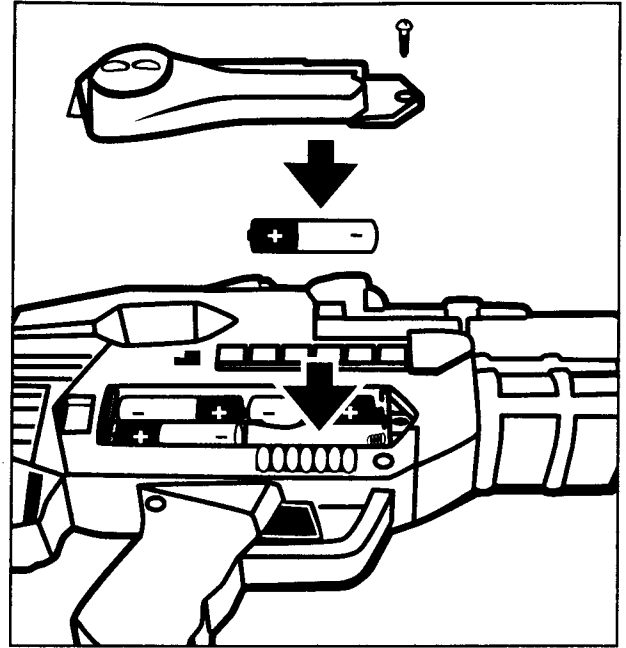
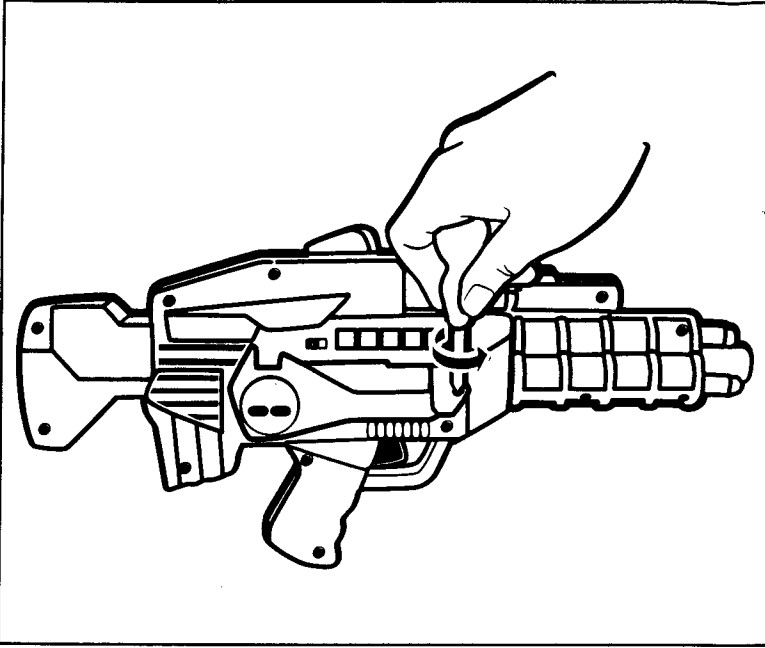
Hold the Trigger and the RELOAD button simultaneously for repetitive firing.

Hold the TRIGGER alone for firing one shot at a time.

Laser Function:

When LASER function is in the OFF position, the gun will not fire or emit an infra red beam, but the sounds will be able to be heard.

Replace worn batteries with 4 "AA" alkaline batteries.



To replace batteries:

Using a Phillips Head screwdriver (not included), loosen the screw from the door of battery box and lift cover.

Remove worn batteries and insert fresh batteries.
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 manufacturer's instructions.
2. Do not mix old and new batteries, or alkaline, standard (carbon-zinc) or rechargeable (nickle-cadmium) batteries.
3. Always remove weak or dead batteries from the product.

FCC STATEMENT

" 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, 2) this device must accept any interference received, including interference that may cause undesired operation.

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.



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