

HALO
SPORT



User
Manual

LASER
TAG SET OF 2

SAFETY INFORMATION

- Do not let any parts of the set get wet.
- This is a no-contact game; bumping or wrestling can get yourself hurt or damage your equipment.
- Do not play in complete darkness or in wet or slippery conditions.
- Have a responsible adult supervise young children, for safety, help with equipment, and enforcing the rules.
- The long straps on the vest present a strangulation hazard.
- This product does not use actual laser. It uses infrared technology with a 950nm wavelength. The beam is not visible.
- Please retain packaging details for future reference.

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.

Manufactured for: Champion Games LLC, Wilmington, DE 97208 USA

Item no. HB-005

We're here to help!

For any questions or issues with the kit,
email us at support@wonderfunbrands.com

Halo Sport Laser Tag

Lock 'n load for a fight for domination! Strap on your vest, grab a gun and transform your backyard or basement into a battle zone for an ultra-hi-tech laser tag war. You can play against an opponent, for hours of adrenaline-pumping, action-packed fun! Run, hide, roll, take aim and eliminate your enemies to win the game!

The Halo Sport Laser Tag set has one-of-a-kind features:

- **HeroSync™** – Trying to remember the score is never fun, so your guns and vests pair together! Lives and team data are automatically synced, and LCD screens on the vests and guns allow you to check your status, even in the heat of battle – without having to rely on lights or audio.
- **And more...** Four weapon modes, up to 125-foot reach, and child-safe infrared emission.

All this makes the Halo Sport Laser Tag an awesome home-based infrared laser tag set!

This Laser Tag set does not use real, harmful laser beams; it uses safe infrared technology. Therefore, pinpoint accuracy will be obtained better in larger open areas. In tight or enclosed spaces, infrared signals can reflect off the walls and ceiling, possibly hitting players who weren't aimed at.

Gun Features and Functions



Vest Features and Functions



How to play

Laser tag is a game that pushes you to the limits of tactics, dexterity, and stamina. Even better, there aren't too many game rules to memorize. Let's review them:

First, each player puts on a vest, chooses a gun, and sets both up according to the instructions below. You need a minimum of two people to play a game, and when purchasing additional sets you can create up to four teams (red, blue, green, yellow).

Next, players or teams head off in opposite directions and establish a home base. Once the game begins, each player or team leaps into battle to eliminate opponents by shooting at and hitting their vests or the target located at the center tip of the gun – while moving quickly and hiding, protecting themselves from getting shot! When a player has no more lives left, he or she is out of the game and sent off the field. The last player or team with remaining lives wins! Of course, you and your opponents can decide to rev up the game with other rules – just make sure you all agree.

That's all there is to it! Aside from picking teams, the only big choice to make – and this decision makes every game unique – is the play area. Look for a battleground with plenty of places to hide, to use as obstacles, and to strategize with – a simple, open space can get boring.

There's also the “accuracy” factor: The Laser Tag set does not use real, harmful laser beams; it uses safe infrared technology. That means you'll get pinpoint accuracy in larger open areas. In a tight space, infrared signals can reflect off the walls and ceiling, possibly hitting players who weren't aimed at.

Setting up your gear

What's included

- 2 Guns
- 2 Vests

Installing the Batteries

- 1 Have an adult unscrew and slide out the battery cover on the handle of the guns and install 3 AAA batteries (not included). Make sure to fully unscrew the screw before sliding off the cover.
- 2 Unscrew the battery compartments on the back of the vests and install 3 AAA batteries (not included).

CAUTION: Insert new batteries as shown. If you are replacing old batteries, remove both of them and dispose of them safely, according to your area's rules. Don't mix new and old batteries. Never mix standard (carbon-zinc), alkaline, lithium, or rechargeable (nickel-cadmium) batteries.

- Based on normal play, you can play 8 games of approximately 30 minutes each on one full charge.

Pairing your gun and vest

- 3 To sync together, your gun and vest need to be paired with each other before playing. You must pair and set up your gun and vest at the start of each game. Without this quick process, the gun will not shoot, and the vest will not register as being hit.
- 4 Each player takes a vest and a gun. Simply pick your favorite color of each – the specific color won't actually affect game play in any way. **(For example, you can pair up the red-colored gun with the blue-colored vest).**

- 5 Turn on the vest first, and then the gun.
- 6 After the gun prompts you with **'Ready to Pair'**, aim it at the front of your vest and shoot. You do not have to be wearing your vest.

NOTE: To ensure your gun pairs with your vest and not someone else's, stand a bit away from the other players' gear while pairing.

- 7 Once paired, wait until your gun prompts **'Please select a team'**.

Selecting a team color

- 8 It's time to select a team color (**remember, this has nothing to do with the actual gun or vest colors - for example, you can play on the red team with a blue-colored gun or vest**). When you play on a team, you cannot hit your own teammates.
- 9 At first, the light color on the vest is white and just indicates that a team color needs to be chosen. Select your desired team color by pressing the **TEAM** button on the vest to rotate between the team colors until you reach your desired color.

Finishing setup

- 10 Check that your team color selection is reflected on your gun's team light. If not, turn off the gun and vest, and restart the pairing process.
- 11 Wait until you hear the prompt **'Setup complete. Good luck.'** Now, your gun and vest are successfully set up and you are ready to play!

Putting on your Vest

- 12 Hang the top straps over your neck like a necklace, wrap the side straps around your waist and snap them together. Adjust the side straps as needed.

Getting to know your gun

How to play

Before we review the gun's functionality, here are the basic steps for using it:

- To shoot, aim your gun at your opponent's vest or at the center-tip of their gun and pull the trigger.
- After depleting the ammo in a round, you reload by cocking the gun (pull the slider towards you). You will also need to reload before the first time playing, or following a weapon mode change.
- Monitor the status of your lives by viewing the LCD screen on your gun.
- When a player's vest or gun is hit by an opponent's fire, it will provide an indication: the vest will vibrate, multicolor-blink the team lights, and reduce the appropriate number of lives from the LCD lives counter.

Tracking lives and getting 'out'

- Once all of a player's lives are depleted, his or her gun will vibrate, and prompt '**Game Over**'. At that point, the player is 'out' and can no longer participate in the current round of the game. The gun will no longer shoot until the next game.

Powering off

- To turn off the vest press and hold the power button for 3 seconds. To turn off the gun, slide the power toggle to the OFF position.
- When the gun is idle for 10 minutes, it will automatically shut off. The vest will automatically shut off after being idle for 15 minutes.

Choosing your weapon

- You can choose between four weapon modes to play. Each weapon has its own specific ammo capacity before needing a reload, and damage capability measured in lives taken per hit.
- Rotate between the weapons by pressing the weapon changer button on the back of the gun.
- The four weapon modes are as follows:

WEAPON	PRE-LOADED AMMO	LIVES TAKEN PER SHOT
Pistol 	9	1
Automatic * 	7	2
Laser 	3	3
Rocket Launcher 	1	4

- * Unlike the other three weapons, where you release the trigger after each shot in order to shoot again, the automatic mode keeps shooting, up to seven times, as long as your finger holds down the trigger.
- Remember to reload after each weapon change.

Keep in mind...

- Players should not cover or obstruct their vest with their clothing or their hands. This will block the receiver and is not fair play.
- The maximum distance the infrared signal can reach when targeting the vest is 125 feet , and when targeting the gun 80 feet, but note that the further the distance, the harder it is to aim. Also, direct sunlight or other variables can reduce that range.
- When targeting the gun, you have to be very precise and directly aim at the center tip of the gun. Aiming to the side of the gun, will reduce the range to only 10 feet.
- Halo Sport Laser Tag sets are compatible with each other, so you can add more players to the game by purchasing additional sets.



For any issues with the product please email us at
support@wonderfunbrands.com