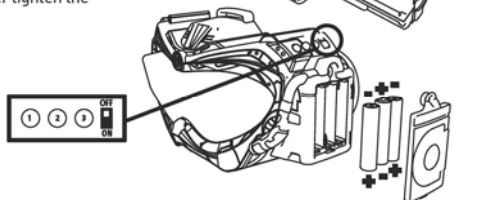


REPLACING THE BATTERIES (Adult assistance recommended)

The blaster and goggles each require 3 AAA batteries (not included).

To insert or replace the batteries:

- Open the battery compartment using a screwdriver.
- Install 3 AAA batteries matching the position of the "+" and "-" polarity symbols inside the battery compartment.
- Replace the cover. Do not over-tighten the screw.



Caution

- Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly matching the + and - polarity markings.
- Rechargeable batteries: do not mix these with any other type of batteries. Always remove from the product before recharging. Recharging should be done under adult supervision. Do not recharge other battery types.
- Do not short-circuit the supply terminals.
- Do not mix used batteries with new ones, standard (saline) with alkaline and rechargeable batteries with standard or alkaline batteries.

- Do not try to supply the product with power through use of mains power or another independent power supply system.
- Remove batteries if product is not to be played with for a long time.
- Remove exhausted or dead batteries from the product.
- Bring your used batteries to an authorized waste disposal centre.
- Keep batteries away from fire. Danger of explosion.
- Should this product cause, or be affected by local electrical interference, move it away from other electrical equipment. Reset if necessary (switching off and back on again or by removing and re-inserting batteries).
- Please retain this information for future use.

The operation of this item may be disrupted by strong electromagnetic interference. If this is the case, simply reset the product as indicated at the beginning of this leaflet.

PROBLEM	No images appear inside the goggles	Intensity of projected Alien is weak	Blaster sound/light is weak	Blaster won't hit the Aliens
POSSIBLE CAUSE	- ON/OFF switch is set to OFF - Weak or dead batteries	- Weak or dead batteries	- Weak or dead batteries	- Blaster and goggles are not lined up correctly
SOLUTION	- Set switch to ON - Replace with new batteries or recharge if using rechargeable batteries	- Replace with new batteries or recharge if using rechargeable batteries	- Replace with new batteries or recharge if using rechargeable batteries	- Point to the correct position of the Alien image displayed - Make sure your arm is straight - Move to another room to avoid electromagnetic interference

Please retain this information for future use.

Warning! Choking hazard. Not suitable for children under 36 months. Contains small parts. Colours and content may vary. Please retain this packaging for future reference.

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Harwell Innovation Centre, 173 Curie Avenue,
Harwell Science & Innovation Campus,
Didcot, Oxon, OX11 0GG
Tel: +44 (0)1702 208175 Email: trends@jgdirect.net
www.trendsuk.co.uk

MEGABLEU
www.megableu.com

ALIEN MISSION EVOLUTION



RULES OF THE GAME

Ages 5+, 1 or more players

CONTENTS:

- 1 set of Alien Mission Goggles (requires 3 AAA batteries, not included)
- 1 Electronic Blaster (requires 3 AAA batteries, not included)
- 4 Alien Mission Cards

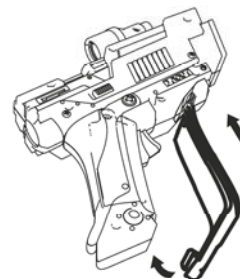


Fig. 1

WELCOME. You have joined an elite unit, ready to resist the Alien invader. Our spies have captured a sample of the enemy's advanced weaponry from a spaceship crash site. You have before you a sophisticated piece of technology. Respect your weapon and handle the goggles with care.

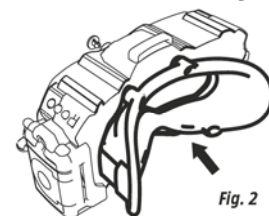


Fig. 2

VISIT THE QUARTERMASTER. Ask a veteran (preferably an adult) to insert the batteries as shown on the back page... to attach the handle to the blaster (Fig. 1)... and to mount the rubber mask to the goggle unit (Fig. 2).

PREPARE YOURSELF. Try on the goggles and adjust the straps (Fig. 3). If they feel heavy, it's because they were designed for use in space, where the force of gravity is different. You will soon get used to them and your agility will improve.

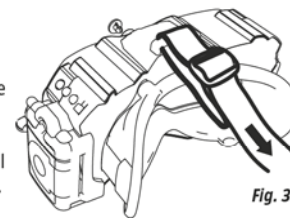


Fig. 3

SAFETY FIRST

Adjust the straps so you can see through the goggles perfectly. This way, you won't trip while searching for enemies. Check over your battle zone and be sure to hunt down the Aliens in an area that is free from obstacles.

SYNCHRONISE!

Your blaster and goggles need to be in sync. Our scientists took hours to crack the encryption codes, so keep this information safe and follow these steps:

1>>> Slide the ON/OFF switch on the blaster to ON.

2>>> Press the blaster's trigger once. The LCD screen will light up in red and the counter will show "00".

3>>> Slide the ON/OFF switch on the goggles to ON (Fig. 4)...

4>>> ... then press to choose the difficulty level:

- 1 = easy
- 2 = medium
- 3 = difficult

Escaping aliens will appear on the screen inside your goggles (Fig. 5)!

5>>> Still wearing the goggles, hold the blaster out in front of you with your arms straight and take aim (Fig. 6). Always make sure the back of the blaster is pointing towards the front of the goggles.

6>>> Now press and hold the trigger! You'll hear a start signal – the hunt is on for those little green Aliens!

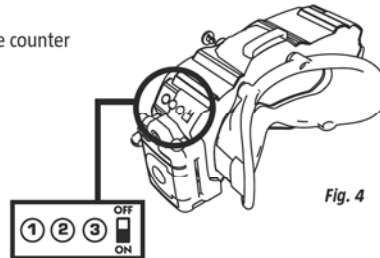


Fig. 4



Fig. 5



Fig. 6

ATTACK!

1>>> Listen for the sound effects and look for the Aliens stepping into view. As soon as you spot one, point the blaster at the Alien (left, right or in the centre) and fire (Fig. 7)!

2>>> Every time you hit a green Alien, you'll hear a cry and score **one point**.

3>>> From time to time, you may spot a yellow Alien with a red target. This is their leader! Be very quick as he's hard to hit. If you get him, you'll score **two points**.

4>>> You have **90 seconds** to shoot as many Aliens as you can. When time is up, the screen inside your goggles will go blank. Check your score on the blaster's LCD readout (Fig. 8).

To start a new game, SYNCHRONISE as explained above, selecting your difficulty level 1, 2 or 3, and you're ready for your next mission!

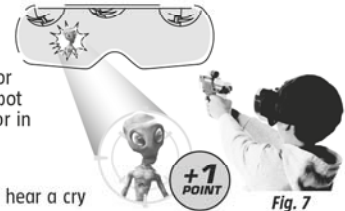


Fig. 7



Fig. 8

REACH FOR THE MISSION CARDS

Bump up your score and add an extra dimension to the game. Before you start, ask another rebel (or a veteran who is not joining the mission) to place the 4 Alien Mission cards in different rooms around the house. The cards don't have to be hidden, but it's best if they're not in the same room where your mission begins.

Start the game, and this time, while you're busy shooting at the Aliens you spot on the screen, also look out for Alien Mission cards. Each card you find is worth an **extra two points**. If you manage to collect all 4 cards, score 2 extra bonus points on top.



SOLO OR MULTI-PLAYER?

Hone your sharp-shooter skills and try to better your score every time. Or round up other players and take turns. Highest score wins. Remember to synchronise the blaster and goggles before each player takes a turn.

Other ideas: set a target score everyone has to reach (e.g. 30 points) and play a knock-out competition. Last player left is the winner.

Or play in rounds (e.g. three) and aim for the highest overall score.