

AGES 8+

Instruction Manual

WARNING:

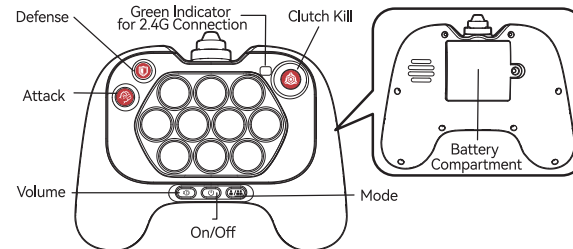
CHOKING HAZARD - Children under 8 yrs. Can choke or suffocate on uninflated or broken balloons. Adult supervision required. Keep uninflated balloons from children. Discard broken balloons at once.

Instructions must be retained. Retain the tool for future use, to store it where the child cannot access it, and the tool is not a toy.

Warning

1. Recommended Age: This product is suitable for children aged 8 and above. Parental supervision is strongly recommended during gameplay.
2. Choking Hazard: Due to small parts, this product is not suitable for children under 8 years old. To prevent choking, keep all small parts out of reach of young children.
3. Plastic Bag Warning: Remove plastic bags immediately and keep them away from infants and children to prevent suffocation.
4. Eye Safety: Avoid directing the product towards your face or eyes to prevent accidental injuries.
5. Inspect Wires: Before assembly, ensure that all connection wires are intact and undamaged. If you find any damage, discontinue use immediately to avoid hazards.
6. Proper Assembly: Correct assembly is crucial for safe use. Refer to the instruction manual for guidance.
7. Retain Instructions: The instruction manual contains important safety information for your child. Please keep it for future reference.

Button Description



• Attack:

In 1v1 mode, winning a round grants player an attack skill that, when activated with a quick press of the attack button, inflates the opponent for a duration of 10 seconds.

Heads up: Attack skills can build up! If Player A wins the first round but doesn't use their attack, then loses to Player B, but wins again in the next round, Player A can now use their attack twice on Player B.

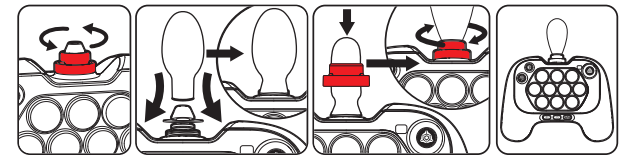
• Defense:

Win two rounds in a row in 1v1 and you get a shield! Press the defense button to block attacks. But remember, you can't save up shields and they only work when you're hit.

• Clutch Kill:

Win three rounds in a row in 1v1 and you get a clutch kill! Press the button to blow up your opponent's balloon and watch them pop in 100 seconds.

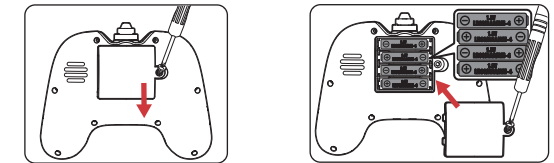
Ballon Installation



1. Rotate the retainer counterclockwise to remove it from the game console.
2. Place the balloon over the air outlet of the game console.
3. Thread the retainer through the balloon and tighten it by rotating clockwise.
4. The game console installation is complete.

Battery Installation

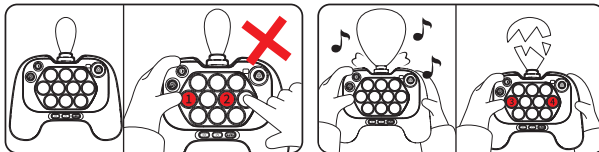
1. Use the screwdriver to open the cover.
2. Insert four 1.5V AAA non-rechargeable batteries, ensuring correct polarity. Close the battery compartment and tighten the screw.



1. The product uses 4 X 1.5V AAA non-rechargeable batteries.
2. Batteries should be replaced by an adult.
3. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
4. Do not mix old and new batteries, alkaline, standard (carbon—zinc) or rechargeable (nickel—cadmium) batteries.
5. Non-rechargeable batteries are not to be recharged.
6. Batteries are to be inserted with the correct polarity.
7. Exhausted batteries are to be removed from the toy.

Two Major Upgraded Gameplay Modes

Single Player Mode

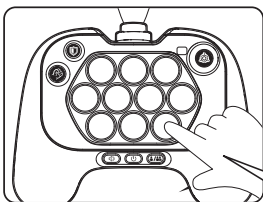


To start the game, you need to press first the flashing button. Press the lighted buttons in time to enter the next level.

If you press the wrong button or exceed the time limit during a level, you fail and will be inflated as a penalty.

1. If you fail any level, the game will pause, and you will be inflated for 10 seconds before continuing.
2. If you succeed, the difficulty will increase from level 1 to 200.

Two-Player Mode

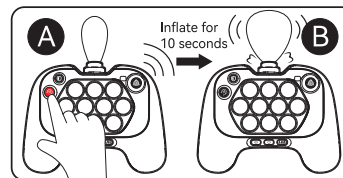


When both game consoles are turned on and connected successfully, the 2.4G indicator will light up steadily. If the connection fails, the 2.4G indicator will blink continuously. To start the game, you need to press first the flashing button.

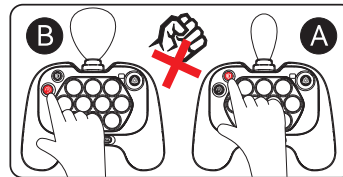
- Pressing any button on either console will start the game for both players.
- There are 10 levels in total.

Gaming Rules

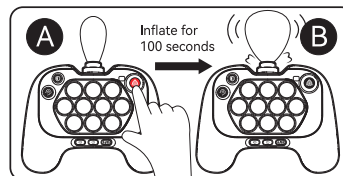
- ① If one player successfully completes all 10 levels first, that player wins and gains a skill.
- ② If one player presses the wrong button first, that player loses, and the other player wins and gains a skill.
- ③ If neither player makes a mistake and neither player completes all levels, it's a tie, and neither player gains a skill.



When Player A wins once, they gain an attack skill, and the attack indicator starts flashing. Pressing the attack button will inflate the opponent for 10 seconds.



When Player A wins twice in a row, they gain a defense skill, and the defense indicator lights up. When the opponent attacks or uses an ultimate move (clutch kill), the defense indicator will flash, and the player can press the defense button to block the attack.



When Player A wins three times in a row, they gain a clutch kill skill, and the clutch kill indicator lights up. Pressing it will inflate the opponent for 100 seconds and pop their balloon.

FCC ID: 2BMDG-NO2506

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.



Warning:

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 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

NOTE: This device and its antenna(s) must not be co-located or operation in conjunction with any other antenna or transmitter

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