

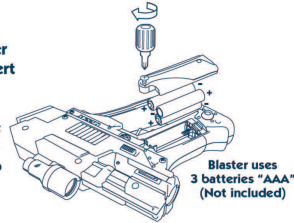
尺寸 297x210, 印雙面藍色 PMS302C, 100gsm 書紙



## INSTRUCTIONS

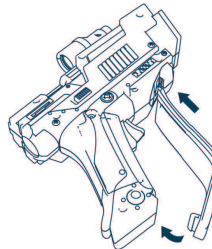
Now that you have joined the resistance against the alien invaders, it's important to teach you how to operate this technology our spies stole from a space ship crash. The first thing is to remove the goggles from the box. Be careful, as the goggles are a sophisticated piece of technology. Do the same with the blaster.

Next thing is to ask an older agent you may know to insert the batteries just like it shows in the image here. These intricate images were also stolen from the space-ship wreck, and they had to be decoded.



Blaster uses 3 batteries "AAA" (Not included)

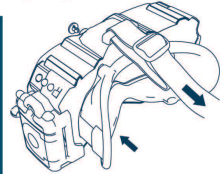
For the blaster, there's one more thing you need to do. You have to attach the handle that comes separately. We trust the image below will guide you through this petty issue.



Ok, once you have completed the easy task of installing the blaster handle, you are ready for the next step. (We don't understand why aliens didn't include this piece assembled, aren't they supposed to be smarter than us?)

Now it's time for you to 'gear up'. Adjust the straps on the goggles so they feel comfortable. If you find them a bit heavy, that's normal, they were designed to be used in a different gravity. In time, you will wear the goggles easily and your agility will improve, well, sort of.

**YOUR SAFETY COMES FIRST.** Be sure you can see through the goggles perfectly while wearing them. This way you won't trip while searching for enemies. And, be sure to hunt them down in an area that is free from obstacles.



There's one part of the goggles that come separated from the rest, just push it in as you see here until you hear a click. Now goggles are complete.

## READY TO GO

Now you're ready to take the test with this alien technology, but first there is one more simple task. Sync your powerful blaster with the high tech goggles. This knowledge took several hours for our scientists to decrypt so treasure this information:

- 1) On the blaster, press the trigger once and a red LED will light up.
- 2) On the goggles, move the OFF/ON button on the top of the goggles to the 'ON' position.
- 3) Then, press one of the buttons on the goggles to select the difficulty level, as shown in the image.



- 1 = Easy  
2 = Middle  
3 = Difficult

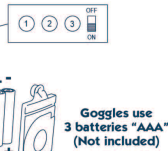
You will see the alien images flashing. Move the goggles up or down until you see them clearly.



- 4) Next, while wearing the goggles, point the back of the blaster to the front of you as shown in the image. Press and hold the trigger, making sure the back of the blaster is aimed at the front of the goggles. The blaster will generate a start signal sound which means the hunt is on and those little green aliens have their days counted.



# ALIEN VISION



Goggles use 3 batteries "AAA" (Not included)

- 5) When the game has started, the blaster will play different sound effects and alien images will be projected inside the goggles at different positions. When you see the alien menace, point the blaster in the direction of the image (left, right, middle) and press the trigger to hit these invaders.



- 6) If the alien is hit, you score a point (+1). Now you're one step closer to sending these aliens back to their planet.



- 7) Occasionally the sneaky Alien Leader will appear (he is the yellow alien with the red target), if you manage to hit him you will score 2 points (+2).



- 8) Agent, your mission will last for 90 seconds and your score will be kept on the LCD display on the blaster. Score as many points as you can. At the end of your mission, the goggles will shut down and your score will be a huge step towards the salvation of humankind.

## What are the cards for?

You may be asking yourself, "Why do they include these cards?" Well, these cards will grant extra points to your score and they will add great activity to your "Wipe out the aliens" mission. Before you start the game, ask another rebel or even someone without any inclination for eliminating aliens (possibly already controlled by these beings) to place the cards in different areas of the house (not hidden but only in a different place than where you started the game). So while you're chasing the malevolent invaders you will also be searching for these cards that represent bonus points. Every card found is +2 points. If you find them all you receive +10 points added to your final score.



One Alien card is +2 extra points



Our great bargain: Four Alien cards earn +10 extra points

\*While supplies last

If you flip the cards you can also have a big alien image, we bet you didn't notice that

If there are other Agents eager to test their ability, you can take turns, the highest score WINS, and will be considered to join the forces of the resistance. Be sure to sync the blaster and goggles before you begin a new game.

## Trouble Shooting :

PROBLEM	CAUSE	CORRECTION
Goggles can't project image	- ON/OFF switch is OFF - Weak batteries	- Set switch on ON - Replace with new batteries
Intensity of projected ALIEN image is weak	- Weak batteries	- Replace with new batteries
Blaster's sound / light weak	- Weak batteries	- Replace with new batteries
Blaster can't hit ALIEN	- The point position of blaster is not correct - Blaster can't get signal from goggles	- Point to the correct position of ALIEN image displayed. - Make sure your arm is straight - Find a bigger room to play.

### Notes :

- The normal function of the product may be disturbed by Strong Electro Magnetic Interference. If so, simply reset the product to resume normal operation by following the instruction manual.



For the safety's sake, remove all tags, plastic and/or elastic loops, side lines and mounting accessories before giving this item to a child. These attachments and accessories are not part of this toy. Colours and decorations may vary.

Fotorama (Hong Kong) Limited  
Room 07, 10/F, Peninsula Centre,  
67 Mody Road, Tsimshatsui East  
Hong Kong  
Made in China

Item : Alien Vision  
Item Number : 0051  
Age Grade : 5 years plus

**WARNING!** Not suitable for children under 36 months. Small parts. Choking hazard.

### BATTERY INFORMATION:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged (if designed to be removable).
- Rechargeable batteries are only be charged under adult supervision (if designed to be removable).
- Do not mix alkaline, standard (carbon zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of battery(ies) safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.
- Use alkaline batteries only

Adult supervision recommended