

SQUAD
HERO

LASER TAG

LIGHT
FORCE
EDITION



Safety Information

- Product batteries are not removable.
- Do not expose any parts of the set to water or other moisture.
- Laser Tag is a no-contact game; bumping or wrestling can harm you or the equipment.
- Do not play in complete darkness or in wet or slippery conditions.
- Ask a responsible adult to supervise young children for safety, to help with equipment, and to enforce game rules.
- The long straps and wires present a strangulation hazard.
- This product does not involve actual lasers; it uses infrared technology with a 950nm wavelength. The beam is not visible.
- Please retain packaging details for future reference.
- Please recycle the product if no longer usable. Do not throw away with household garbage. Please check with your local recycling center or with your retailer for information on how to recycle.

FCC Warning Statement

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

Item no. SH-009

Manufactured for: Champion Games LLC Wilmington, DE 97208 USA

We're here to help!

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

Squad Hero Laser Tag

Lock 'n load for a fight for domination! Grab a gun, strap on your vest, 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 for hours of adrenaline-pumping, action-packed fun! Run, hide, roll, take aim and eliminate your enemies to win the game!

Squad Hero Laser Tag offers features for intense, exciting gameplay:

- **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.”
- **Simple Connection** – Each vest is wired to a specific gun; no need for pairing or complex setup.

And more...

- Choose between two weapon modes
- Stealth mode
- 150-foot reach
- 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!

Note: This Laser Tag set does not use real, harmful laser beams; it uses safe infrared technology. In tight or enclosed spaces, infrared signals can reflect off the walls and ceiling, possibly hitting players unintentionally. To achieve better accuracy, play in larger, open areas.

Features & 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 Gun Gear unit and sets it 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 choose Solo Mode 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 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.

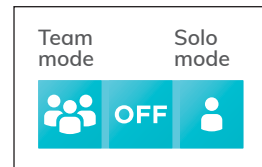
Setting up your gear

Your set includes 4 Gun Gear sets and a charging cable.

- 1 Make sure all guns are fully charged, using the charging cable connected to a USB adaptor (adaptor not included)
- 2 Each player selects a Gun Gear unit. Simply pick your favorite color of each – the specific color won't actually affect game play in any way (for example, you can play on the red team with a blue-colored gun).
- 3 To put on your vest, hang the top straps over your neck like a necklace. Wrap the side straps around your waist and snap them together in the back. Make sure your vest is snug and centered on your chest. Adjust the side straps if necessary.

Choosing Team mode or Solo mode

To play 'solo', with each player on their own and without teams, turn on the gun by moving the power slider to the SOLO position. The color will be automatically set to white, and you can start playing right away.



To play with teams, (when playing on a team, you cannot hit your own teammates), turn on the gun by moving the power slider to the TEAM position.

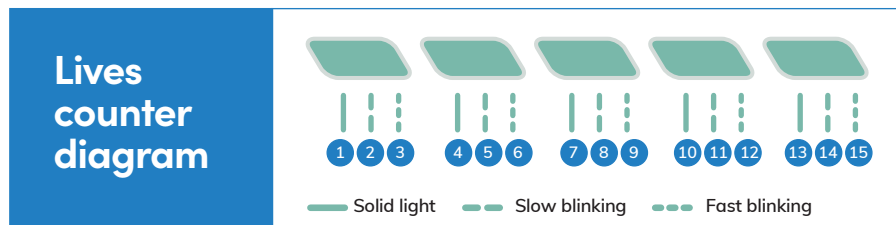
At first, the light color is white, this simply indicates that a team color still needs to be chosen. Select your desired team color by pressing the team-selector button on the gun to rotate between the team colors until you reach your desired color. Once you've selected your desired team, wait for a few seconds until the audio tone stops and the gun prompts 'Good Luck'. You're now ready to play.

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 one of your opponent's target zones and pull the trigger.
- There are two target zones; the vest, and the front tip of the gun.
- After depleting the ammo in a round, reload by pressing the Reload button on the gun. You also must reload following a weapon mode change.
- Monitor the status of your lives by viewing the counter lights on your gun or vest.
- There are five life lights, each representing three lives. When all lights are solid, life count is at its maximum. When one life is lost, one of the lights starts to blink slowly; this means this light now only has two lives. When another life is lost, that light begins to blink faster to indicate that only one life remains. When the final life is lost, that light turns off completely. The next life lost will now affect the next light, which will blink as just described. When all lives are lost, all lights are turned off.
- When a player's vest or gun is hit by an opponent's fire, it will provide an indication: the vest will vibrate, team lights will blink, and the lives counter will be reduced.



Tracking lives and getting 'out'

- Once all of a player's lives are depleted, his or her gear will vibrate, and indicate '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 the gun off, move the power slider to the center OFF position. When the gun is idle for 15 minutes, it will automatically shut off.

Choosing your weapon

- You can choose between two weapon modes, each with its own specific ammo capacity before needing a reload. They also differ in the requirement to release the trigger between shots.
- Switch between weapons by moving the weapon toggle up or down. The upper position is for Pistol Mode and the lower position is for Automatic Mode.
- Pistol mode rounds contain 10 shots, and Automatic contains 15 shots.
- In Pistol Mode, you release the trigger after each shot to shoot again. In automatic mode, the gun shoots continually, up to seven times, as long as you hold down the trigger.
- You must 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 from your vest and gun for 30 seconds, making it difficult for your opponent to spot you. After 30 seconds, the mode automatically returns to normal
- To enter Stealth Mode, pull the trigger and press the mute button at the same time.

Keep in mind...

Players should not cover or obstruct their gear with their clothing or their hands. This will block the receiver and is not considered fair play.

- The maximum reach for the infrared signal is 150 feet (45.7 meters). But the further the distance, the harder it is to aim. Also, direct sunlight or other variables can reduce that range.
- Squad Hero Laser Tag Light Force Edition sets are compatible with each other, so you can add more players to the game by purchasing additional sets.

Charging your guns

- Based on normal play, you can play six games of approximately 30 minutes each on one full charge.
- Connect the charging cable into a USB adapter and plug it into the wall. Then, plug one of the four cables into the charging port located on the rear of the gun.

- When charging begins, the gun and vest lights shut off and the charging indicator light turns on (the indicator only works when plugged in.)
- When charging, the light is red; when it is fully charged it turns green.
- The guns and vests will fully charge in 1-2 hours. You can charge all four guns at the same time.
- Monitor the status of the charge by checking the battery indicator on the gun.
- Do not charge a gun for more than 24 consecutive hours.
- During the game, if the battery becomes too low, the team lights will begin to flash and the gear will not operate until charged.
- It is recommended that the guns not be left without battery for a long period of time. So, if you plan on not playing with the set for a while, it's best to charge them first before storing them away.

For any issues with the product please email us at
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