

REPLACING BATTERIES (to be done by an adult):

The gun:

- Open the batteries area by using a screw driver.
- Install 3 AAA batteries taking into account the "+" and "-" terminals as indicated in the battery area.
- Screw the battery cover again to the gun.

The goggles:

- Open the batteries area by using a screw driver.
- Install 3 AAA batteries taking into account the "+" and "-" terminals as indicated in the battery area.
- Screw the battery cover again to the goggles.



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	Goggles aren't projecting images	Intensity of projected ALIEN/ROBOT image is weak	Gun sound/light is weak	Gun won't hit the ALIENS/ROBOTS
POSSIBLE CAUSE	- ON/OFF switch is set to OFF - Weak or dead batteries	- Weak or dead batteries	- Weak or dead batteries	- The position of Gun is not configured correctly - The gun does not receive the signal of the goggles
SOLUTION	- Set switch to ON - Replace with new batteries or recharge batteries in case of rechargeable batteries	- Replace with new batteries or recharge batteries in case of rechargeable batteries	- Replace with new batteries or recharge batteries in case of rechargeable batteries	- Point to the correct position of the ALIEN/ROBOT image displayed - Make sure your arm is straight - Change to another room due to 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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ALIEN MISSION



RULES OF THE GAME

Age 5+, 1 or more players

CONTENT :

- 1 Alien Mission goggles**,
- 1 electronic gun**,
- Rules of the game.

*Works on 3 AAA batteries (not included).
**Works on 3 AAA batteries (not included).

Now that you have joined the resistance against the alien invaders, it's important to teach you how to operate this technology that our spies stole from a spaceship crash site. Be careful because the goggles are a sophisticated piece of technology.

Next thing is to ask an older agent you may know (an adult) to insert the batteries as shown in the information on the back page.

Ask him or her to attach the handle to the gun (Fig 1) and to attach the rubber connecting part to the goggles (Fig. 2).

Now it's time for you to get yourself ready. Adjust the straps on the goggles so they feel comfortable (Fig. 3). If you find them a bit heavy, that's perfectly normal – they were designed to be used elsewhere, where the force of gravity is different. In time, you will find wearing the goggles easy and your agility will improve.

Ok, once you have completed the preparations, you are ready for the next step.

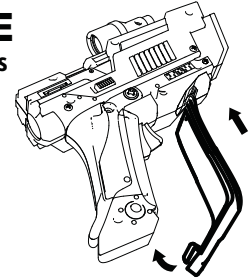


Fig. 1

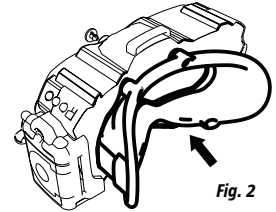


Fig. 2

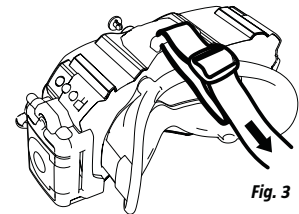


Fig. 3

YOUR SAFETY COMES FIRST:

Be sure you can see through the goggles perfectly while wearing them. This way you won't trip while searching for enemies. And be sure to hunt them down in an area that is free from obstacles.

Ready to go?

Now you're ready to test out your skills with this alien technology, but first there is one more simple task.

SET UP

You need to synchronize your powerful gun with the high-tech goggles. This took several hours for our scientists to decrypt, so keep this information safe and carefully follow below instructions:

1>>> Switch the ON/OFF switch of the gun to "ON".

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

3>>> On the goggles, switch the ON/OFF switch on the top to "ON".

4>>> Then press one of the buttons on the goggles to select the difficulty level (Fig. 4):

1 = easy

2 = average

3 = difficult

You will see images of escaping Aliens (green) and robots (red) appearing on the screen of your goggles (Fig. 5).

5>>> Next, while wearing the goggles, hold the back of the gun out in front of you as shown in the image (Fig. 6).

Press and hold the trigger, making sure the back of the gun is pointing towards the front of the goggles.

The gun will generate a start signal sound which means the hunt is on and those little green aliens' days are numbered.

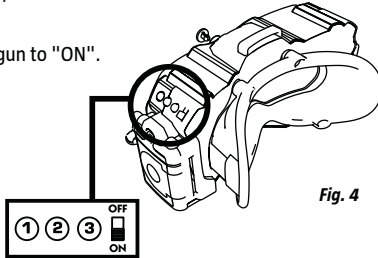


Fig. 4

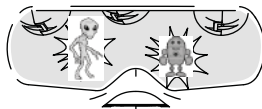


Fig. 5



Fig. 6

PLAYING THE GAME

1>>> When the game has started the gun will play different sound effects and images of aliens and robots will be projected inside the goggles in different positions. When you see the aliens, point the gun in the direction of the images (left, right, middle) and press the trigger to shoot at these invaders (Fig. 7).

2>>> If the alien is hit, you score a point. Now you're one step closer to sending these aliens back to their planet.

3>>> But if you mistakenly hit a robot officer you will lose a point. Remember they're here to help you eradicate the alien invasion.

4>>> Agent, your mission will last for 90 seconds and your score will be saved on the LCD display on the gun during and after your shooting session (Fig. 8).

Score as many points as you can. At the end of your mission, the goggles will stop projecting aliens and robots and your score will be a huge step towards the salvation of human kind.



Fig. 7

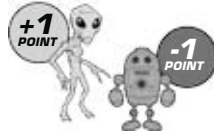


Fig. 8

WHAT ARE THE CARDS FOR?

You may be asking yourself "why are these cards included?". Well, they will give you extra points to add to your score and they will add an extra dimension to your mission of wiping out the aliens. Before you start the game ask another rebel (or even someone who is not joining the mission) to place the 4 cards in different places around the house (the cards do not have to be hidden but they simply need to be placed in other rooms than the one you start your mission).

So while you're chasing the malevolent invaders you will also be searching for these cards that represent a bonus in your search to free the human race. Every card found is worth 2 extra points.

If you find them all you will have 10 points added to your final score! And if you flip the cards over you will find a big alien image – we bet you didn't notice that!



2 PLAYERS OR MORE:

If there are other agents eager to test their ability you can take turns and the highest score WINS.

Be sure to synchronise the gun and goggles before you begin a new game.

To determine the winner it is also possible to:

- set a certain score everyone has to reach (ex. 100 points).

- play different shooting sessions (ex. 3) and aim for the highest score.