



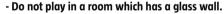
As of 5 years, 1 or more players

CONTENT:

1 electronic gun*, 1 Multi-Vision-glasses, rules of the game * Works on 3 AAA batteries (not included)

VERY IMPORTANT:

- To be able to start playing, the gun must synchronise each session with the electronic projector of the Ghost Hunt game item 678 600 or Ghost Hunt Evolution item 678 611. Please read carefully paragraph 1 "synchronisation" under chapter "PLAYING THE GAME" of the complete set of rules of these games.
- The white line displayed on the box is just an illustration. The infrared line of the gun is not visible. This does not concern a malfunction.
- Maximum shooting distance of the gun is 2.5 metres. Make sure that the room you play in is smaller than 5x5 metres.
- maximum 2.5 m - Activate the gun by pressing the fire trigger. The LCD screen will light up (a firm red light appears and the counter will display '00').



Remark:

- The gun disables itself after 60 seconds. To enable the gun you have to press the fire trigger (there is no ON-OFF switch for the gun).
- This gun is designed to replace a gun that has become defective after intensive use. It can also be used simultaneously with one already included in the game box "Ghost Hunt" or "Ghost Hunt Evolution" in case two players want to participate in the shooting session together. In this case, the two guns must be synchronized simultaneously with the projector sold in the game box "Ghost Hunt" item 678 600 or "Ghost Hunt Evolution" item 678 611.

- The images of ghosts or bats are being projected by the Billy Bones projector and not by the gun. If you use the gun with the game "Ghost Hunt" (art. 678600) it will detect the ghost images. If you use the gun with the game "Ghost Hunt Evolution" (art. 678611) it will detect the ahost and bat images.



- Player can choose to wear the included multi-vision glasses. If the player wears these glasses he/she will see multiplied ghosts and/or bats. Instead of 1 image he will see 9! This makes it more difficult to know which ghost or bat to aim for.

REPLACING BATTERIES (to be done by an adult):

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

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 Please retain this information for future use. with for a long time.

- Remove exhausted or dead batteries from the product. · Bring your used
- batteries to an authorised 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).

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.

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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