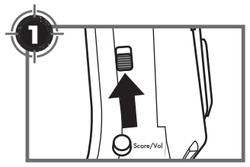
FOLD LINE

TURN THE VEST ON

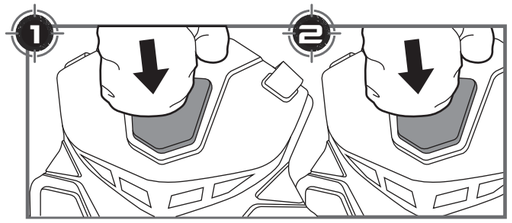
1. Slide the switch up to turn the vest ON.



PAIRING YOUR VESTS

1. Pair the vests by selecting the same game. Press the light button on your vest for your game (Boxing, Advanced, Training).
2. The light will blink and after a few seconds, it will say "Waiting to pair." Your opponent must press the same button on their vest.

   NOTE: If you select the wrong game, press the Score / Volume Button to go back and select the right game.



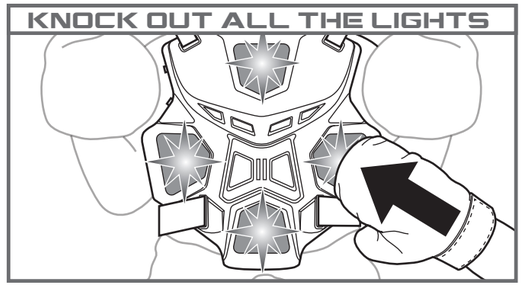
3 GAMEPLAY MODES

BOXING MODE

- OBJECT: Be the first to knock out all of your opponent's lights. The game starts with all the lights on. As you punch them, the light turns off..

- Turn the vest on. Press the middle light button.
- It will say "Boxing Mode."
- The game will start when your opponent presses the top middle button on their vest.
- The lights turn out as you hit them, and turn back on after a short time. There are 5 rounds. The amount of time before the lights turn back on gets longer in each round making the game harder.

- WINNING THE GAME: When you knock out all of your opponent's lights, you win the round. All of the lights on your vest will blink and your opponent's vest will say "Game Over!"



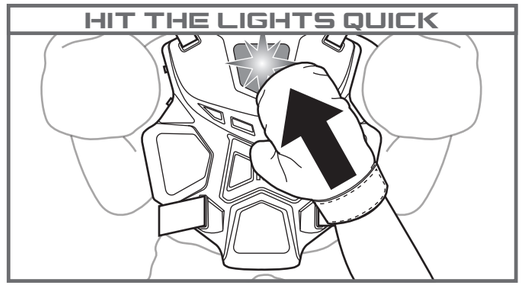
ADVANCED MODE

- OBJECT: Hit the lights as they appear The lights turn on one at a time. Be quick, because they don't stay lit for long.

- Turn the vest on. Press the right side light button.
- It will say "Advanced Mode."
- The game will start when your opponent presses the right side light button on their vest.

- Press the Score / Volume Button to check your score.

- WINNING THE GAME: When you get to 10, you win. All of the lights on your vest will blink and your opponent's vest will say "Game Over!"



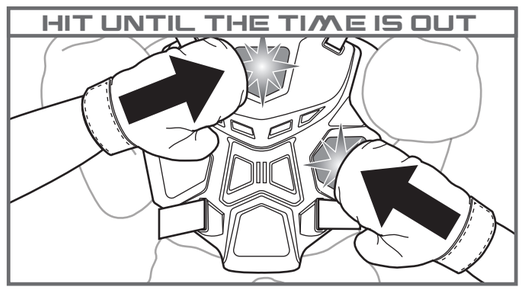
TRAINING MODE

- OBJECT: Get ready for a match. The game starts with all of the lights on. As you punch them, they turn off then go back on again. The higher score wins.

- Turn the vest on. Press the left side light button.
- It will say "Training Mode."
- The game will start when your opponent presses the left side light button on their vest.

- Press the Score/Volume Button to check your score.

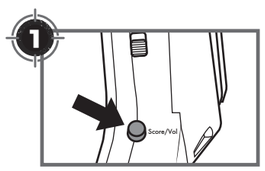
- WINNING THE GAME: When the time is up, the player with the highest score wins. All of the lights on your vest will blink and your opponent's vest will say "Game Over!"



ADJUSTING THE VOLUME

1. Press and hold the Score/Volume Button to toggle from high to low volume.

   Tap the Score/Volume Button to repeat the last command, select a new game, or check your score.



ARMOGEAR®

NESSTOY®

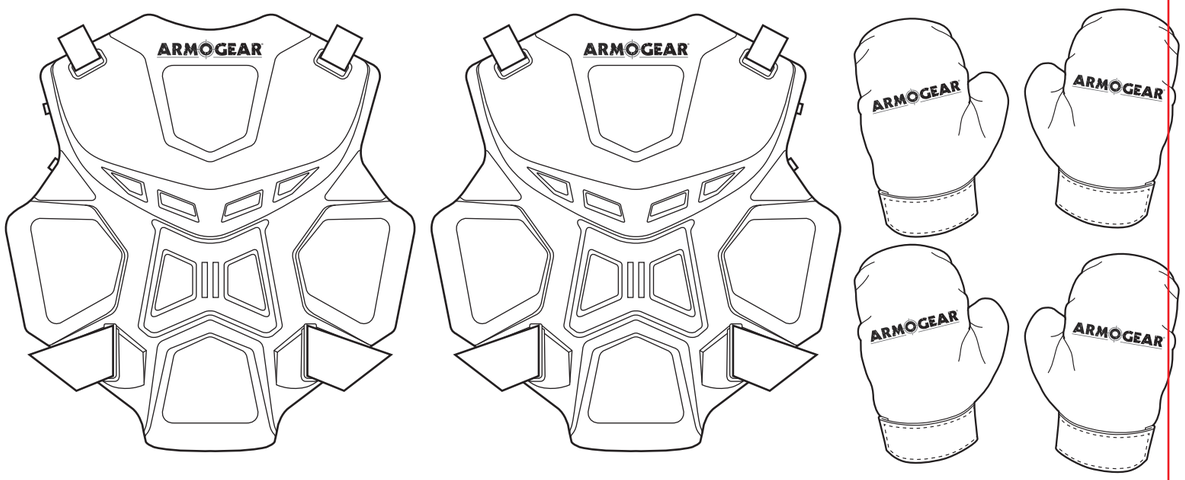
BATTLE OF THE FITTEST

8+ AGE

BOXING BATTLE

INTERACTIVE BOXING SET WITH BUILT IN GAME PLAY

2 ELECTRONIC VESTS + 2 PAIRS OF GLOVES



OWNER'S MANUAL

Item #AG-2909

Thank you for purchasing the ArmoGear Boxing Battle! Get ready to have a blast with this riveting action game. You'll learn to punch, dodge and win like a pro boxer!

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

0-3

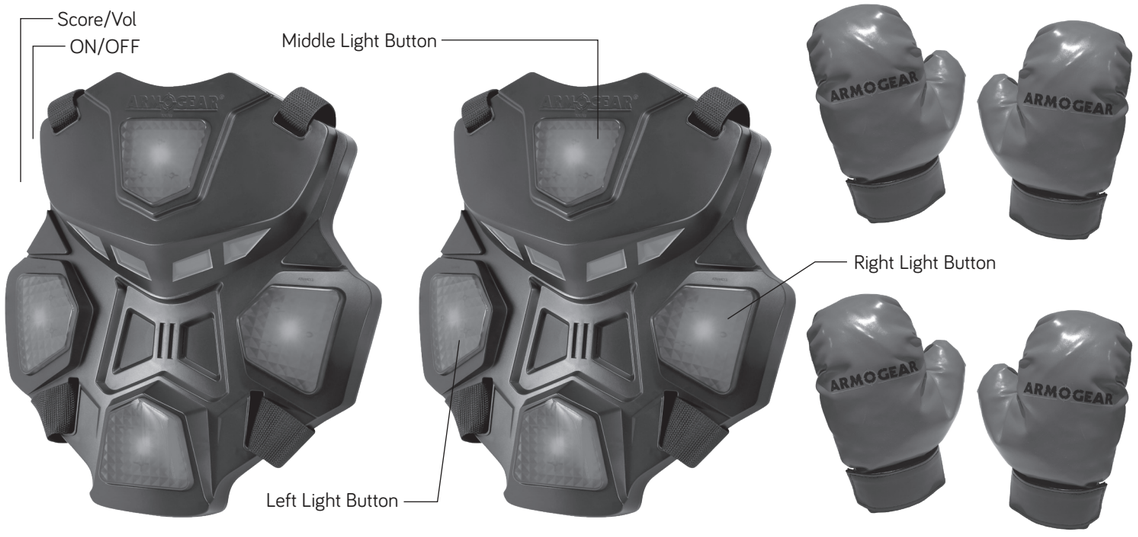
Caution: changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.
NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These 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
This device contains licence-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada's licence-exempt RSS(s). Operation is subject to the following two conditions:
(1) This device may not cause interference.
(2) This device must accept any interference, including interference that may cause undesired operation of the device.

FOLD LINE

SAFETY WARNINGS

- 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.
- Long cord/strap, strangulation hazard.
- This product does not use laser. Uses Infrared technology with 941.6nm wavelength. Beam is not visible.
- Conforms to the toy safety regulations of ASTM F963, CPSIA, EN71-123, EN60825-1, and ROHS.
- "This device complies with Industry Canada licence-exempt RSS standard(s).
- Operation is subject to the following two conditions:
- (1) this device may not cause interference, and
- (2) this device must accept any interference, including interference that may cause undesired operation of the device.
- Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux
- appareils radio exempts de licence. L'exploitation est autorisée aux deux conditionssuivantes :
- (1) l'appareil ne doit pas produire de brouillage, et
- (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement."
- DO NOT hit your opponent on the head or sensitive areas. Focus all punches on the Electronic Vest Light Buttons.

CONTENTS

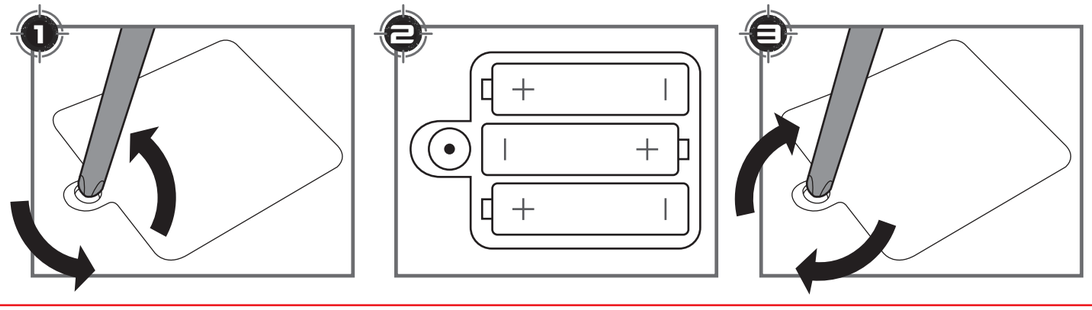


2 ELECTRONIC VESTS

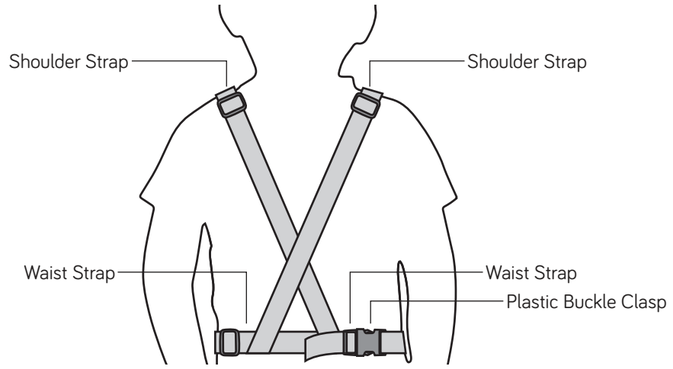
2 PAIRS OF CUSHIONED GLOVES

BATTERY INSTALLATION

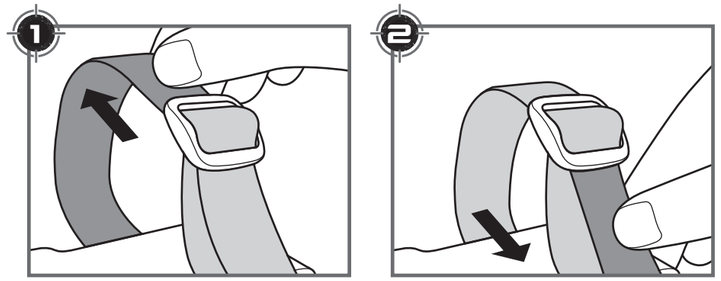
Each vest requires 3 "AA" batteries. Follow these steps:
1. Using a Phillips screwdriver, unscrew counterclockwise and remove the battery compartment cover on the back side.
2. Install 3 "AA" 1.5V batteries (not included) in the polarity direction shown.
3. Replace the cover and screw back on.



ADJUSTING THE SHOULDER STRAPS

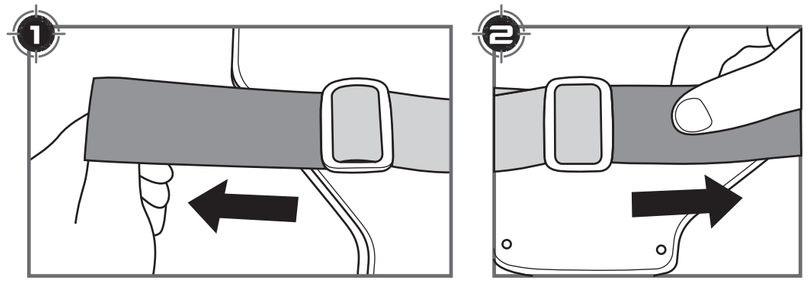
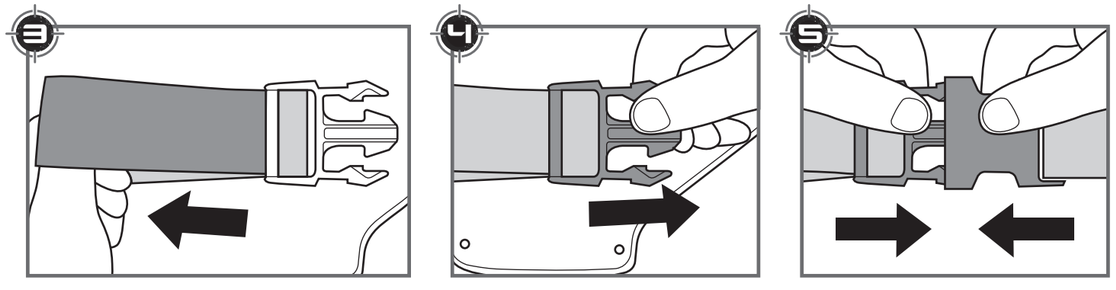


1. Pull the strap up to tighten.
2. Pull the strap down to loosen. Make sure both sides are adjusted evenly.



ADJUSTING THE WAIST STRAP

1. On the left side, pull the strap to the left to tighten.
2. Pull the strap to the right to loosen.



3. On the right side, pull the strap to the left to tighten.
4. Pull the plastic buckle clasp to the right to loosen. Make sure both sides are adjusted evenly.
5. Put the vest on and close the plastic buckle clasp.