

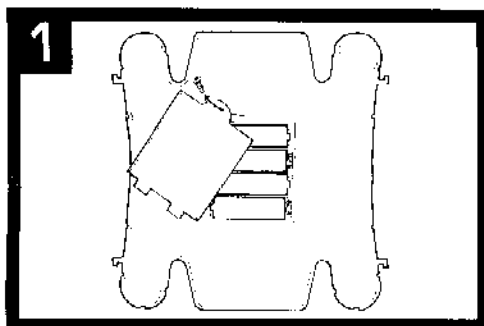
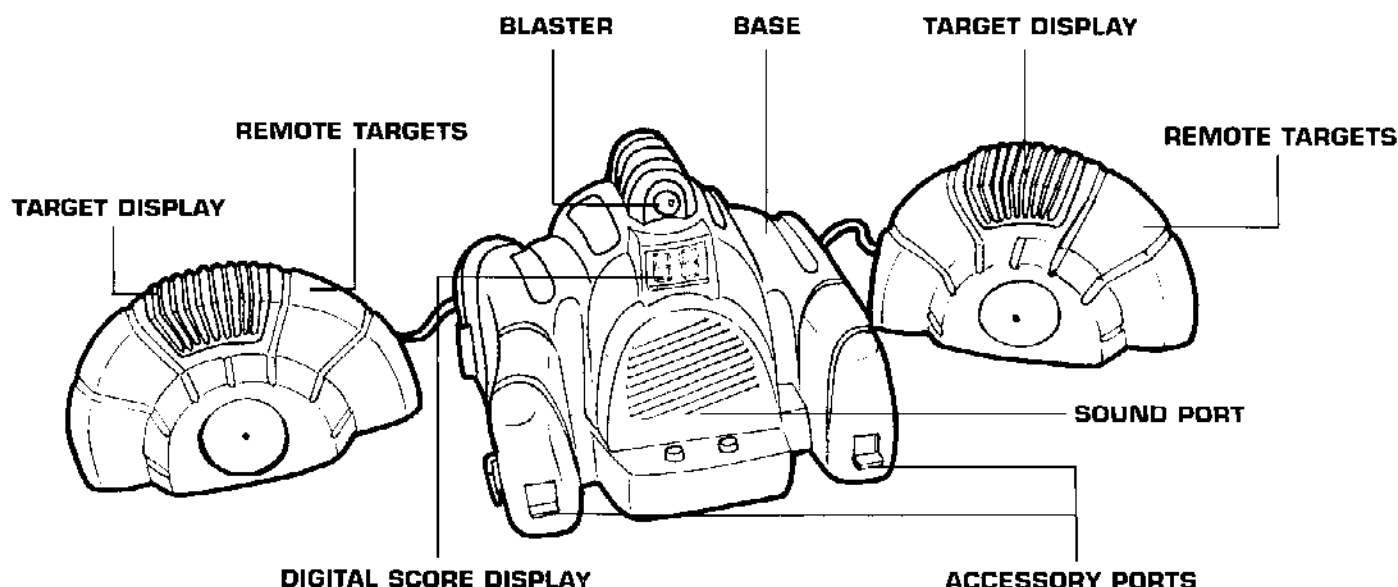
LASER CHALLENGE™

The Ultimate LASER GAME!

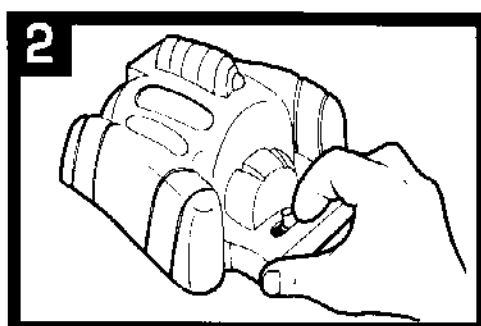
LASER ALLEY™ INSTRUCTIONS



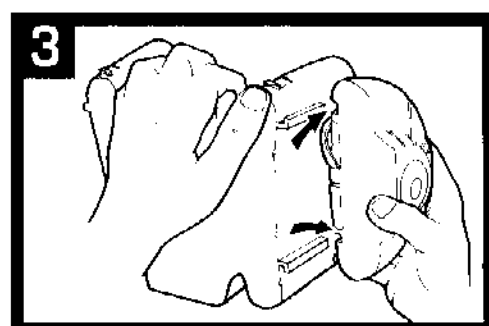
Laser Challenge™ games are the cutting edge in computer controlled live action gaming! The following instructions will explain all features and functions of your new Laser Challenge game!



1 INSERT BATTERIES by removing the phillips (+) screw in the battery door, and putting in the batteries as shown on the inside of the Laser Alley battery door. Replace and tighten the screw.



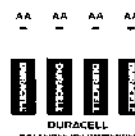
2 TURN THE UNIT ON by pushing the switch on the back of the base to the right.



3 DETACH THE REMOTE TARGETS by lifting them up and away from the base.

LASER ALLEY™

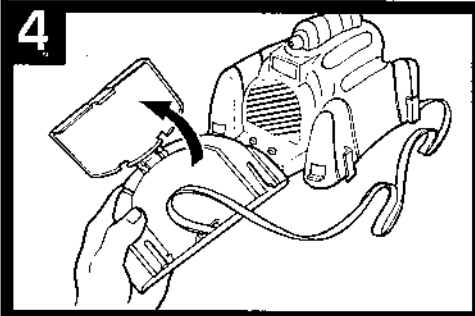
REQUIRES FOUR AA BATTERIES



IMPORTANT!! OBSERVE THE FOLLOWING PRECAUTIONS TO PREVENT BATTERY DAMAGE!

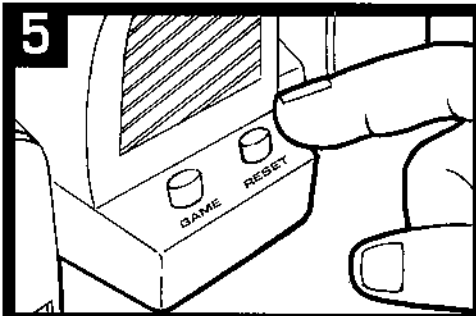
- Ask an adult to replace batteries • Be sure to insert batteries as instructed. Always follow the battery manufacturer's instructions • Always use alkaline batteries • Never mix old and new batteries • Replace batteries at the same time • Never mix alkaline, standard (carbon-zinc), or rechargeable (nickel 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.

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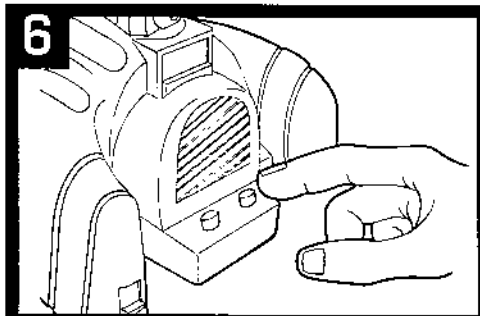
REMOVE THE CONNECTOR CABLES from the remote targets by lifting the cover of the storage compartments and unravelling the cables. You can now place the targets wherever you want. For the most Challenge, place them as far apart as possible

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CHOOSE A GAME by either pressing the select button on the front of the base or firing at one of the remote targets with your laser-this will make the unit scroll through all 5 games. The selected game number will be displayed on the digital readout. (P1-target practice, P2-quick-draw™ mode, P3-smartshot™ mode, P4-blastback™ mode, P5-recall™ mode)

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RESET THE SELECTED GAME TO BEGIN PLAYING by either pressing the reset button on the front of the base or aim your laser at remote target and push the reset button on your laser-the selected game will now begin!

THE GAMES

NOTES: All games will make a "Start" tone when reset

1. TARGET PRACTICE

- Reset this game and green lights on the targets will light randomly-hit them when lit.
- You will advance to higher skill levels every 25 blasts.
- If you can blast the targets 99 times, you will beat the base!
- At each level you have a different number of hits allowed.
Before you are eliminated. At Level 1-Three hits
Level 2 & 3-Two hits
Level 4-One hit

2. QUICKDRAW™ GAME

- Reset this game and a "Draw" timer starts.
- At the end of the draw timer, one of the green target light will go on-blast it as fast as you can.
- If you blast the targets in less than 1.5 seconds, you will advance to the next level.
- Every level you advance, you must beat your prior speed.
Example: Your level 1 time= 0.7, your level 2 time must be 0.6 or lower to advance or the game is over.
- You will keep advancing until you can not beat your previous time.

3. SMARTSHOT™ GAME

- Reset this game and random red and green lights will light on the targets-blast only the green lights.
- Every 25 points, the game will advance to the next level, with each advancing level, more red lights will light to test your reactions
- If you hit a red light, points will be subtracted from your score.
If you hit 3 red lights, the game is over.
- If you fail to hit 3 green lights on any level, the game is over.
- If you advance through all 4 levels and score 99 points, you will beat the base!

4. BLASTBACK™ GAME-wear your laser challenge™ vest during this game for the ultimate challenge

- Plays just like smartshot™ mode, but now when you miss, or blast a red light, the base will blast back!
{Note: Do not place the brain higher than 1 foot }
Reset this game and random red and green lights will light on the targets-blast only the green lights.
- Every 25 points, the game will advance to the next level with each advancing level, more red lights will light to test your reactions.
- If you hit a red light, points will be subtracted from your score. If you hit 10 red lights on any level, the game is over.
- If you fail to hit 10 green lights on any level, the game is over.
- If you advance through all 4 levels and score 99 points, you will beat the base!

5. RECALL™ MODE

- Reset this game and the targets will randomly display green lights that you have to remember and repeat.
- Each level you advance, there will be one more light added to the sequence.
- You will keep advancing levels as long as you can remember the light patterns.
- Each Time you follow a sequence correctly you score 3 points. Score 99 points and you win!

*** The system will switch to stand by mode if it does not receive a signal for 15 seconds. To exit stand by, reset the unit.**

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

LASER CHALLENGE™

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

Call: 1-800-222-9060

between 9:00 am and 5:00 pm 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.

VISIT US ON THE INTERNET AT: <http://www.laserchallenge.com>

CONFORMS TO ASTM-F963 MADE IN CHINA. COLORS & CONTENTS MAY VARY.

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