

**SQUAD
HERO**

BATTLE ACTION LASER TAG 2.0



Instruction Manual

Safety Information

- The batteries of the guns and vests are not removable.
- 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.
- The charging station may only be used with the transformer included.
- Please check the transformer regularly for any damage to the cord, plug, or any other parts. In case of damage, do not use the transformer until it has been fixed.
- Only connect the charging station to the recommended amount of power.
- You must recycle the charging station, guns and vests. Please check with your local recycling center or with your retailer for information on how to recycle – do not throw it out with your household garbage.

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 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.

Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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

Item no. SH-001

Manufactured for:
Champion Games LLC
Wilmington, DE 97208 USA

FCC ID: 2BP86-SH-001 Toy Gun

We're here to help!

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

Squad Hero BattleAction Laser Tag

Lock 'n load for a fight for domination! Strap on your vest, grab a gun, check your ammo, and transform your backyard or basement into a battle zone for an ultra-hi-tech laser tag war. You can play against one, two or three opponents, each with up to 99 lives, for hours of adrenaline-pumping, action-packed fun! Run, hide, roll, take aim and eliminate your enemies to win the game!

Squad Hero's BattleAction Laser Tag has one-of-a-kind features:

- **Rechargeable gear** – You never have to stop the game action to change a few dozen batteries.
- **Team or Solo modes** – Decide if you like to play in groups or “every player for themselves.”
- **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...** Choose between four weapon modes, adjustable lives-per-game setting, stealth mode, flashlight, front and back targets, 150-foot reach, and child-safe infrared emission.

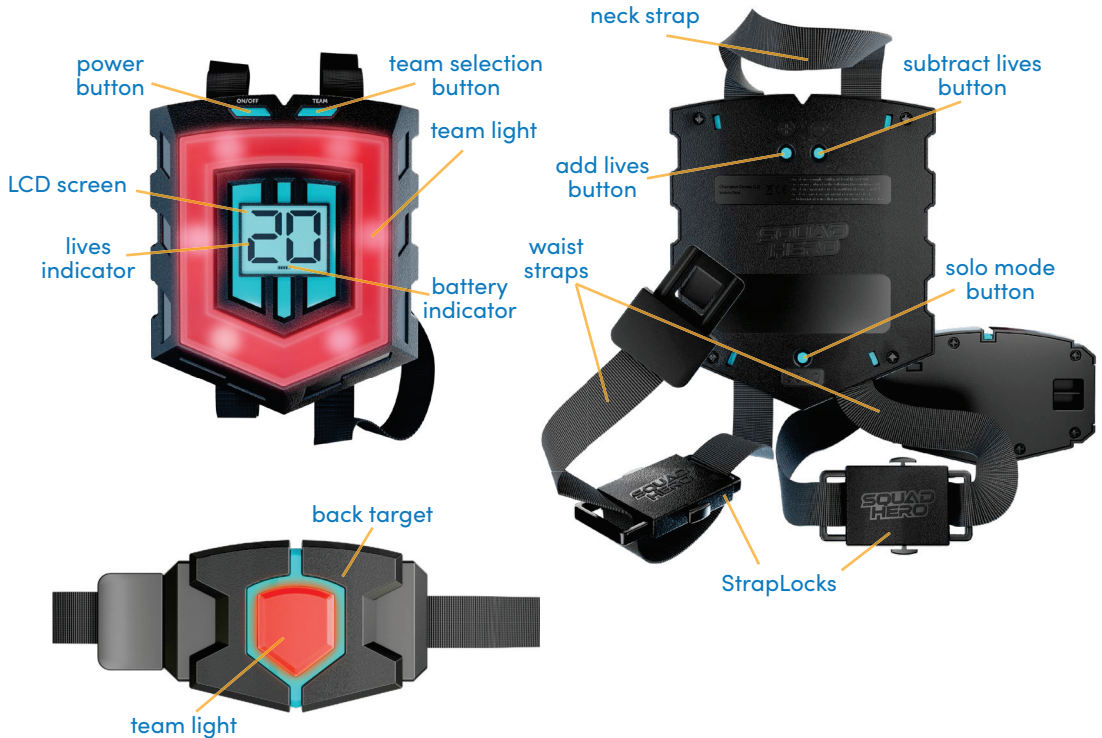
All this makes BattleAction Laser Tag the most intense, hi-tech and altogether awesome home-based infrared laser tag game around!

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.

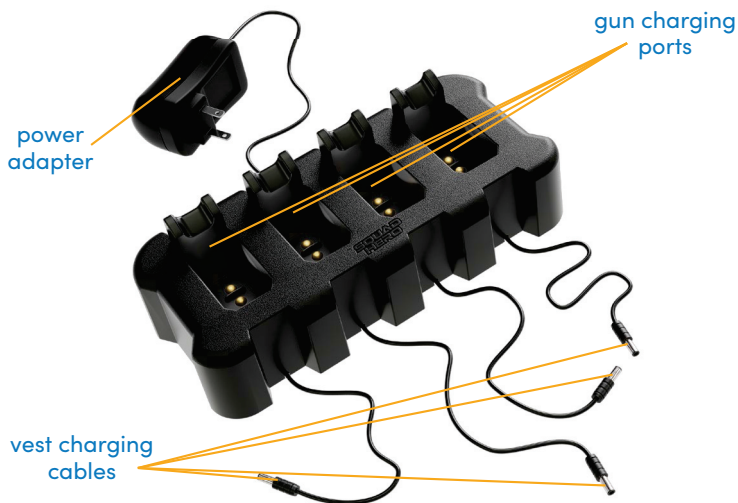
Gun Features & Functions



Vest Features & Functions



Charging Station



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 you can create up to four teams (red, blue, green, yellow). You can also press the Solo button on the back of the vest to play individually, without teams.

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 in the front or back, or the target located at the 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 (or deciding to play in Solo mode, where each person is his or her own team), 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

- 4 Guns
- 4 Vests
- Charging station with power adapter

Pairing your gun and vest

- 1 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.
- 2 Make sure all guns and vests are fully charged. Check for power by looking at the battery indicator on the LCD screens.
- 3 Each player takes one vest and 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).**

NOTE (For Customers with Multiple Sets):

If you purchased multiple sets, ensure each gun is paired with a vest from the same batch (check the printed batch numbers on the devices). While colors don't matter, pairing guns and vests from different batches may affect performance. This step is only necessary if you have multiple sets.

- 4 Turn on the vest first, and then the gun.
- 5 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.

- 6 Once paired, wait until your gun prompts '**Setup Mode**'. Now, your gun and vest will be in Setup Mode for 10 seconds, indicated by a constant beep.

Selecting a team color

- 7 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.

(**Note:** If you decide to play Solo, with each player on their own and without teams, press the **SOLO** button in the back of the vest. Your color will be automatically set to white.)

- 8 At first, the light color on the vest is white and remains so for Solo play. When playing with teams, it 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.

Choosing number of lives

- 9 The default number of lives is 15, but you can choose from 1 up to 99 lives... which makes for a super-long game!
- 10 Change the default lives count by pressing the **+** and **-** buttons on the back of the vest.
- 11 All players should setup the game with the same number of lives to ensure fair play.

NOTE: Selecting a team color (or choosing Solo play) and number of lives can only be done while in Setup Mode.

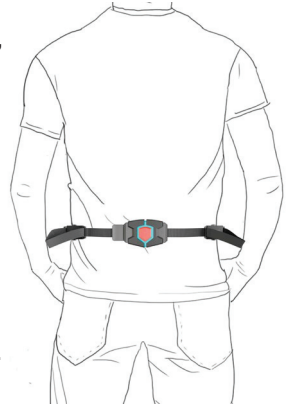
Finishing setup

- 12 Check that your team color selection is reflected on your gun's team light, and the lives count on your gun's LCD screen. If not, turn off the gun and vest, and restart the pairing process.
- 13 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

14 Hang the top straps over your neck like a necklace, wrap the side straps around your waist and snap left strap into the back target. Adjust the side straps using the two provided StrapLocks as follows:

- Press the pins on the top and bottom of the StrapLock to release the two side loops.
- Pull the strap outward through the loops, thereby tightening the fit around the waist. Tighten/loosen until you have a snug fit. Do this evenly on both sides.
- When you have the correct fit, push the side loops inward, securing the straps in place.



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 (front or back) or at the tip of their gun and pull the trigger.
- After depleting the ammo in a round, you reload by pressing the Reload button on the gun. You will also need to reload before the first time playing, or following a weapon mode change.
- Monitor the status of your lives and ammo 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, 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 gun or vest press and hold the power button for 3 seconds.
- 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.
- Choose a specific weapon by pressing one of the four weapon buttons on the gun, each indicated by a different weapon icon.
- The four weapon modes are as follows:

WEAPON		PRE-LOADED AMMO	LIVES TAKEN PER SHOT Indicated below each weapon button
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.

Additional gun features:

Mute

- To mute the audio of the gun, press the mute button. Press again to unmute.

Stealth Mode

- For a tactical advantage, go into Stealth Mode! This will turn off all the lights and audio (except the flashlight, if it's on) from your vest and gun for 30 seconds, making it difficult for your opponent to spot you.
- To enter Stealth Mode, pull the trigger and press the mute button at the same time.
- Stealth Mode lasts 30 seconds and then automatically returns to normal.

Flashlight

- Use the flashlight when playing in dimly lit areas for extra 'night vision.' Press the flashlight button to turn it on or off. Keep in mind that the flashlight gives away your position and makes you an easy target!

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 is 150 feet (45.7 meters), but note that the further the distance, the harder it is to aim. Also, direct sunlight or other variables can reduce that range.
- Squad Hero BattleAction Laser Tag sets are compatible with each other so you can add more players to the game by purchasing additional sets.

Charging your guns and vests

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

- To set up the charging station, plug one end of the power adapter into the back of the charging station and the other end into a power outlet.
- **IMPORTANT: only use the provided adapter**, using any other adapter may damage the equipment.
- To charge a gun, insert it upside down into one of the four charging ports. Make sure to push it in all the way. The LCD display of the gun should face the logo side of the charging station.
- **When charging begins, the guns' and vests' lights shut off and the LCD screens light up.**
- **When a gun or vest is fully charged, the LCD light will turn off. If you put a fully-charged gun or vest into the station, the LCD light will briefly blink and then immediately turn off.**
- To charge a vest, take one of the four cables of the charging station and plug it into the port on the side of the vest.
- The guns and vests will fully charge in 1-2 hours. You can charge all four guns and all four vests at the same time.
- Monitor the status of the charge by checking the battery indicator on the LCD screens of the gun and vest. When a gun or vest is fully charged its LCDs will shut off.
- Do not charge a gun or vest for more than 24 consecutive hours.

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



© Champion Games