

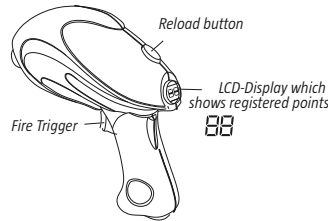
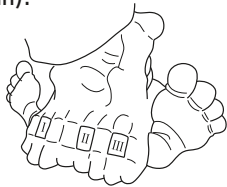
PLAYING THE GAME

1. Synchronisation of projector and gun

- Switch the ON-OFF switch located at the bottom of the projector to "ON".
- Activate the gun by **pressing the fire trigger**. The LCD screen will light up in red and the counter will show '00'.

Remark:

The gun turns **itself off after 60 seconds**. To enable the gun you have to press the fire trigger (there is no ON-OFF switch for the gun).



- Select difficulty level of playing by pressing the buttons on the projector: I, II or III.
- The right eye of Billy Bones will flash and will project an image of a white ghost on the wall or ceiling of the room. Aim the gun at the ghost (or at the right-hand eye of Billy Bones) and press the fire trigger.
- The gun now synchronises itself with the projector and a "beep beep" sound will be heard.
- The head of Billy Bones will start to turn and the gun will make different sound effects. From this point the game can start.

2. Speed of the game

The speed at which the ghosts appear gets determined by the buttons located at the base of Billy Bones:

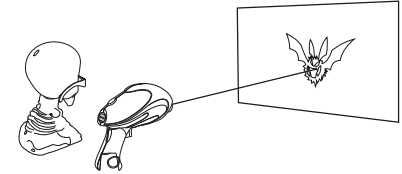
I = (Easy) II = (Average) III = (Difficult)

3. Shooting ghosts and bats

Billy Bones turns his head to project a green ghost or a red bat on the wall or ceiling one by one. The player has to aim the gun at the ghost or the bat and press the fire trigger to hit them before they disappear.

If the ghost is hit, the gun will produce a small scream and will register 1 point.

To score 3 points the player should aim at the bat and fire a shot. Then the player has to shoot a second time once the bat starts moving and before it disappears.



4. Reloading the gun

The gun has a total of 10 shots. After 10 shots you need to press at the top in order to load another 10 shots and continue the game (reload button).

5. End of a shooting session

The skull will continue to project ghost and bat images for around one and a half minutes. Players need to shoot as many ghosts and bats as they can. After one and a half minutes, both gun and skull will stop. The number of registered points is shown on the LCD display on the gun. You can put the counter back to zero by pressing the trigger.

6. Playing a new game

To start a new game you have to push one of the buttons located on the base of Billy Bones: I, II or III. Synchronise again as described in paragraph **1. Synchronisation of projector and gun**

If you decide to end the game, put the ON-OFF switch to OFF. You do not need to turn off the gun. It will turn itself off after 1 minute.

2 PLAYERS OR MORE

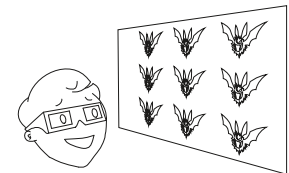
Each player plays the game in his turn. At the beginning of each game the player **has to synchronise** the gun and the projector before a new game can start. The player to reach the highest score is **the winner**.

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.

Remark: The 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 they 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):

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.

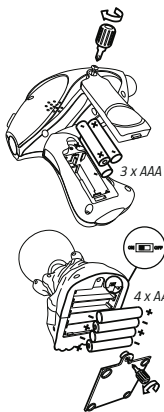
Billy Bones projector

- Open the batteries area by using a screw driver,
- Install 4 AA batteries taking into account the "+" and "-" terminals as indicated 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 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).
- Please retain this information for future use.



GHOST HUNT EVOLUTION

RULES OF THE GAME

Age 5+
1 or more players

CONTENT:

1 Electronic Projector* (Billy Bones)*,
1 Electronic Gun**, 1 Multi-Vision-Glasses,
Rules of the game

*Works on 4 AA batteries (not included), **Works on 3 AAA batteries (not included)

VERY IMPORTANT

- For each game the electronic projector **must synchronise with the gun** to be able to start playing the game. Please carefully read paragraph **1. Synchronisation of projector and gun** under chapter **PLAYING THE GAME**.
- The white line displayed on the front side of the box, between the gun and Billy Bones, is just an illustration. **The infrared line of the gun is not visible.**

OBJECT OF THE GAME

To hit as many ghosts as possible within a limited time frame.

SET UP

Attach the right-hand and left-hand feet of Billy Bones to the base as shown in the diagram below (to be assembled by an adult).

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	Billy Bones does not turn his head or his head turns too slowly	The ghost image that is projected on the wall is not clear.	The sound or light from the LCD screen of the gun is too weak.	The shot of the gun does not reach the image of the ghost.
POSSIBLE CAUSE	The power switch is set to the OFF position and/or weak or dead batteries	Weak or dead batteries and/or the room is not dark enough or there is a glass wall in the room.	Weak or dead batteries	The distance between the projector and the wall / ceiling exceeds 2.5 metres. Weak or dead batteries.
SOLUTION	The power switch should be set to the ON position. Insert new batteries or recharge batteries in case of rechargeable batteries.	Insert new batteries or recharge batteries in case of rechargeable batteries. Darken the room or play in a darker room.	Insert new batteries or recharge batteries in case of rechargeable batteries.	Move the projector closer to the wall. Insert new batteries or recharge batteries in case of rechargeable batteries.

The gun is designed to last for about 1 000 game sessions of 90 seconds. If your gun does not function normally after 1 000 game sessions, please contact your local retail shop to purchase an extra gun for continuous fun.

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.

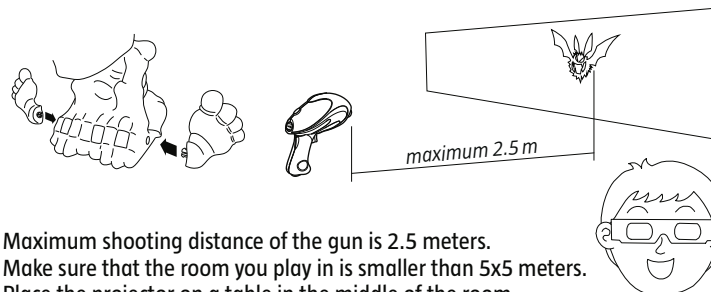
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Maximum shooting distance of the gun is 2.5 meters.
Make sure that the room you play in is smaller than 5x5 meters.
Place the projector on a table in the middle of the room.
Put on your Multi-Vision glasses to see multiplied projections!
Put out the lights (or shut the curtains) to make the room sufficiently dark.
Do not play in a room which has a glass wall.