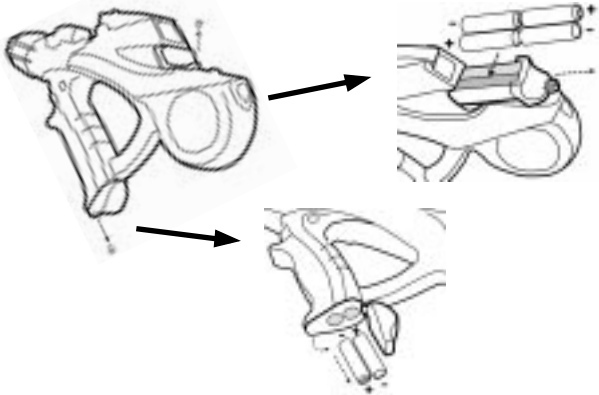


GETTING STARTED

STEP 1: BATTERY INSTALLATION

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



- 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.

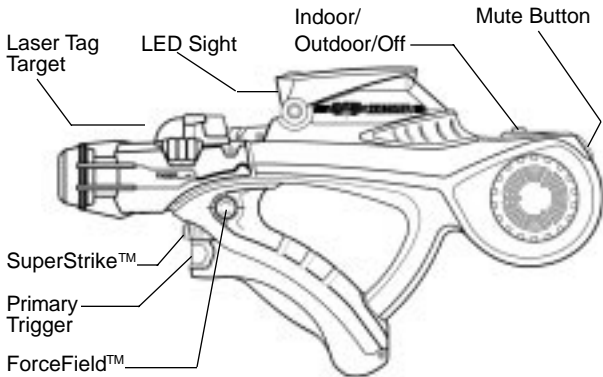


- 3) To ensure proper function:
- a) Do not mix old and new batteries
 - b) Do not mix alkaline, standard or rechargeable batteries
 - c) Battery insertion should be done by an adult
 - d) Non-rechargeable batteries are not to be recharged
 - e) Rechargeable batteries are to be removed from the toy before 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

STEP 2: USING YOUR LAZER TAG™ STINGER

Your Lazer Tag™ Stinger Pack has been designed with performance and features to ensure exciting action-packed games.

LAZER TAG™ STINGER FEATURES



- 1) Indoor/Outdoor/Off switch : Turns the Stinger on while selecting either Indoor or Outdoor mode, and turns it off. The Indoor and Outdoor settings allow you to customize the performance of Lazer Tag™ for Indoor or Outdoor play.
- 2) Mute Button : Toggles the warning beeps on and off.
- 3) Target: This is the sensor that receives Infra Red beams from your opponent's weapons.

- 4) LED Sight: Gives you pinpoint accuracy. Line up the red dot in the sight with your opponent's target and fire away.
- 5) ForceField™ Button: Activating the Stinger'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 may only use the ForceField™ three times per game.
- 6) SuperStrike™ 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.

STINGER OPERATION

- 1) To turn your unit on, slide the Indoor/Outdoor/OFF switch to either the Indoor or Outdoor position.
- 2) There is a trigger on the handle of the unit.
- 3) To emit a single Infra-red burst, press and release the main trigger once.
- 4) To emit a rapid continuous burst, press and hold the main trigger.

- 5) For SuperStrike™, press the SuperStrike™ button located just above the standard shot trigger. Remember, you get only one SuperStrike™ per game, so use it wisely.
- 6) For ForceField™ press the ForceField™ button located on the left side of the Stinger's handgrip. Remember, you only have three ForceFields™ per game, so use them wisely.
- 7) For added Stealth, press the MUTE button to silence the status beeping sounds.
- 8) If you are outside, use the Outdoor setting. If you are indoors, use the Indoor setting.
- 9) The Stinger's Voice Warning System will tell you when you have two or one tags remaining.

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: SCORING:

- 1) Each time the Target detects a TAG, the dome light will flash and the available tags will be reduced by 1.

*****NOTE:** Once a player has been tagged 10 times, the unit will not function until it is turned off and then on again. If the player does not turn the unit off, it will beep periodically until it is turned off. TEAM PLAY:

STEP 5: SPECIAL FEATURES

MUTE BUTTON: The ***MUTE BUTTON*** may be used for STEALTH attacks.

To activate the ***MUTE BUTTON***, press the switch. Now the Status Beeping is silenced and a player may proceed with STEALTH attacks.

STEP 6: GAMES FOR TWO PERSONS

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

Aim your Stinger at your opponent's Stinger. If your aim is good and the IR burst connects with the sensor on your opponent's Stinger, you will score a tag!

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 Lazer 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 7: 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, LTD. 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.

90-DAY LIMITED WARRANTY

Tiger Electronics, LTD. (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.\$7.50 for each individual Lazer Tag™ Stinger unit sent. Payments must be by check or money order payable to Tiger Electronics, LTD.

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, LTD. 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.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED

WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

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