

SHARPER IMAGE®

SPACE BLASTER SHOOTING GAME

Item No. 206000

User Guide

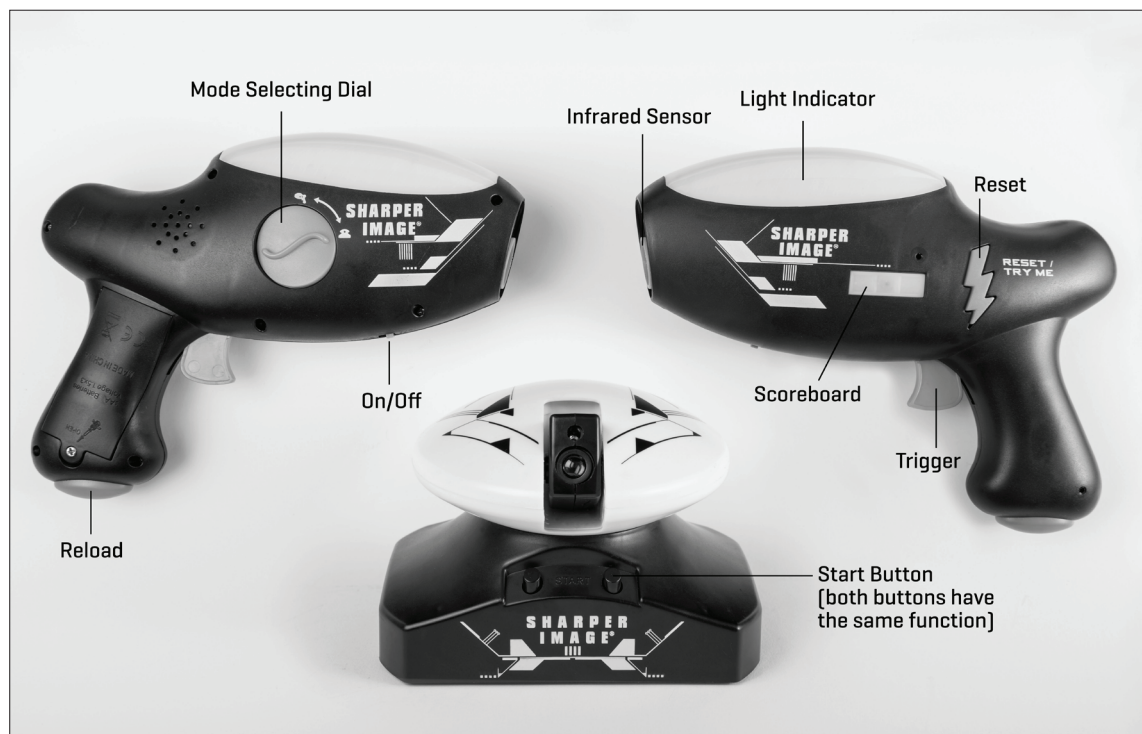


Thank you for purchasing the Sharper Image Space Blaster Shooting Game. Please read this guide and store it for future reference.

FEATURES

- Infrared battle game
- Includes 2 blasters and a target projector
- LED lights and sound effects
- 2 game modes: Battle Mode and Target Mode

CONTENTS INCLUDED




OPERATION

1. Remove the screws and battery covers on each of the blasters.
2. Install 3 AA alkaline batteries in each blaster and replace battery covers.
3. Remove the screw and battery cover of the projector.
4. Install 4 AA alkaline batteries into the projector and replace the screw and battery cover.

BATTERY WARNINGS

- Do not use rechargeable batteries.
- Battery replacement must be performed by an adult.
- Do not mix old and new batteries or alkaline, standard and rechargeable batteries.
- Dispose of batteries in accordance to local laws.
- Do not dispose of batteries in a fire, as they may leak or explode.
- Batteries are not toys.
- Keep batteries out of reach of children at all times.

SETTING UP BATTLE MODE

1. Turn the Mode Selecting Dial on each blaster to Battle Mode. 
2. Turn both blasters on using the On/Off switches located on the underside of the blaster barrels.
3. Pair the first blaster by touching the Infrared Sensors of each blaster together. Press and hold the RESET button on one of the blasters for three seconds, or until the Scoreboard lights on the other blaster stop flashing.
4. Keep the blasters touching and press and hold the RESET button of the other blaster to complete pairing. The two blasters are now ready to battle. **Note:** *If each gun is not vibrating when trigger is pulled, they have not paired properly. Try holding down the Reset button to pair again until both of the guns vibrate when trigger is pulled.*


RULES OF BATTLE MODE

In Battle Mode, two players compete against each other. The object of the game is to zap your opponent's blaster 12 times. Each player starts with 12 lives.

1. You have 6 shots before you need to reload. Your Light Indicator will quickly flash red when you need to reload.
2. To reload, press the Reload button on the bottom of the blaster handle.
3. In Battle Mode, each light on the Scoreboard represents 4 lives. Every time your blaster is zapped, it will make a shrieking sound and the Scoreboard light will start to flash.
4. After 4 hits, the red light will turn on. After 8 hits, the orange light will turn on. When a player's blaster is zapped 12 times, all the Scoreboard lights will be on.
5. To restart a new game, the winner of the previous game must hold down the Reset button of their gun. Game over!

HOW TO USE TARGET MODE

In Target Mode, both players attempt to zap the meteor targets that are projected onto a wall. The player with the most hits after 36 consecutive meteors is the winner.

1. Turn the Mode Selecting Dial on each blaster to Target Mode. 
2. Turn both blasters on using the On/Off switches located on the underside of the blaster barrels.
3. Turn the projector on by selecting a difficulty level [180° is easy, 360° is hard].
4. Place the projector in the center of a dark room.
5. Press and hold the RESET button for three seconds on each blaster to sync them with the projector. Release the button when you hear a quick, consecutive beeping sound.
6. Press the Start button on the projector [both buttons work; press either one to start the game].
7. The projector will project 36 consecutive meteor images randomly around the room.
8. Press the Reload button at the bottom of the blaster to start shooting.
9. Aim the blaster at a meteor and pull the trigger. The blaster will make a “woohoo” sound if you hit a meteor and a “boing” sound if you miss.

FCC STATEMENT

This device complies with Part 15 of the FCC Rules. Operation is subject to the following 2 conditions:

1. This device may not cause harmful interference.
2. This device must accept any interference received.

Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet or on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help. **This device and its antenna must not be co-located or operating in conjunction with any other antenna or transmitter.

WARRANTY/CUSTOMER SERVICE

Sharper Image branded items purchased from SharperImage.com include a 1-year limited replacement warranty. If you have any questions not covered in this guide, please call our Customer Service department at 1 (877) 210-3449. Customer Service agents are available Monday through Friday, 9:00 a.m. to 6:00 p.m. ET.

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