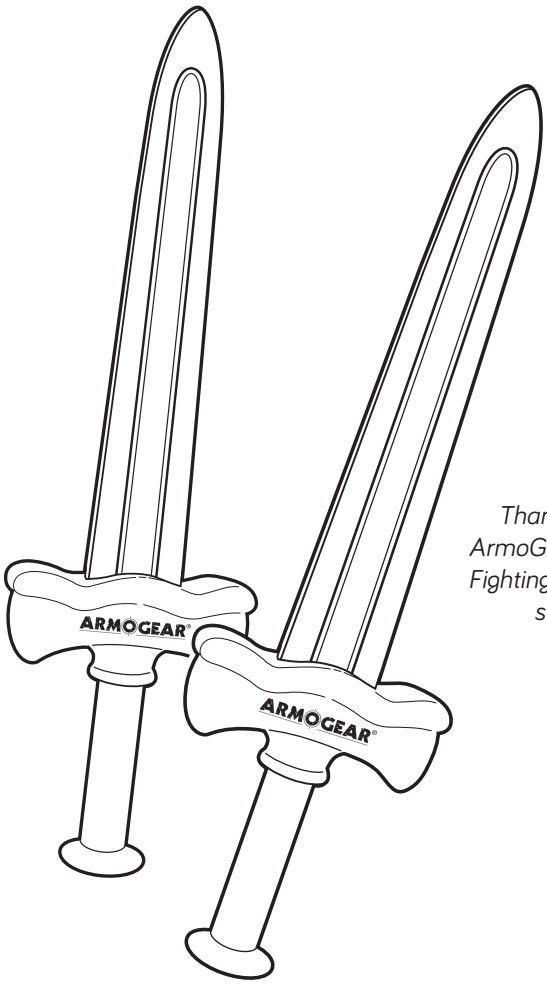
ARMOGEAR®

8+ AGE

SWORD BATTLE

INTERACTIVE FIGHTING SET



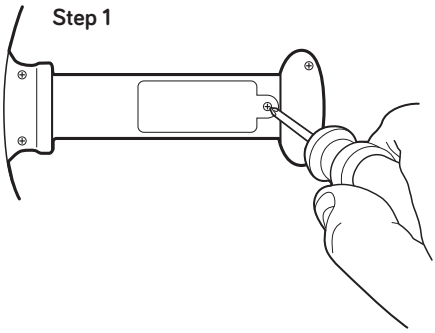
Thank you for purchasing the ArmoGear Sword Battle Interactive Fighting Set! Designed with combat sounds and LED lights.

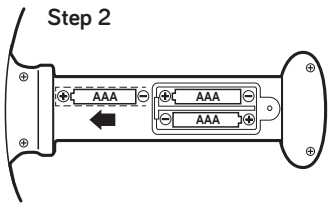
Item # AG-2912

⚠WARNING:
CHOKING HAZARD-Small parts.
Not suitable for children under 3 years.

INSTALL BATTERIES

1. Open the battery compartment located on the handle using a Phillips screwdriver (not included)
2. Insert batteries (3x AAA) as indicated in the diagram.
3. Replace battery cover and tighten with a screwdriver. Do not over tighten.



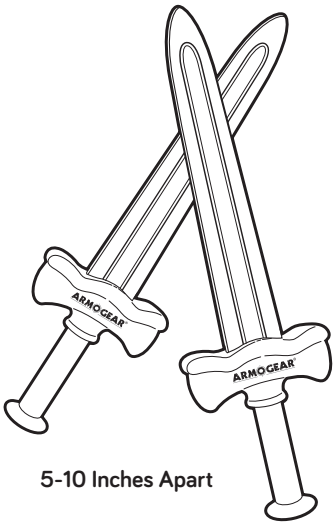


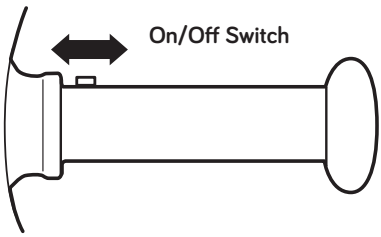
HOW TO PLAY

1) 1 ON 1 BATTLE MODE

- **Turn on & Pair Up**

  - Bring the two swords close together around 5-10 inches. Turn on both swords by moving the switches located on the handles to the “ON” position. The LEDs on the sword will blink showing the swords have powered on. When both swords say “En Garde” and LEDs are steady, you have successfully paired up your swords and are ready for play.
  Troubleshooting: If swords do not pair- restart the pairing: Bring the two swords close together around 5-10 inches. Restart pairing again by moving the switch on both swords to “OFF” position & back to the “ON” position.
  *Please note the “pairing” process needs to be completed within 30 seconds, or the swords will automatically enter solo mode.





HOW TO PLAY

- **Train yourself**
  - Prior to entering a battle, have a “test game” to understand the scoring feature. Simply hold the handle and hit the blade against a hard surface (e.g. table and wall etc.). You will notice one LED light indicator on your opponent’s sword turns off, this is the same strength you will need to use when battling your opponent.

- **Safe battling & fair gameplay**
  - The sword is made of soft composite plastic material surrounding the outer edge. Using the swords for normal gameplay, and without excessive force will not lead to injury. However, hitting above the neck, on the face & head is STRICTLY PROHIBITED.
  - For fair game play, only hit your opponent. Hitting surrounding objects will affect the score unfairly. Keep it fun & fair!

- **Gameplay**
  - Each player starts with 5 lives. Each LED light indicator on the sword represents one life. Each player uses their own sword to hit the opponent. When a player gets hit, one life is lost. When a player loses all 5 LED life indicators, they lose the game. While the other player with LED life indicators still lit, wins the game.
  - Swords will speak with voice guided game play, letting you know when you or you opponent have been hit, and when you’re close to losing the battle. A cheering sound will play when you’ve won the game!
  - The swords will not deduct lives when hitting each other in defense.
  - The best part of the game is the sword battle while avoiding your opponent. You will need to dodge, counteract the move, lean back, move forward, & act swiftly with your sword to win the battle. **Please note shaking the sword excessively or vigorously can affect the score. Focus on hitting your opponent & their sword to keep it fun & fair! This is the mid-century sword fight reinvented! En Garde! May the best player win!*

2) SOLO MODE

- **Turn on**
  - Turn on the sword by moving the switch located on the handle to the “ON” position. The LEDs on the sword will blink showing the swords have powered on. After 30 seconds the lights will power off until in use & an object is hit.

- **Gameplay**
  - During solo mode, your sword responds to your movements. There are 9 different action sounds and 5 LEDs activated while you swing and wave your sword in the air.

SAFETY INFORMATION

- Young children in play are unaware of potential dangers and hazards, therefore responsible adult supervision is essential.
- Warning: Please do not alter product in any way.
- Colors and contents may vary from illustrations shown.
- Adult supervision is recommended.
- Do not mix old and new batteries.
- Do not mix alkaline, standard carbon-zinc or rechargeable nickel-cadmium batteries.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Exhausted batteries are to be removed from the toy.
- Conforms to the toy safety regulations of ASTM F963, CPSIA, EN71-123, EN60825-1, and ROHS.

WARNING! Remove all packaging clips, staples, ties and similar attachments before giving this toy to a child.
Please retain all information relating to this product for future reference.

⚠ **CAUTION:** *DO NOT STRIKE A PERSONS HEAD, HARD OBJECTS, OR ANIMALS.*

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.
FCC ID:2AE67-2912
Warning: 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 complies with FCC radiation exposure limits set forth for general population (uncontrolled exposure). This device must not be collocated or operating in conjunction with any other antenna or transmitter."

Manufactured and Imported by: ARMOGEAR® Brooklyn, NY 11205
www.armogear.com
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