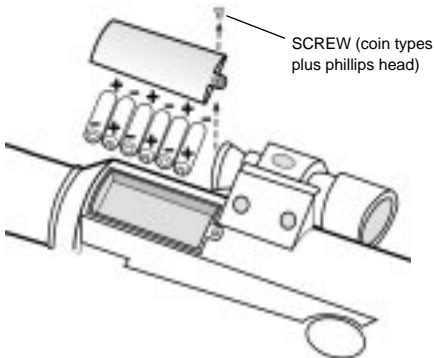


GETTING STARTED

STEP 1: BATTERY INSTALLATION

- 1) To install batteries, use a Phillips head screwdriver to open the battery door.



- 2) Insert 6 x 1.5V "AA" batteries (or equivalent) making sure to align the "+" and "-" as shown. Tiger recommends DURACELL® Batteries for optimum performance.



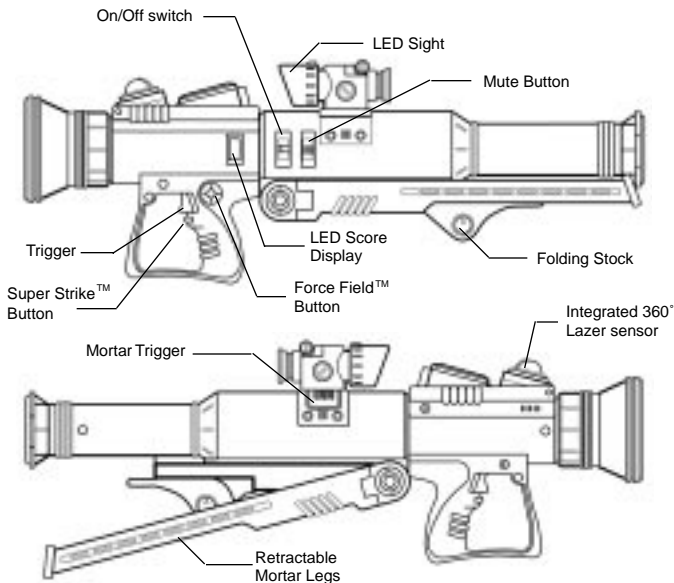
3) To ensure proper function:

- a) Do not mix old and new batteries
- b) Do not mix alkaline, standard or rechargeable batteries
- c) Battery insertion should be done by an adult
- d) Non-rechargeable batteries are not to be recharged
- e) Rechargeable batteries are to be removed from the toy before being charged (if removable)
- f) Rechargeable batteries are only to be charged under adult supervision (if removable)
- g) Only batteries of the same or equivalent type as recommended are to be used
- h) Batteries are to be inserted with the correct polarity
- i) Exhausted batteries are to be removed from the toy
- j) The supply terminals are not to be short-circuited

STEP2: USING YOUR B.L.A.S.T. UNIT

Your Lazer Tag™ B.L.A.S.T. has been designed with performance and features to ensure exciting action-packed games.

LAZER TAG™ B.L.A.S.T.



- 1) On/Off switch: Turns the B.L.A.S.T. on and off.
- 2) Mute Button: Toggles the warning beeps on and off. Turn them off for Stealth attacks.
- 3) Integrated 360 degree Lazer sensor (can detect a tag from 360 degrees). This detects the incoming Lazer beams from your opponent's weapons.
- 4) Trigger: Squeeze once for a single shot, hold it down for rapid fire.
- 5) Mortar Trigger: Use to fire the B.L.A.S.T. when it's in Mortar Mode. When you press it the Mortar will fire, a few seconds later its beams will be emitted. These few seconds are all the time your enemy has to run for cover. Note; the other trigger is not used in Mortar mode.
- 6) LED Score Display: This counter shows how many tags you have remaining. When the B.L.A.S.T. is turned on, you will have ten tags remaining, this is displayed as "0". Each time your are hit you lose one tag. The B.L.A.S.T.'s voice warning system will tell you when you have two tags or one tag remaining. When you have been tagged ten times, you are out of the game. Turn the B.L.A.S.T. on and off again to reset it.

- 7) Retractable Mortar Legs: When in Rifle and Bazooka Mode, the Retractable Mortar legs must be folded and locked against the body of the B.L.A.S.T.. In Mortar Mode they should be folded out and locked in order to support the Blast.
- 8) Folding Stock: In Rifle mode the folding stock should be down, in Bazooka mode it should be folded and flush with the body of the B.L.A.S.T.. The folding Stock is not used in Mortar mode.
- 9) LED Sight: Gives you pinpoint accuracy. Line up the red dot in the sight with your opponent's target and fire away.
- 10) Force Field™ Button: Activating the B.L.A.S.T.'s ForceField™ will momentarily protect you from being tagged by the enemy. You will hear the ForceField™'s sound effect while it is on. You get three ForceFields™ per game (10 Tags).
- 11) Super Strike™ Button: One SuperStrike™ has the power of ten tags. Score a direct hit on an opponent with the SuperStrike™ and that player is out of the game. You get one SuperStrike™ per game (10 tags) so use it wisely.

CONFIGURATIONS

The B.L.A.S.T. can be configured three different ways; Rifle mode, Bazooka mode, and Mortar mode. You can use these different modes to assure victory in All Situations Tactical. Do not turn the B.L.A.S.T. on and off when changing configurations, it should be left on so your number of tags is retained.

Rifle Mode

When in Rifle Mode, the B.L.A.S.T. emits a highly accurate beam with which you can tag opponents at ranges up to 350 feet. Use Rifle mode for long range attacks and sniper operations. To configure the B.L.A.S.T. for rifle mode;



- 1) Fold the rifle stock away from the body of the B.L.A.S.T.. Keep the Mortar legs up and locked in position.



- 2) The B.L.A.S.T.'s Voice Warning system will tell you that it is in Rifle Mode.
- 3) Use the LED sight for maximum accuracy, look through the sight and place the red dot that appears on your opponent's target.
- 4) Squeeze the trigger to fire once, hold it down for rapid fire.
- 5) The IR beam for the Rifle Mode is very narrow for maximum accuracy.



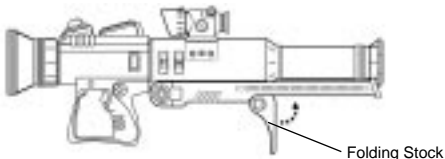
Bazooka Mode

When in Bazooka Mode the B.L.A.S.T. emits a wide beam, and can tag opponents at ranges up to 200 feet. Use Bazooka Mode to tag multiple opponents.



To configure the B.L.A.S.T. for Bazooka Mode;

- 1) Fold the rifle stock upwards so it lays flat against the body of the B.L.A.S.T.. Keep the Mortar legs up against the body of the B.L.A.S.T. and locked in position.



- 2) The B.L.A.S.T.'s Voice Warning System will tell you that it is in Bazooka Mode.
- 3) Squeeze the trigger to fire.



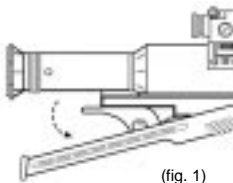
Mortar Mode.

When In Mortar Mode the B.L.A.S.T. emits a wide beam from multiple emitters. It is perfect for defending your headquarters or to take out your opponents in an ambush.



To configure the B.L.A.S.T. for Mortar Mode;

- 1) Fold the Retractable Mortar Legs away (fig. 1) from the body of the B.L.A.S.T. and apart from each other and lock them in the fully extended position.(fig. 2)



(fig. 1)



(fig. 2)

- 2) The B.L.A.S.T.'s Voice Warning System will tell you it is in Mortar Mode.
- 3) To fire the Mortar, press the Mortar Fire button. It will fire, there will be a several second delay, and then the beams will be emitted.

STEP 3: RULES FOR TWO PERSON AND TEAM PLAY

- 1) The object of the game is to tag out your opponents before you are tagged out. The last person not tagged out is the winner!
- 2) All players must turn their Lazer Tag unit on to begin the game. Players should not turn their unit off and on during the game.
- 3) Players cannot shield the dome of the laser sensor with their hand, clothing or any other object.
- 4) When a player has received 10 tags the player is out and cannot continue with the game.

STEP 4: GAMES FOR TWO PERSONS:

With two players, you are ready to play Lazer Tag™! The simplest version of Lazer Tag is to try to tag your opponent 10 times before he gets you.

Aim your Lazer Tag™ at your opponent's unit. If your aim is good and the laser burst connects with the red dome of the laser target you'll tag your opponent!

TEAM PLAY:

Lazer Tag™ is really fun for teams! The possibilities for team play are endless! You are limited only by your imagination.

FREE FOR ALL - The object of the game is to “tag out” all the players on the opposite team before they tag your players out. There are no physical boundaries to the game and no time limit.

THE BOX - Similar to Free For All, the object of the game is to “tag out” all opposing players before they tag your team out. Since The Box is played within boundaries, it's up to you to set them, perhaps a playing

field or an area in your backyard. It's a fast paced game given that there's nowhere to hide.

TIME OUT - The object of this game is to score as many points as possible during a set amount of time. Each tag that an opponent receives counts for one point. The laser target will only count to 10 points, so that is the most points that any player can have scored against him. Play for 15 minutes and see how many points you and your teammates can score!

STEP 5: DEFECT OR DAMAGE

If a part of your product is damaged or something has been left out, **DO NOT RETURN THE PRODUCT TO THE STORE.** The store doesn't have replacement parts. instead, write to us at:

TIGER ELECTRONICS, INC. REPAIR DEPT.
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your product, product's model number, and tell us briefly what the problem is. Also, include sales slip, date, place of purchase, price paid, and your return address, we will do our best to help.

STEP 6: 90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$38.50 for each Lazer Tag™ B.L.A.S.T. sent. Payments must be by check or money order payable to Tiger Electronics, Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061 U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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