

LASER CHALLENGE™



AGES 8 & UP
-This Toy Does NOT Contain a Real Laser Device.
-Shooting Distance Dependant Upon Weather and Lighting Conditions.

VISIT US ON THE WEB AT: WWW.LASERCHALLENGE.COM

INSTRUCTIONS

You are preparing to engage in the most advance laser play ever...
With the ELST™ Game System, your Laser Challenge™ V2 equipment can do things never before dreamed of in home laser play...

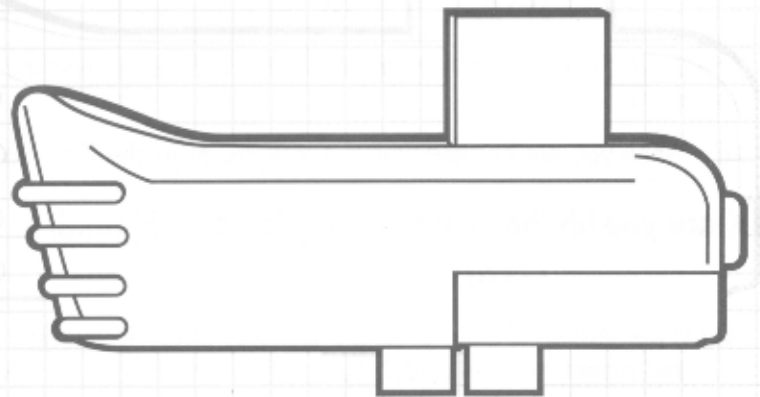
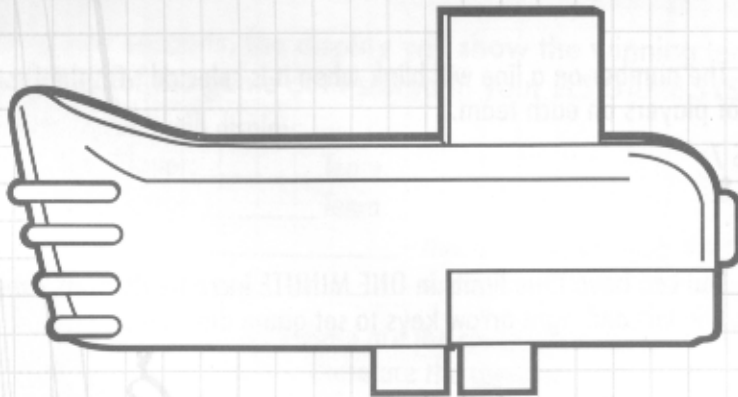
Your V2 Gear can now Record players hits, shots and blasting accuracy for up to 8 players.
The ELST™ Game System can track game duration and it can set the number of lives players get in a game --
The ELST™ Game System makes your Laser Challenge™ V2 Gear truly the most advanced home laser equipment ever.

THESE ELS ADAPTERS ALLOW YOU TO INTERFACE YOUR LASER CHALLENGE™ V2 EQUIPMENT WITH THE ELST™ GAME SYSTEM BASE. THEY ARE IN TEAM COLORS FOR TEAM PLAY AND CORRESPOND WITH THE 2 TEAMS ON THE ELST™ GAME SYSTEM BASE -- RED TEAM AND BLUE TEAM.

THE FOLLOWING INSTRUCTION WILL EXPLAIN THE USE OF THE ADAPTERS AND THE ENTIRE ELST™ GAME SYSTEM

Start Up:

1

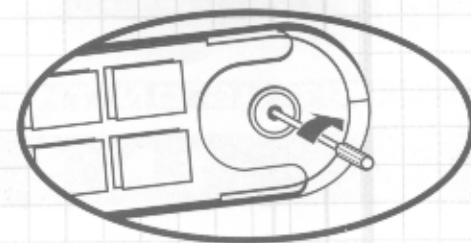
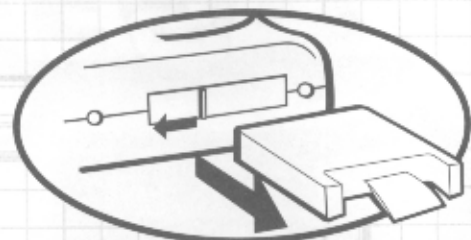


ELST™ ADAPTER PAKS -- NO BATTERIES REQUIRED

2 Each player using the ELS™ Game System must use an ELS™ ADAPTER PAK. This pak gets attached to ANY V2 Blaster and then to a V2 vest.

a.) Remove the plug inside of the blasters adapter port to access the port on the V2 blaster.

NOTE – Do not lose the plug- you must replace this plug when not using the ELS™ Game System.
Attach the ELS Adapter pak as shown and secure the screws in the bottom of the ELS adapters paks.



b.) Slide open the ELS Adapter port on a V2 Vest and plug in the cable from your ELS Adapter.

3 Switch power on

a.) Turn on your V2 Blaster in Silent or Sound mode and Turn your V2 vest on in ELS Mode (PUSH SWITCH TO RIGHT).

b.) Turn on your ELS Game system base, you will hear a beep sound and the display will read WELCOME TO ELS GAME SYSTEM.



4 Press the CFM Key to enter "SETTINGS" Mode - this is where you will enter the # of players on each team, the game duration and the number of "lives" (or hits) each player is allowed. The display will read:

BLUE TEAM 1
RED TEAM 1
TIME 0:02

a.) Set # of players:

Use up & down keys to scroll through each line. The number on a line will blink when it is selected. On the first two lines, use the left and right arrow keys to set number of players on each team.

** THE MAXIMUM NUMBER OF TEAM MEMBERS IS 7.

** THE MAXIMUM TOTAL NUMBER OF PLAYERS IS 8.

b.) Set Time Limit:

Use the down arrow key to get the time setting. You can have time limits in ONE MINUTE increments from 2 minutes (0:02) up to 9 hours and 59 minutes (9:59). Use the left and right arrow keys to set game duration.

c.) Set player lives/hits

Use the down arrow key to get to the "lives" setting. The display will read

LIVES= 10

Use the left and right arrow keys to set the number of lives per player. You can set anywhere from 10 through 30 lives per player.

d.) When you are finished with the settings, press the CFM KEY once to confirm the settings.

5 Once you hit the CFM key, the display will read:

SETTINGS OK?

a.) If the settings are ok, press the CFM Key once. If you need to restart and change settings, hit the ESC KEY once and repeat steps 1 through 5.

b.) Once you press the CFM KEY, the display will read:

BLUE TEAM 1
PLUG IN
TO GET ID

c.) Players should plug in their adapter one by one following the instructions on the display. This will upload an ELS player id to each player.

** REMEMBER YOUR PLAYER NUMBER, you will need this to recall your game performance data at the end of the game.

d.) After all players have uploaded id's, press the cfm key. This will start the game. The screen will display the time remaining in the game.

** The game system counts set up time as game time. When the time shows, it will display the time remaining in the game.

6 RUN !

a.) You have 4 reloads (25 blasts each) when you start the game. After you have used all of these, you must make it back to the Base and plug your adapter in to "recharge" your equipment. A recharge will give you 4 more reloads.

b.) During the game, your Laser Challenge V2 advanced functions will be available. You will get 3 MAXBLASTS and 3 BLASTSHIELDS per recharge. HOWEVER, on all blaster, the reset button {R}, NOT the BLASTSHIELD button, will be used to access your blastshield. The blastshield button on the vests does not work for blastshields with ELS.

7 When time is up, the base and all equipment will generate a long beeping sound to indicate that the game is over.

** If you want to end a game before the time is up, return to the Base and press the ESC KEY one time ONLY (if you press is more than once, you will reset the entire system!). The display will read:

STOP GAME OK?

Press the CFM KEY once and continue with the following steps.

8 Players must plug in the adapters and blasters one by one as prompted by the base to download their game data. AT the end of a game, the display will read:

**BLUE TEAM 1
PLUG IN TO
DOWNLOAD**

-the display will prompt for EACH player to plug in individually.

9 After a few seconds, the display will show the winning team. You may now use the arrow keys to scroll through all of the game data stored in your ELS GAME SYSTEM base.

In order, the unit will display:

The Winner: _____ Team

The Loser: _____ Team

Best Shot: _____ - this is the player with the best overall stats.

The Worst: _____ - this is the player with the worst overall stats.

BLUE TEAM RESULTS-these are the complete stats for the blue team.

RED TEAM RESULTS — these are the complete stats for the red team.

BLUE TEAM ONE RESULTS — these are individual stats for blue player one.

RED TEAM ONE RESULTS — these are individual stats for red player one.

** these are individual result screens for EVERY player in a game. Use the up and down arrow keys to scroll through all of these screens.

This is how Game Performance Data is displayed:

**BLUE PLAYER 1
HITS=XX
HIT-BY=R1,R2...**

-The first line is the player or team ID

-the second line will display 3 performance stats.

1.) HITS-this is the number of times you hit other player

2.) HITS%- this is your accuracy rating (how many times you fired vs. how many times you hit someone)

** Use the left and right arrow keys to scroll through these stats.

3.) SHOTS — this is the number of shots you received from other players.

-the third line show who you were hit by, and how many times they hit you.

-B1 is blue player 1, B2 is blue player 2, R1 is red player 1 and so on.

KEY CONFIGURATION - ELS BASE

UP ARROW:	Scrolls up through lines on the display. Change to the upper row during setting mode.
DOWN ARROW:	Scroll down through lines on the display. Change to the lower row during setting mode.
LEFT ARROW:	(i) Setting the data by decrement of 1 (ii) To scroll DOWN to the next record
CFM:	Confirm any setting.
ESC:	To change back to setting mode or stop the game or reset the unit.
PRINT:	Downloads current game data to a PC via a standard parallel cable. ** This will only download when you are running the els print software. Look for a free download of this software (for any PC) on our website at www.laserchallenge.com

EQUIPMENT OPERATIONS DURING AN ELS GAME

(i) RELOAD:	USING THE ARM (A) BUTTON ON YOUR BLASTER, YOU RELOAD UP TO 4 TIMES PER RECHARGE. YOU WILL RECEIVE 25 SHOTS PER RELOAD.
(ii) SHOOT:	(a) PRESS ONCE FOR SINGLE SHOT. (b) PRESS & HOLD FOR RAPID FIRE.
(iii) MAXBLAST:	PRESS THE MAXBLAST BUTTON THEN PRESS TRIGGER TO FIRE. IF YOU HIT THE TARGET, THEY WILL LOSE 3 LIVES. YOU HAVE 3 CHANCES TO USE MAXBLAST. YOU WILL REPLENISH THEM EVERY TIME YOU RECHARGE AT BASE.
(iv) BLASTSHIELD:	PRESS "R" RESET BUTTON TO MAKE YOURSELF INVINCIBLE FOR 5 SECONDS. YOU HAVE 3 CHANCES TO USE BLASTSHIELD YOU WILL REPLENISH THEM EVERY TIME YOU RECHARGE AT THE BASE.

FEATURE HIGHLIGHTS DURING AN ELS GAME:

- WHEN YOU PRESS THE MAXBLAST OR BLASTSHIELD BUTTONS, THE NUMBER OF BEEP YOU HEAR INDICATES THE NUMBER OF MAXBLASTS OR BLASTSHIELDS YOU HAVE LEFT.
- WHEN YOU RUN OUT OF RELOADS, PLUG INTO THE BASE TO RECHARGE YOUR BLASTER WITH 4 RELOADS, 3 BLASTSHIELDS & 3 MAXBLASTS.
- WHEN YOU HAVE ONLY ONE LIFE LEFT, YOU WILL HEAR A WARNING SOUND LAST FOR 5 SECONDS TO INDICATE YOU HAVE ONLY ONE LIFE LEFT.
- ON YOUR LAST HIT, YOU ARE ELIMINATED. SIT ON THE SIDELINES UNTIL THE GAME IS OVER SO YOU CAN PLUG IN AND DOWNLOAD YOUR GAME DATA.

Battery Requirements:

ELS GAME BASE = 3 AA BATTERIES
ELS ADAPTER PAKS = NO BATTERIES REQUIRED

Fresh batteries will increase your Blaster'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 instruction.
 - 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.

VISIT US ON THE WEB AT: WWW.LASERCHALLENGE.COM

We're Always Here to Help! We know you are going to enjoy playing with your



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

Call: 1-800-222-9060

between 9:00am and 5:00pm EST. Monday through Friday, or write to:

TOYMAX INC. 125 East Bethpage Road, Plainview, N.Y. 11803

Please include the following information: Name of Product, Item Number, Sales Receipt, Date of Purchase, Where Purchased and a Brief Description of Problem.