

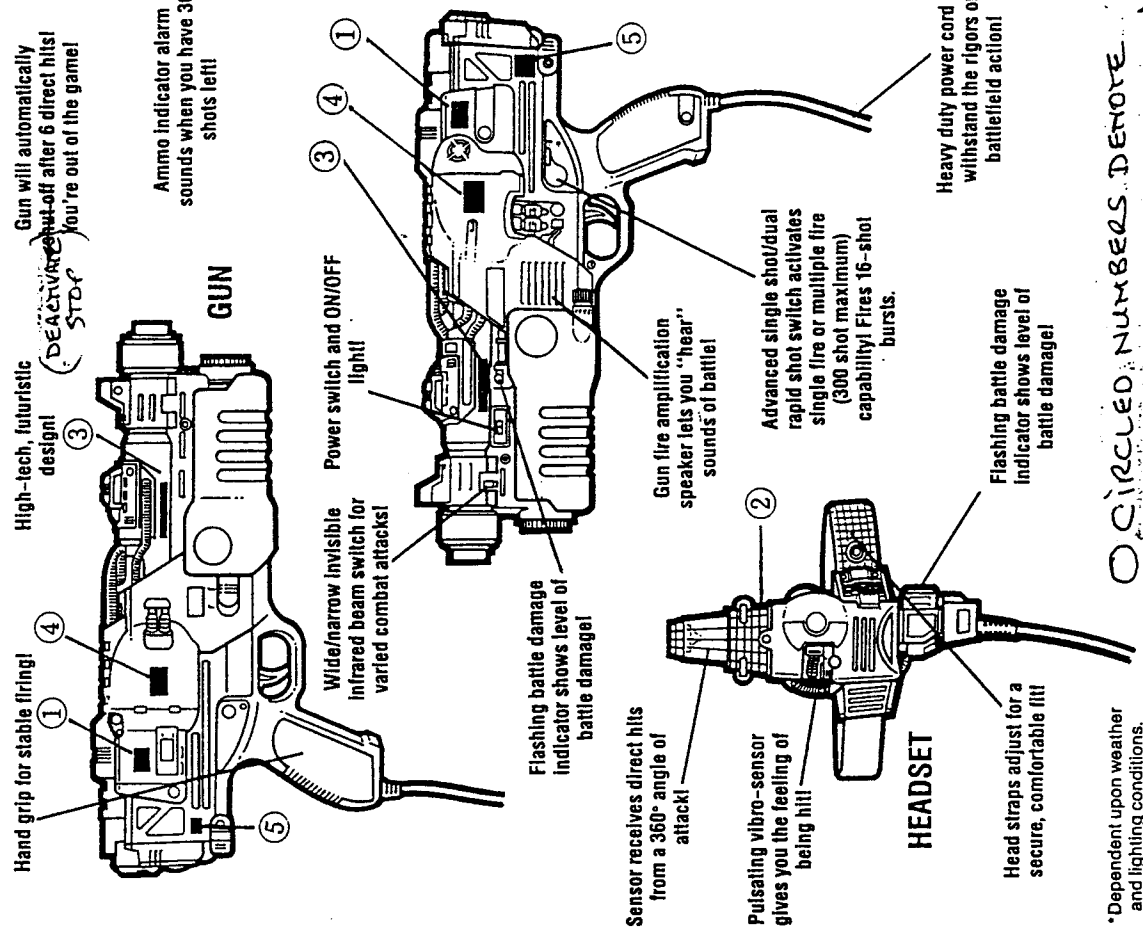
# ELECTRONIC SURVIVOR SHOT™

## INSTRUCTIONS

Includes: Gun, headset, target, headset straps, buckle, and label sheet. Label as shown (repeat for both sides of gun).

## SPECIFICATIONS

The Electronic Survivor Shot gun can fire an invisible infrared beam over 160 feet\*! Partly cloudy days improve distance.



## LIMITED WARRANTY ON ELECTRONIC SURVIVOR SHOT™

Hasbro, Inc. warrants to the original purchaser of this product that the product will be free of defects in material or workmanship for 90 days from the date of original purchase. This warranty does not cover damage resulting from accident, unreasonable use, neglect, improper service, or other causes not arising out of defects in material or workmanship.

To obtain warranty service on the Electronic Survivor Shot, you may either call our toll free hot-line number, 1-800-255-5516 so that we can provide you with instructions, or return the unit together with proof of purchase date directly to Hasbro, Inc. at the following address:

Hasbro, Inc.  
 Consumer Service Department  
 P.O. Box 1990  
 Pawtucket, RI 02862-9940

If the unit is returned to us for service, you must pay the postage for mailing it to us. Hasbro will pay the cost of returning the product to you. During the 90-day warranty period, any defective product will either be replaced or repaired at Hasbro's option without charges to the original purchaser.

Hasbro, Inc. will not be held liable for loss of the product or other incidental or consequential costs, expenses, damages incurred by the original purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Before returning your Electronic Survivor Shot for repair, we recommend that you read the instructions carefully and test your product with fresh, strong alkaline batteries.

\*Dependent upon weather and lighting conditions.

CIRCLED NUMBERS DENOTE

# THINGS TO BE AWARE OF WITH YOUR ELECTRONIC SURVIVOR SHOT™

- The performance of the invisible infrared beam can be reduced if gun is used on very bright sunny days, or when foggy or smoky conditions exist; when the invisible infrared beam is switched to narrow capability; or when the batteries are exhausted.
- \*Best performance range can be achieved during overcast or cloudy weather.

## BASIC PLAY ACTION

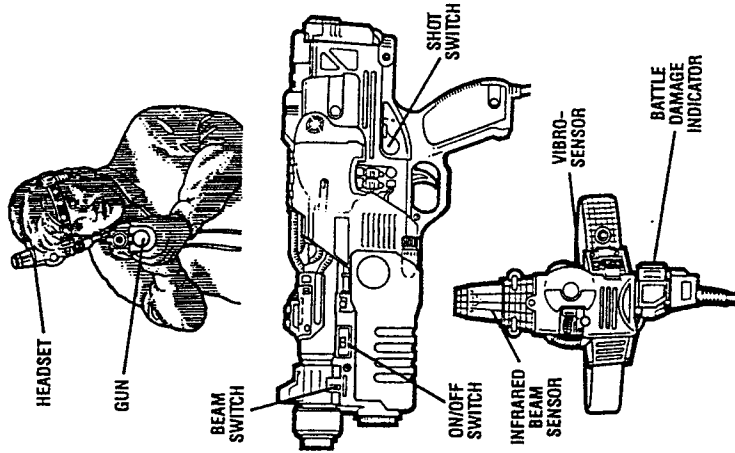
### PREPARING FOR BATTLE

- 1) Place headset on your head and hold the gun.
- 2) Select firepower setting you want by moving the shot switch into single mode, labeled S, or dual rapid fire mode, labeled D.
- 3) Choose between wide or narrow invisible infrared beam capability by flicking the beam switch up for wide or down for narrow.

### LET THE ACTION BEGIN

- 4) Move the ON/OFF switch into the ON position. You're now ready to play by firing at your opponent's sensor.
- 5) When you suffer a direct hit, the pulsating vibro-sensor will vibrate so you'll feel the "hit." The battle damage indicator will begin to blink to indicate shot damage. When the light shuts off, you'll only be able to sustain one more direct hit.
- 6) Once you have been hit 6 times the gun will automatically shut-off. You are now deactivated.
- 7) The game is won when either opponent or all the members of either team have been "deactivated."

NOTE: Make sure you play Electronic Survivor Shot in an area free of hazards. For instance, do not play in traffic or in building construction areas.



## SPECIAL FEATURES

Your Electronic Survivor Shot gun's invisible infrared beam can be used for sophisticated, indirect reflective fire techniques. One such technique is the "ricochet effect." For example, if you are playing in an area where there are many walls, you can reflect your shots off the walls to hit your opponent. But remember, this same technique can be done to you. So keep alert. When using this advanced attack technique, be sure not to accidentally use it against your own teammates. Prior to attacking, know where your teammates are located.

NOTE: You cannot "hit" yourself with your own gun. It will not register with your headset's sensor.

# BATTLE STRATEGIES AND FORMATIONS

## ONE-ON-ONE ACTION

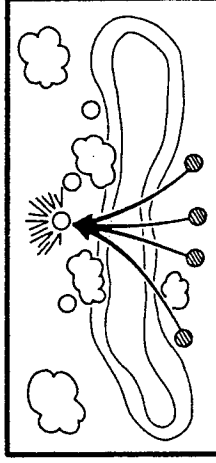
- Select an area free of any hazards. Do not play in abandoned lots or fields, construction sites, traffic areas, near electrical power stations, etc.
- Decide with your opponent to establish what type of invisible infrared beam (wide or narrow) will be used and which form of firepower (single shot or dual rapid-fire) will also be incorporated.
- Begin the battle! Your goal is to "shoot" your opponent 6 times to knock him out of the game before he can do it to you.
- Set up a flag or use your Survivor Shot target as a goal. Your objective is to capture the goal. One person defends the goal while the other one attacks.

## TEAM ACTION

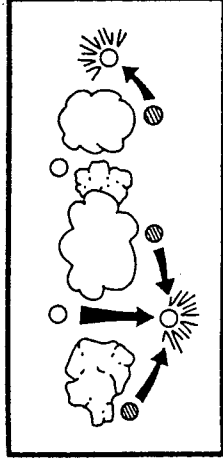
- Select an area free of any hazards. Do not play in abandoned lots or fields, construction sites, traffic areas, near electrical power stations, etc.
- Split the participants into two teams. The teams should be divided by a color code for easy recognition. For instance, Team A wears blue arm bands and Team B wears green arm bands. Each team should elect a leader who will direct the team's operations.
- Before playing, the teams must meet to establish what type of invisible infrared beam (wide or narrow) will be used and which form of firepower (single shot or dual rapid fire) will also be incorporated. Once this is done, you're ready to begin.
- Set up a flag or use your Survivor Shot target as a goal. Your objective is to capture the goal. One team defends the goal while the other team attacks.

# SUGGESTED BATTLE STRATEGIES

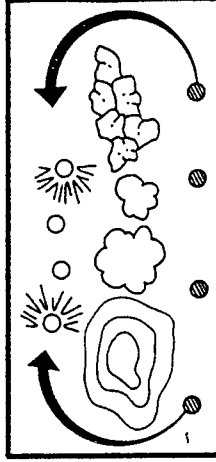
● YOUR TEAM ○ OPPONENTS



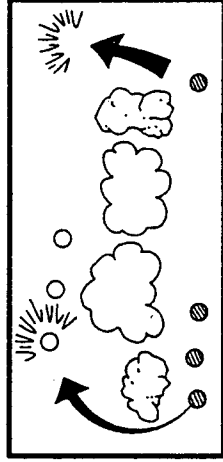
1) **PINCER ATTACK** - This form of attack is a direct assault against one particular sector in your opponents' defense perimeter.



3) **AMBUSH** - Set up hidden attack points behind rocks, bushes, trees, etc., then wait for the opposing team to enter the area.

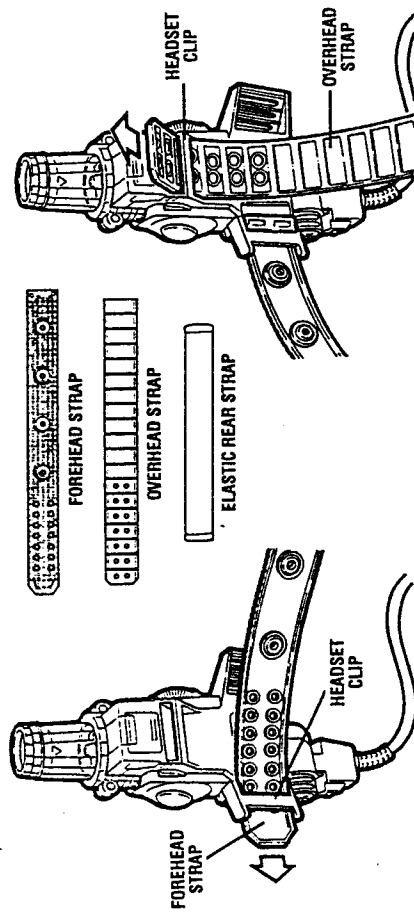


2) **FLANKING** - This involves striking the opposing team by maneuvering your forces around their forward positions to attack their sides areas.



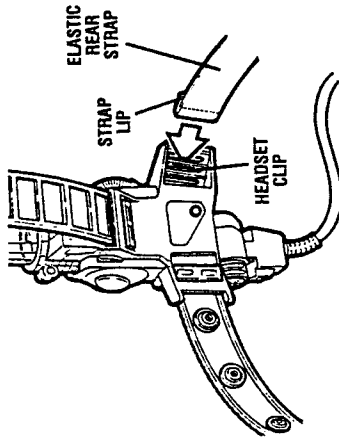
4) **DIVERSION** - To divert the opposing team's attention from your main attack, launch a strike against a least important position.

# HEADSET STRAP ASSEMBLY

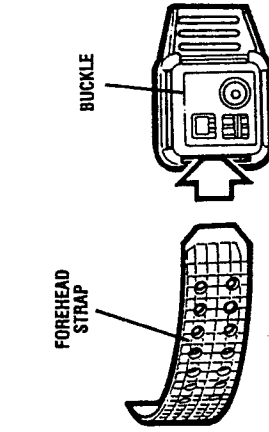


1) Slide forehead strap through headset clip and pull firmly into place as shown.

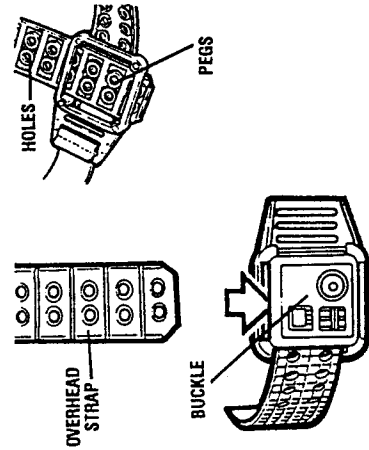
2) Slide overhead strap through headset clip and pull firmly into place as shown.



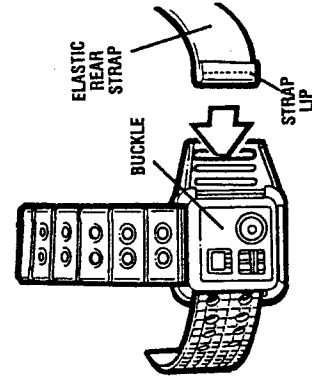
3) Slide elastic rear strap through headset clip and pull to secure. NOTE: Be sure strap lip faces outside as shown.



4) Slide forehead strap through buckle and fit strap holes over buckle pegs.

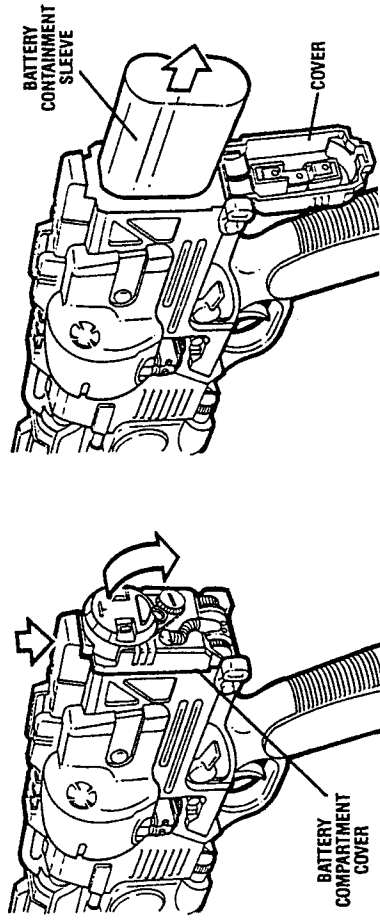


5) Slide overhead strap through top of buckle and fit over buckle pegs as shown. NOTE: Both the forehead strap and overhead strap have numerous holes to adjust to the proper fit.

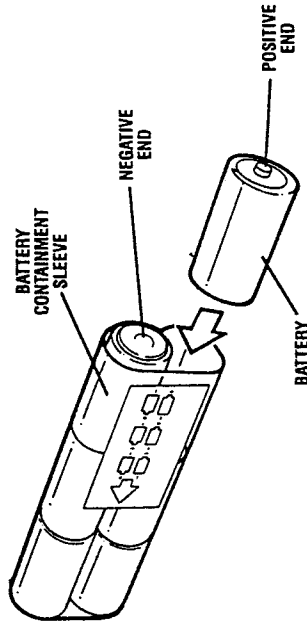


6) Slide elastic rear strap through buckle as shown. NOTE: Be sure strap lip faces outside as shown.

# BATTERY REVERSION

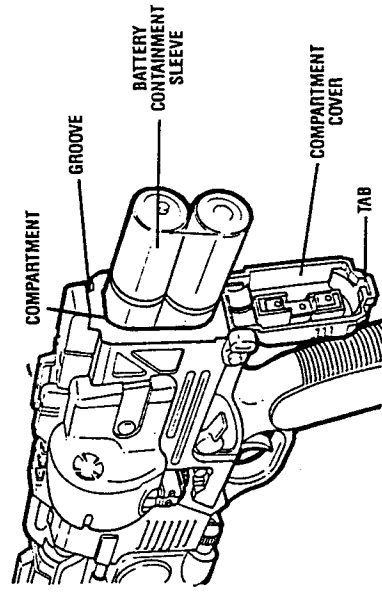


1) Push down on top of battery compartment cover to unlock and swing down cover. Remove battery containment sleeve.



2) Following the battery insertion directions on the sleeve, place 6 "C" size batteries into the sleeve as shown. Make sure the positive end (+) and the negative end (-) of each battery is properly inserted. Batteries may leak if not correctly placed into the sleeve. Alkaline batteries recommended.

NOTE: To insure full-power capability, always use new batteries. Never mix different types of batteries such as alkaline and manganese dioxide.



3) With the open end of the sleeve facing out the back of the gun, slide the battery sleeve into the compartment. Flip up the compartment cover, fit tab into groove area on gun and push upward to lock into place.