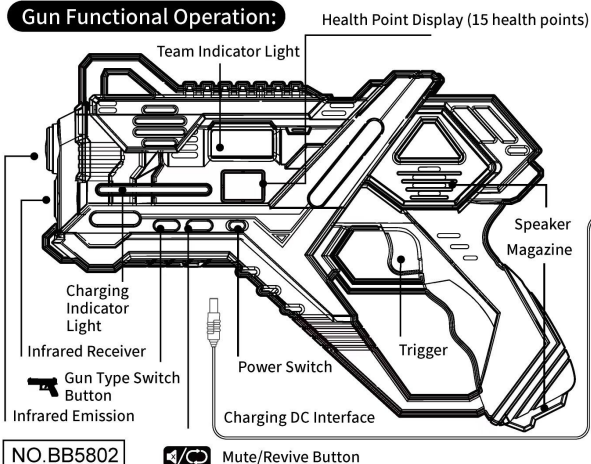


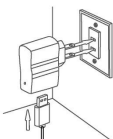
Please read the corresponding instructions carefully according to the product you purchased.

Gun Functional Operation:



Warm Reminder:

Please do not use a fast charger for mobile phones. It is recommended to use a DC 5V-2A/3A USB charging adapter.



Gun and Chest Armor User Manual:

Notice: The shooting distance between guns should not exceed 40 meters!

I. Power On and Setup:

- First, turn on the power switch of the chest armor and the gun. At this time, the health points of both the chest armor and the gun will display "88", the team indicator light will blink in a cycle of colors, and the gun will continuously emit a prompt voice "Please Pair".
 - Aim your own gun at your own chest armor and fire. The chest armor will vibrate once and synchronize with the gun to display the number of health points, 15. During this period, the system will keep prompting "Please Select a Team". Press the "Team Selection" button on the chest armor to choose a team, which are Blue, Red, Green, White, accompanied by corresponding voice prompts. After selecting the team for 3 seconds, the system will automatically enter the combat state, and the team cannot be switched anymore.
- ⚠ During the above operations, be sure to stay away from other players or operate one by one, otherwise, it will interfere with each other and cause the pairing to fail.

II. Gun Type Switching:

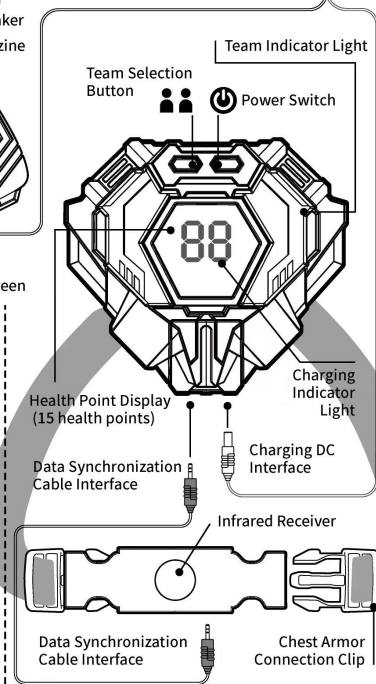
GUN TYPE	Single Shot	Shotgun	Submachine Gun	Machine Gun
Bullet Count	9	6	6	6
Attack Power	1	2	2	3

Press the "Gun Type Switch" button, there are four weapon modes to choose from: Single Shot, Shotgun, Submachine Gun, and Machine Gun. Different weapons have different attack powers and bullet counts. After switching weapons each time, you need to push the "Magazine" to load bullets before you can shoot.

III. Mute and Stealth Attack Mode:

- If you need to turn off the sound and sound effects of the gun, you can press the "Mute/Revive" button to turn off or turn on the sound.
- Stealth attack special skill: If you do not want the enemy to find your position through lights or sounds, press and hold the "Mute/Revive" button and then pull the trigger to enter stealth mode without releasing it. The gun will turn off all lights and sounds, and the enemy cannot cause any damage to you at this time. Each game can use up to 3 special skills, and each activation can only be maintained for 10 seconds.

After entering stealth mode, you need to attack the enemy quickly because the stealth mode will automatically expire after 10 seconds.



IV. Reset and Revive:

When the number of health points is "0", the system will give a voice prompt "Game Over". If you want to continue the game, press and hold the "Mute/Revive" button for 2 seconds, and the system will give a voice prompt "New Game". The gun will return to the previously set state, and you can directly enter a new round of the game without re-setting.

V. Power Supply:

After the game is over or the system prompts "Please charge it in time", please turn off the power switch of the gun and the vest, insert the USB charging cable to charge, and the charging indicator light will light up. The light going out indicates that the battery is fully charged.

INFRARED SENSOR

SONIC VIBRATION

REALISTIC SOUND

COOL LIGHTS

HEALTH POINT REMINDER

MULTIPLAYER

INTELLIGENT VOICE

MULTIDIRECTIONAL SHOOTING

Battery Use and Charging Precautions to Ensure Safety:

- The infrared gun is equipped with a built-in 3.7V 14500/500mA lithium battery.
- The charging process must be completed under the supervision of an adult, and an adapter should be selected with DC 5V-2A/3A. Charging can be completed in approximately 2-3 hours.
- If not used for a long period, the battery should be stored fully charged.
- The USB cable should be regularly inspected during use to check for any damage to the wire or plug. If any damage is found, the use should be stopped until it is repaired properly.

Procedure of overhaul

Problems	Possible reasons	Solutions
Unable to Power On	Low battery level	Charge the product promptly until fully charged, then try to power on again
Unable to Pair	During the pairing process, multiple guns or chest armors are turned on simultaneously.	Turn on the power and pair one by one, maintaining a sufficient distance from other players
Failure To Hit Aims	Shooting With Teammates	Try Shooting At Other Teams
	Failure To Aim At Opponents Or It's Beyond The Shooting Distance	Aim At Targets, Shorten Shooting Distance
	Obstructed By Obstacles	Avoid Obstacles
	Using Under Glare	Transfer To A Place With No Glare
	Indiscriminate shooting results in hitting the opponent.	Move to an open environment to use, avoiding the refraction of signals caused by too many obstacles.

Care and Maintenance

- Never immerse this toy in water, as this will cause damage to the electronic components therein.
- If not used for a long period, the battery should be stored fully charged.
- Avoid exposing this toy to the sun or heat.
- Clean this product with a rag from time to time.

Cautions For Parents

- *Parents should guide to charge the battery.
- *Products are NOT suitable for kids under 3 years.
- *Warm Reminder: When the indicator light dims or the voice prompt "Please Charge it in time" is heard, it is necessary to recharge the battery promptly.



Do not change the product without authorization, or it may lead to product failure or inability to control.

The packaging has to be kept since it contains important information. Goods in kind may be different from the packaging, so please subject to the goods in kind.



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FCC STATEMENT:

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

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 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(s) must not be co-located or operation in conjunction with any other antenna or transmitter.

Radiation Exposure Statement

The device has been evaluated to meet general RF exposure requirement in portable exposure condition without restriction.