GT4071

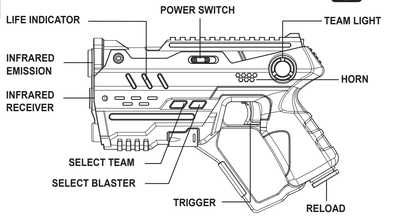
LASER TAG
BATTLE GUNS & VESTS

INSTRUCTION MANUAL

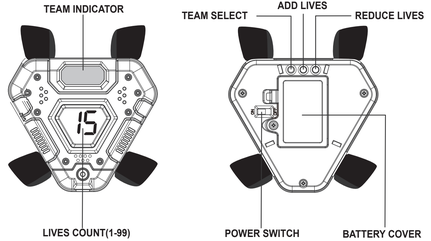
Key Functions

R-NZ

BLASTER

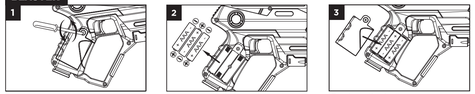


VEST



BATTERY INSTALLATION

BLASTER

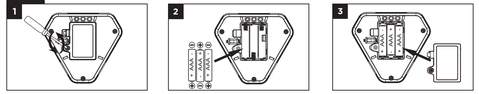


1 Use a screwdriver to remove the battery cover

2 Insert 3 AAA batteries(not included). Make sure the batteries are inserted with the correct polarity.

3 Replace the battery cover.

VEST



1 Use a screwdriver to remove the battery cover

2 Insert 3 AAA batteries(not included). Make sure the batteries are inserted with the correct polarity.

3 Replace the battery cover.

SAFETY AND WARNING INFORMATION

Do not mix alkaline standard (carbon zinc) and rechargeable (nickel hydride) batteries.
Do not mix old and new batteries.
Non-rechargeable batteries should not be charged.
Rechargeable batteries should be charged under adult supervision only.
Exhausted batteries should be removed.
Batteries should be inserted with the correct polarity.
The supply terminal should not be short-circuited.
Do not put batteries next to or in a heat source (fire, electronic heating device, etc.)
Do not hit BLASTERs and vests against hard objects.
Do not expose any parts of the set to water or other moisture.
Caution: use of controls or adjustments or performance of procedures other than those specified herein may result in hazardous radiation exposure.

⚠ **This product does not involve actual lasers; it uses safe infrared technology. The beam is not visble.**

PUTTING ON YOUR VEST

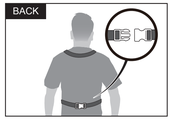
1 Place vest strap over your neck. (See pic.1).

2 Fasten buckle in the back. Tighten straps to secure vest. (See pic.2).

Pic.1



Pic.2

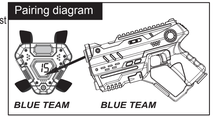


BATTLE INSTRUCTION

PLAY 1: Blaster & Vest Battle

1 Switch the blaster and vest on, then use the blaster to shoot the vest to complete the pairing. (The default lives on LED screen is 15).

Pairing diagram



2 Team setup. Select your desired team color by pressing the TEAM button on blaster / vest to rotate between the team colors -Blue, Red,Green and White, until reach your desired color. Both the vest and the blaster can choose team colors, but the final team color determined by the vest.

3 Lives setup. Change the default lives count by pressing ⊕ ⊖ buttons on the back of vest, you can choose from 1 up to 99 lives, which will be displayed on the LED screen of vest. Confirm the setup for waiting 10 seconds. Please enter the lives setup within 10 seconds after the team setup is completed, otherwise the lives setup will be locked to the default lives count "15".

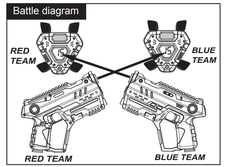
4 Choosing weapon. Press the FIRE button on the blaster to toggle between 4 weapon modes- Single shot / laser blaster / Machine blaster / Plasma blaster. Each weapon has its own specific ammo capacity and damage capability(See below sheet) and press the reload button to load the ammunition.

Modes	Single shot	Laser Blaster	Machine Blaster	Plasma Blaster
Pre-loaded ammo	7	7	7	1
Lives taken per shot	♥	♥♥	♥♥	♥♥♥

When you run out of ammo,press the reload button under the grip to reload.

5 Battle begins, aim the blaster at the enemy's vest and pull the trigger to fire. Once hit, the enemy's vest lives count decreases accordingly(Remaining lives count will be showed on LED screen of vest) . When all lives run out, blaster speaker will play 'Game over' and cannot fire anymore.Team light and lives count '□□ 'on vest will blink. After 3 minutes, both of them will be dark. Players whose lives count reaches 0 will be eliminated from the game.

Battle diagram



NOTE: When you play on a team, you cannot hit your own teammates.

PLAY 2: Blaster VS. Blaster Battle

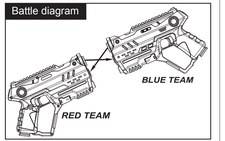
1 Turn on the blaster, and 3 life indicators on the blaster will light up, representing 9 health points.

2 Press the TEAM button on blaster to select your desired team color.

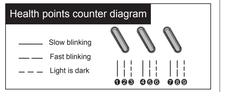
3 Press the FIRE button on blaster to select a weapon and press the reload button to load the ammunition. Weapon mode, ammo capacity and damage capability same as PLAY 1 - point 4. After depleting the ammo in a round, reload by pressing the RELOAD button.

4 The battle begins, aim at the enemy's blaster and pull the trigger to shoot and make its life indicators flash until they go out (See Health points counter diagram). When all lives run out, blaster speaker will play 'Game over' and can not fire anymore. Players whose life indicators are all depleted will be knocked out of the game.

Battle diagram



Health points counter diagram



LOW BATTERY

Blaster: Low battery power - Life indicators on the blaster are flashing, and any buttons lose their function.
Vest: Low battery power - '88' flashes on the LED screen, and all buttons lose function.

RESET BLASTER & VEST

- A player cannot change teams or reset lives after finished setup during a round game.
- To reset a blaster/vest, switch the blaster/vest off and on.

TROUBLE SHOOTING

Problems	Possible reasons	Solutions
Product does not function	Batteries are installed incorrectly or are damaged.	Reinstall the batteries or replace them.
	The switch is off.	Make sure the switch is on.
Failure to hit targets	You shot your teammates.	Try to shoot your opponents.
	The bullets have not been added after switching the gun type, or they have been used up.	Press the "reload" button to reload bullets.
	Failed to aim at opponents, or the shooting distance is too far.	Aim at the target and shorten the shooting distance.
	Obstacles exist between two shooters.	Avoid obstacles.
Unable to use normally	Low battery power.	Replace with new batteries or charge them. Only for rechargeable batteries.
	Affected by other infrared devices, such as TV remote controls.	Do not use other infrared devices when playing with the toy.
Shorter firing range	Using the laser tag in strong sunlight.	Block sunlight or play in an area without strong sunlight.

WARRANTY INFORMATION

Our product is guaranteed to be free from manufacturing defects for a period of 12 Months.
If your product becomes defective during this period, Electus Distribution will repair, replace, or refund where a product is faulty; or not fit for intended purpose.
This warranty will not cover modified product; misuse or abuse of the product contrary to user instructions or packaging label; change of mind and normal wear and tear.
Our goods come with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and failure does not amount to a major failure.
To claim warranty, please contact the place of purchase. You will need to show receipt or other proof of purchase. Additional information may be required to process your claim.
Any expenses relating to the return of your product to the store will normally have to be paid by you.
The benefits to the customer given by this warranty are in addition to other rights and remedies of the Australian Consumer Law in relation to the goods or services to which this warranty relates.

This warranty is provided by:
Electus Distribution
Address 46 Eastern Creek Drive, Eastern Creek NSW 2766
Ph. 1300 738 555