

## PLAYING INSTRUCTIONS

### 1. Synchronisation of projector and gun:

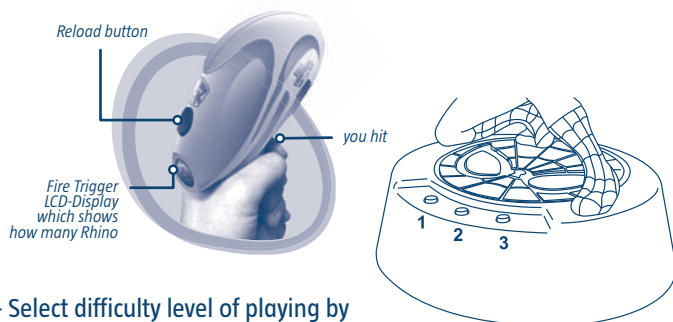
- Switch the ON-OFF switch located at the bottom of the projector to "ON".

- 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).*

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- Select difficulty level of playing by

pressing the buttons on the projector: 1, 2 or 3.

- Spider-Man's arm will flash and will project an image of a red Rhino on the wall or ceiling of the room. Aim the gun to Rhino and press the fire trigger.

- The gun now synchronises itself with the projector and a "beep beep" sound will be heard.

- Spider-Man 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 Rhino appears is determined by the buttons located at the base of Spider-Man:

1 = (easy) 2 = (Average) 3 = (Difficult).

### 3. Shooting RHINO:

Spider-Man turns to project Rhino on the wall or ceiling one by one.

The player has to aim his gun at Rhino and press the fire trigger to hit Rhino before he disappears.

If Rhino 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:

Spider-Man will continue to project Rhino images for around one and a half minutes. Players need to shoot as many Rhino as they can. After one and a half minutes, both gun and Spider-Man will stop. The number of Rhino 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 Spider-Man: 1, 2 or 3. 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.

## TWO 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 Rhino 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.*

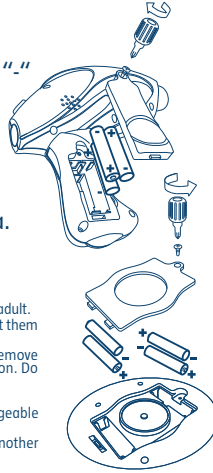
## REPLACING BATTERIES

### 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. Spider-Man 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 projector.



## 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	- Spider-Man does not turn his head or his head turns too slowly.	- The Rhino 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 Rhino
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. After 1.000 game sessions the gun may no longer function normally.

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

Please retain this notice for future reference.



**MEGABLEU**

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## RULES OF THE GAME 1 or more players



**CONTENT:** 1 electronic projector\* (Spider-Man)\*, 1 electronic gun\*\*, 1 manual.  
\*Works on 4 AA batteries (not included), \*\*Works on 3 AAA batteries (not included)

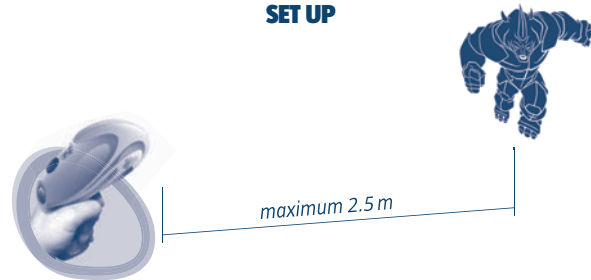
## VERY IMPORTANT :

- 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 Spider-Man, is just an illustration. **The infrared line of the gun is not visible.**

## OBJECT OF THE GAME

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

## SET UP



- 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.**