

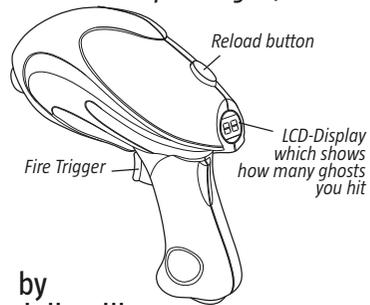
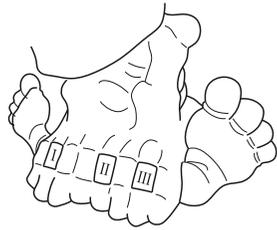
PLAYING INSTRUCTIONS

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. LCD screen lights up (a firm red light burns and the counter says '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 to the ghost (or to 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

Billy Bones turns his head to project ghosts on the wall or ceiling one by one.

The player has to aim his gun at the ghost and press the fire trigger to hit a ghost before it disappears.

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

4. RELOADING THE GUN

The gun has a total of 6 shots. After 6 shots you need to press the reload button at the top in order to load another 6 shots and continue the game (reload button).

5. END OF A SHOOTING SESSION

The skull will continue to project ghost images for around one and a half minutes. Players need to shoot as many ghosts as they can. After one and a half minutes, both gun and skull will stop. The number of ghosts shot by the player 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

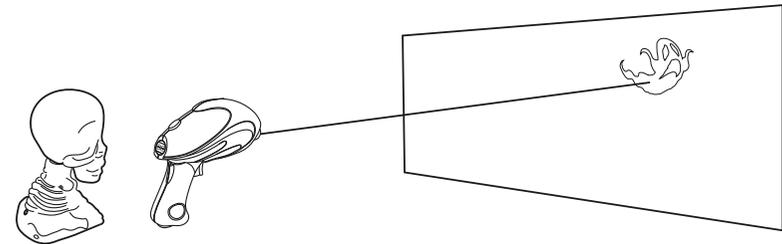
To start a new game you have to push one of the buttons located on the pillar of Billy Bones: I, II or III.

Synchronise again as described in point 1 «*synchronisation*».

7. ENDING THE GAME

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 one who shoots the most ghosts is the winner.

Remark: to determine the winner it is also possible to:

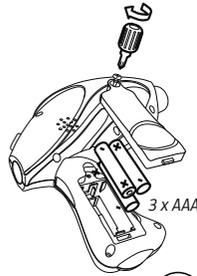
- set a certain score everyone has to reach (ex. 100 points).

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

REPLACING BATTERIES

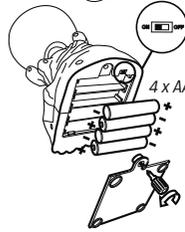
1. The gun

- 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.



2. Billy Bones projector

- Open the batteries area by using a screw driver.
- Install 4 AA batteries taking into account the "+" and "-" battery terminal as described in the battery area.
- Screw the battery cover again to the gun.



SAFETY REGULATIONS

Caution

- Replacing batteries should always be done by an adult or under the supervision of an adult.
- 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 removing and re-inserting batteries).
- Please retain this information for future use.

Main Problems:

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.

Warning ! Choking hazard. Not suitable for children under 36 months due to small parts.



Distributed in the UK by:
Goldfish & Bison
20 Market Place, Brentford
Middlesex - TW8 8EQ
customerservices@goldfishandbison.com
Manufactured in China by MEGABLEU
© 2012 MEGABLEU

MEGABLEU
www.megableu.com
Route de Bresollettes 67190 Randonnai - France
Tél.: +33 (0)2 33 85 25 00

GHOST HUNT

RULES OF THE GAME
1 or more players

Content:

1 electronic projector* (Billy Bones)*, 1 electronic gun**, 1 manual
*Works on 4 AA batteries (not included), **Works on 3 AAA batteries (not included)

VERY IMPORTANT

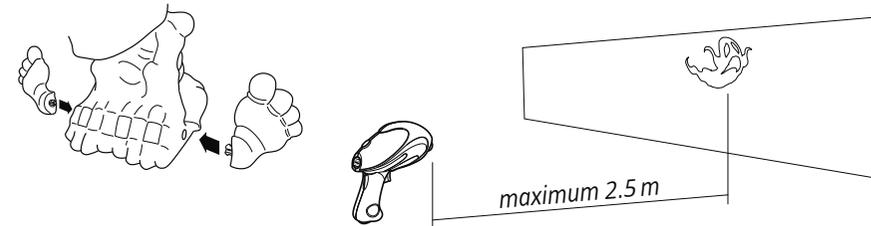
- For each game the electronic projector must synchronise with the gun to be able to start playing the game. Please read carefully paragraph 1 "synchronisation" under chapter "PLAYING INSTRUCTIONS".
- The white line displayed on the front side of the box, between the gun and Billy Bones, is just an illustration.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

OBJECT OF THE GAME

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

SET UP

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



Maximum shooting distance of the gun is 2.5 metres.

Make sure that the room you play in is smaller than 5x5 metres.

Place the projector on a table in the middle of the room.

Put out the lights (or shut the curtains) until the room gets sufficiently dark.

Do not play in a room which has a glass wall.