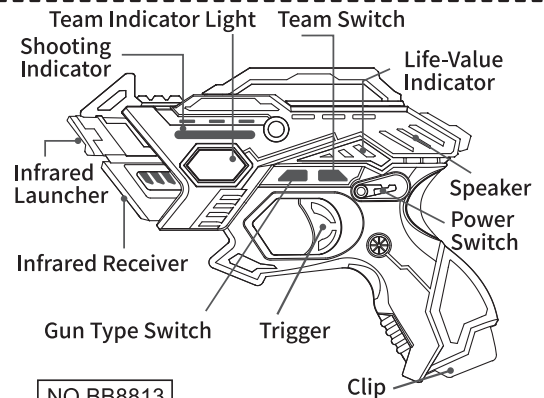
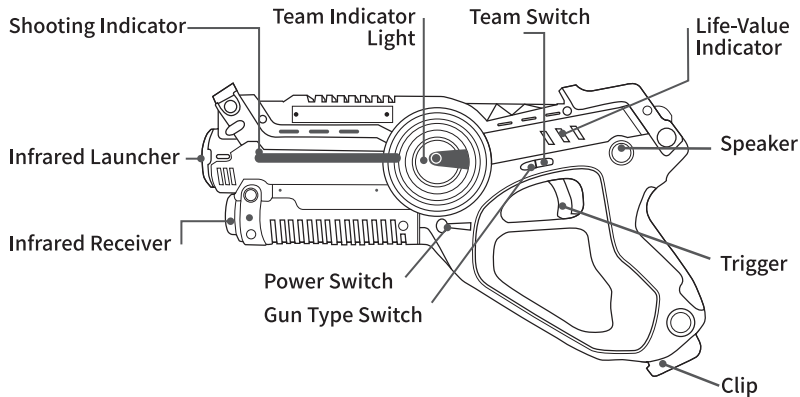


Please follow the purchased product profile, Read the instructions carefully.

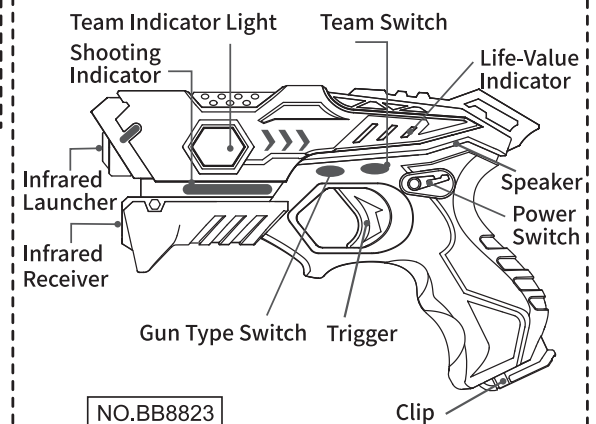
If you buy two guns or more, not only can you project the game on the wall, but multi-players are also supported, which is very excited!

Button functions

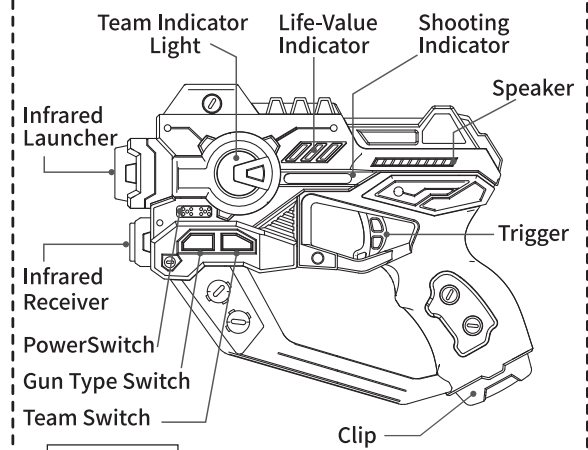
NO.BB8803
COMPACT SIZE
NO.BB8853
NO.BB8863



NO.BB8813



NO.BB8823



NO.BB8923

Toy gun operating instructions

1. Start:

Turn on the power source. The three lights denoting "life value" are on one by one following the countdown voice.

2. Team selection:

Press on the button of "Team Switch" for a short time to receive the voice prompt of "Blue Team", "Red Team", "Green Team" and "White Team". The team indicator light will take on the corresponding color. You can choose either of the four teams. Only two different teams can fight with each other.

3. Weapon selection:

Press on "Gun Type Switch", and you will have four optional weapon modes, including "Single Shot", "Shot Gun", "Machine Gun" and "Rocket Gun". Different weapons differ in attack and the number of bullets. Every switch of the weapon should press on the "cartridge clip" to get loaded with bullets to shoot at the target.

4. Gun type:

Single Shot: with 12 bullets, 1 life gone if got shot;
Shot Gun: with 6 bullets, 2 lives gone if got shot;
Machine Gun: with 6 bullets, 2 lives gone if got shot;
Rocket Gun: with 1 missile, 3 lives gone if got shot.

5. System reset

When the last 3 life-value left, the system will give a voiceprompt of "low life volume". When the system broadcasts "Game Over", at the moment, you will lose the combat capability. Every 15 seconds, the system will remind you of "Game Over". restart your gun by power switch to activate your gun.

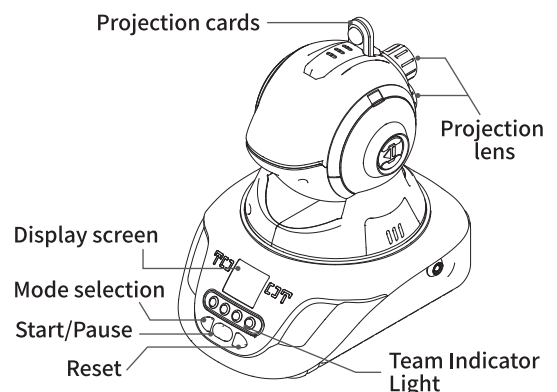
(NOTICE: shooting distance between guns is no more than 40 meters!)

Non-rechargeable batteries are not to be recharged;
Rechargeable batteries are to be removed from the toy before being charged
Rechargeable batteries are only to be charged under adult supervision
Different types of batteries or new and used batteries are not to be mixed;
Batteries are to be inserted with the correct polarity;
Exhausted batteries are to be removed from the toy.

**ISO9001 international
quality management system
certificate enterprise**

The packaging has to be kept since it contains important information.

Projector



infrared sensor

somatic vibration

realistic sound

cool lights

life-value reminder

multi-play mode

Smart voice reminder

Projector Game Instruction

I. Gun Projection Mode On/Off

Press the buttons of "Gun Type Switch" and "Team Switch" at the same time for 2s. When you hear "open the projection mode", the project mode is now on, and you will not be hit by other guns in the game; to close the mode, please repeat the above step. When you hear "close the projection mode", the mode is off. Or you can directly turn off the power switch and restart, and the projection mode will be turned off by default. If there is only one gun or one team participating in the projection game, above steps can be skipped.

II. Projector Setting and Focusing

Place the projector about 110-130cm in front of a white and flat wall and about 70-90cm above the ground level. Insert correctly selected cards (dinosaur, duck and flying saucer). Turn on the power switch at the bottom. The system will broadcast "Please start adjusting the focal length" after the startup music is over. The two projection lights will be on for 10s each. At this point, you should manually rotate the front lens left and right until the picture reaches the clearest effect. Before focusing, press any button to end focusing and get into standby mode, or when the second light is off, the system will automatically enter standby mode; if you fail to adjust the focal length to the best effect within 20s, you can turn off the switch and restart again to adjust the focal length.

III. Mode Selection

1. Stage Mode (L1): Press the left option button in standby mode. The screen displays L1, and the system broadcasts "stage mode"; then press the start button in the middle. The screen displays 01, and the system broadcasts "level one let's go". You will enter level one. There will be ten patterns per level. Aim the gun quickly at the patterns and shoot. When you successfully hit a pattern, it will explode and drop down. There are ten levels in this mode, which increases gradually from easy to difficult. In every level, if you miss more than once, you will fail to pass the level. Press the start button to replay the current level. After selecting the stage mode, long press the start button in the middle for 2s to select the level. The numbers will loop from 0 to 10. When you select the level you want, press the start button to enter the current level.

2. Game Mode (L2): Press the left option button twice in standby mode. The screen displays L2, and the system broadcasts "game mode"; then press the start button in the middle to start the shooting game (This mode is multi-player and multi-team competition mode. There can be four teams at most, blue team, red team, green team and white team; before the game starts, players should choose their guns and teams in advance). There will be 50 patterns per game. The team which hits every pattern first gets a score, and its indicator light will be on. The screen shows the cumulative score of each scoring team; after 50 times of shooting, the system broadcasts "game over", and each team's scores will be shown on the screen. The final frame shows the indicator light and total scores of the winning team, and the system broadcasts the name of the winner (such as "Red team wins"). If two or more teams are tied for first place, the system will regard the team which gets the scores first to win by default.

IV. Warm Prompt

- Service Environment:** This product is an indoor projection toy. The harder the environment, the clearer the projection effect;
- Pause Function:** Press the start button once to stop the game and press once more to continue the game in the paused state;
- Reset Function:** Press the right reset button in any state after switching on the power, the system will directly enter the standby state, waiting for the next operation;
- Low Battery Reminder:** When the system broadcasts "please replace the battery", please replace the battery in time to continue to use;
- No Card Reminder:** If you press any buttons without inserting the projection card in advance, the system will broadcast "please insert the card";
- Modeless Reminder:** If you directly press the start button in standby mode, the system will broadcast "please select the mode";
- Notes for Card Exchange:** Please press the button on the card before pulling out the card, or the structure will be damaged. If you take out the card during the game, the system will enter standby state directly.

⚠ When the projection light is on, it is forbidden to direct the light source with naked eyes.

CAUTIONS in using lithium rechargeable battery to ensure SECURITY

- The 1.5v "AA" non-rechargeable battery should be chosen for the toy gun.
- The battery shall be taken out and loaded correctly according to the polarity and voltage mark on the toy battery box. The battery shall not be short-circuited.
- Non-rechargeable batteries cannot be charged.
- Batteries of different types cannot be mixed in use; new and old batteries cannot be used together.
- Only the batteries that are the same as or equivalent to the recommended battery shall be used.
- The used battery shall be removed from the toy. Please remove the battery from the toy if it is unused for a long time.
- The power terminals shall not be short-circuited.
- The powers to be connected shall not be more than the recommended amount.

Procedure of overhaul

Problems	Possible reasons	Solutions
products with no function	the battery isn't installed correctly or it was damaged	reinstall the battery correctly or change the battery
	the switch is off	make sure the switch is on
Guns fail to hit the target	shooting with teammates	try shooting at other teams
	bullets are not added after shifting gun type or they have been used up	press clip button to reload
	Projection mode is not closed	Turn off the power and restart
	failure to aim at opponents or it's beyond the shooting distance	aim at targets, shorten shooting distance
disable to use normally	obstacles existing between two shooters	avoid obstacles
	battery low, 3 point life-value flash at the same time	replace new batteries or charge (only for rechargeable batteries)
	using under glare	transfer to a place with no glare
The projection picture is not clear enough	affects from other infrared devices (like TV remote control).	not use other infrared devices when operating
	The ambient light is too bright, the focal length is not adjusted or the battery is low	Pull down the curtain and turn off the light to dim the environment, or readjust the focal length or replace the battery
The projected target cannot be hit properly	The projector is not in the right place	Relocate the projector according to the instructions

NOTICE: if your product is interrupted or interferenced when operating, it may owe to strong current nearby, you could try resetting the product. If it still cannot work normally, try debugging in other places. To ensure you could play as it goes, please replace the battery in time when battery low.

⚠ CAUTIONS for parents

- *Parents should guide to replace the battery nearby
- *Products are NOT suitable for kids under 3 years

NOTE:

You need to replace batteries if three life-value indicators flash slowly together, which indicates low power.

Maintenance & repair

- Please remove batteries if you do not play this product for a long time
- Clean this product regularly with wet cloth
- Avoid exposing or heating in the sun
- DO NOT immerse the gun in water, or the electronic parts will get damaged



WARNING: DO NOT change the product without authorization, or it may lead to product failure or inability to control.