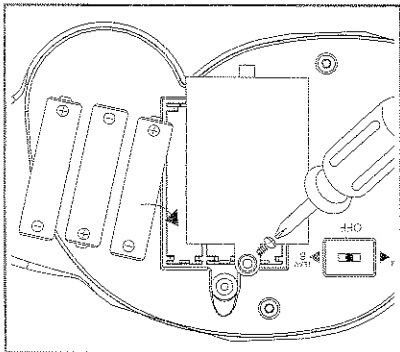
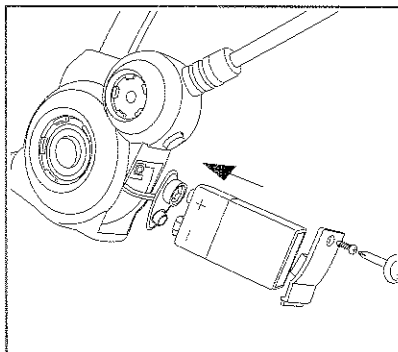


BATTERIES INSTALLATION



Target: DC
3 x 1.5V / LR 03
Max. Consumption 200mA



Walkie Talkie: DC
1 x 9V / 6F22
Max. Consumption 20mA

BATTERIES

- Always use fresh batteries to attain the maximum range, accurate targeting and the distinctive audible signals.

BATTERIES SAFETY INFORMATION

- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED IN POSITION ACCORDING TO POLARITY.
- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE STANDARD (CARBON-ZINC) OR RECHARGEABLE (NICKEL-CADMIUM) BATTERIES.
- DO NOT ATTEMPT TO BURN BATTERIES.
- DISPOSE OF BATTERIES SAFELY AND CORRECTLY.
- REMOVE BATTERIES IF THE TOY WILL NOT BE USED FOR A LONG PERIOD OF TIME.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT CIRCUITED.
- KEEP PACKAGING FOR REFERENCE SINCE IT CONTAINS IMPORTANT INFORMATION.
- DO NOT USE RECHARGEABLE BATTERIES.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- BATTERIES SHOULD BE REPLACED UNDER ADULT SUPERVISION.
- DO NOT DISPOSE OF IN FIRE.

REMEMBER:

THOUGH THE ULTIMATE TEAM PURSUIT LASER GAME SET EMITS ONLY A HARMLESS INFRARED BEAM, NEVER POINT YOUR LASER AT ANYONE WHO IS NOT ACTIVELY PLAYING A GAME WITH ULTIMATE TEAM PURSUIT!

WARNING:

Care should be taken to ensure the user does not become entangled with the wire tether between the pistol and the target belt as injury may occur.

Do not play with this toy in the water or in a wet environment as it may damage the electronic components.

Please note: During indoor use, electrical appliances and wiring can limit the useful range of the walkie talkie set.

JASMAN INC, 925 W. THORNDALE AVE, ITASCA, ILLINOIS 60143, U.S.A.
J.J.K. EUROPE 2ND FLOOR FRASER HOUSE, BRIDGE LANE,
RODSHAM, CHESHIRE U.K. WA6 7 HD.

Conforms to product safety standards ASTM F963-96a,
CPSC, EN71 Regulatory Requirements. PATENT PENDING

CE 0681
For use in:
UK

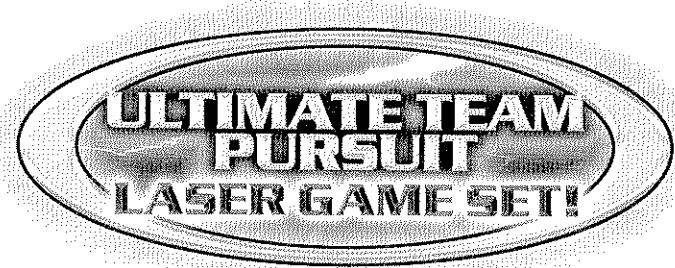


Visit our web site
for more Jasman Products
www.jasman.com

MADE IN CHINA
C10535002R2

LASER COMMAND

FOR AGES 5 & UP



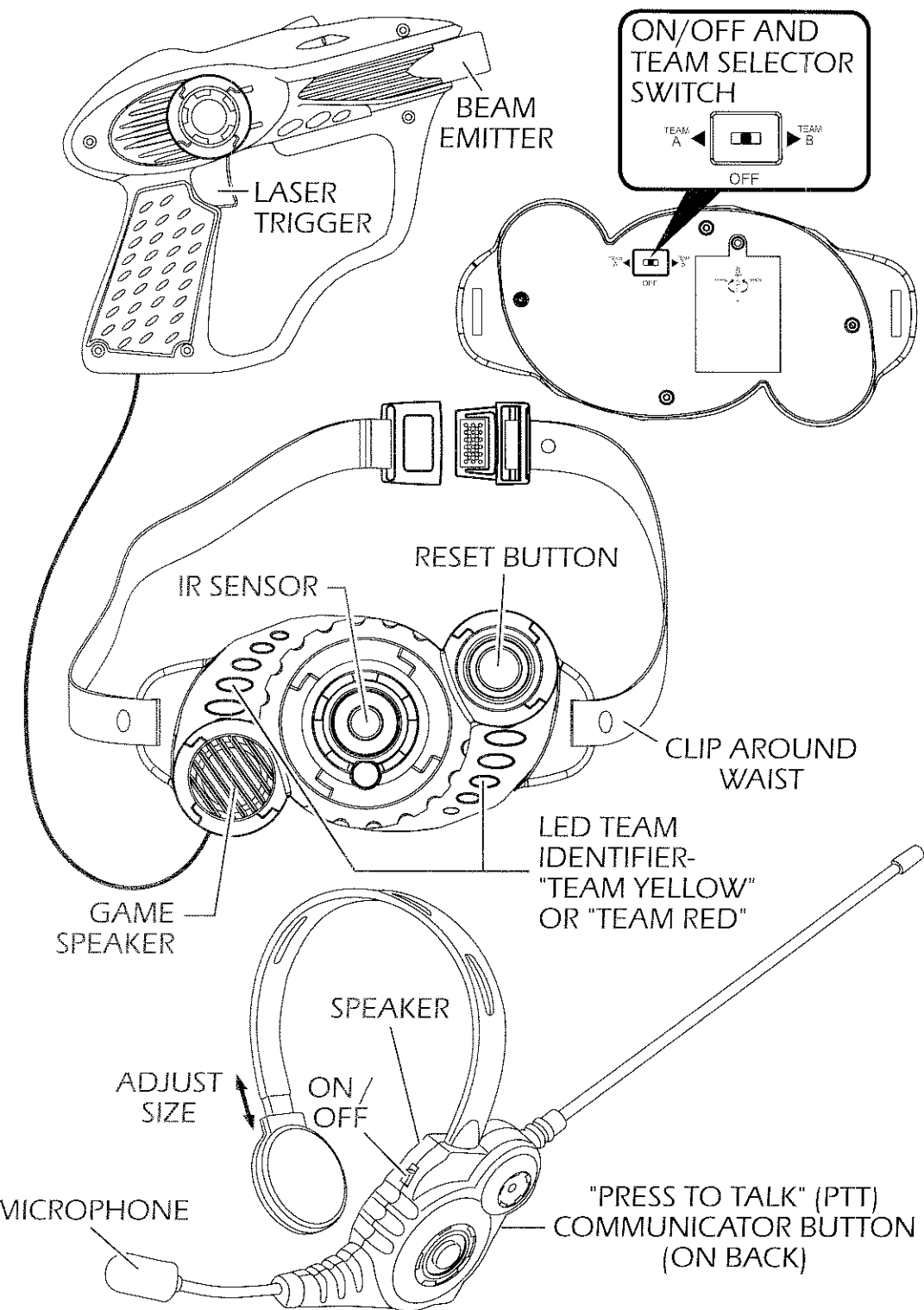
Laser Command Ultimate Team Pursuit Laser Game Set combines the thrill of "Laser Gaming" and team command and control through individual player "walkie-talkie" sets!

Each player's equipment set includes one "Laser Target Indicator Belt" with attached "Laser Emitter" and one single channel "Push To Talk" PTT - "Walkie Talkie" communications head set. The Laser Target Indicator belt has a team selector switch located near the battery compartment on the back of the belt; choose your team Red "Team B" or Yellow "Team A". Set up your teams and prepare for the game of your life!

(GAME INSTRUCTIONS...)

The goal is to terminate your opponents. Each player is allowed 9 warning "Hits" before the 10th "Hit" terminates the player from the game. The game sequence begins after the target and laser units have been turned on. Select your team and slide the "on/off" selector switch (on back of belt) to team "Team A" or "Team B". The Target belt will then start emitting a locator beep while the laser pistol is turned on and into "fire" mode. A flash of light and a "Laser Hit" sound emanates from the target with each hit by your opponent. On the 8th hit the target announces "Danger!"; on the 9th hit the target warns "Emergency... Emergency!"; after the 10th hit the target announces "Terminated!". The target is then shut down and the player is eliminated from the game.

Join forces and talk to your team members! Laser Command Ultimate Team Pursuit incorporates single channel walkie-talkie head sets for command and control gaming between teams and team players! Everyone can listen in on communications regardless of which team they are on. This open channel communication adds to the thrill as you can listen in on your opponents planning strategy! Turn the head set on and Press the "press-to-talk" PTT button located on the back of the left side of the headset and talk in code to deceive your opponent!



—(POWER UP AND PLAY)—

The Power up switch is located on the back of the laser target indicator. Slide the button left or right depending on your team selection. The target will start emitting a locator beep so the player will know it is on. At this time the laser pistol is in the activated mode and emits laser shots when the trigger is pulled. When the target is hit the Yellow or Red team identifier LED will flash on at the instant the hit is recorded. Each time a hit is recorded the target emits a "Hit" sound and maintains a count of the number of hits a player has received. On the 8th hit the target initiates a verbal indicator "danger!..."; on the 9th hit the target will announce "emergency... emergency..." and on the 10th hit the target will announce "terminated!" followed by a "power-down" sound. The player should then retire from the game until a new game sequence has started.

To start a new game after the game sequence has been completed, press the game reset button located on the front of the target. This will provide 10 "hits" in a new game sequence.

—(WALKIE TALKIE "COMMAND AND CONTROL")—

Strategize your game plan with team radio communications. Each game set includes a walkie talkie head set with push to talk **PTT** single channel frequency. All players are listening in on the same channel; out wit your opponent and use secret messages to communicate to your team members! The "PTT" button works by pushing the button to talk, then RELEASE again to listen to responses / others.

FCC NOTE:

THE MANUFACTURER IS NOT RESPONSIBLE FOR ANY RADIO OR TV INTERFERENCE CAUSED
BY UNAUTHORIZED MODIFICATIONS TO THIS EQUIPMENT. SUCH MODIFICATIONS
COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.