

WARNING

This is not a toy. Adult supervision is required. Misuse may cause serious injury, especially to the eye. Eye protection must be worn by the user and any person within range. Read the owner's manual before using.

CosmoX North America, LLC.

Columbia, SC 29201
www.gelatron.net

Designed in Columbia, SC
Made in China

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www.gelatron.net/patents

How to Make a Warranty Claim

To request warranty service, contact CosmoX Customer Support with your dated proof of purchase, the product serial number, and a description of the issue:

•**Email:**

support@gelatron.net

•**Web:**

www.gelatron.net/support

REGULATORY & COMPANY INFORMATION

FCC ID: 2BV9Z-BCN01

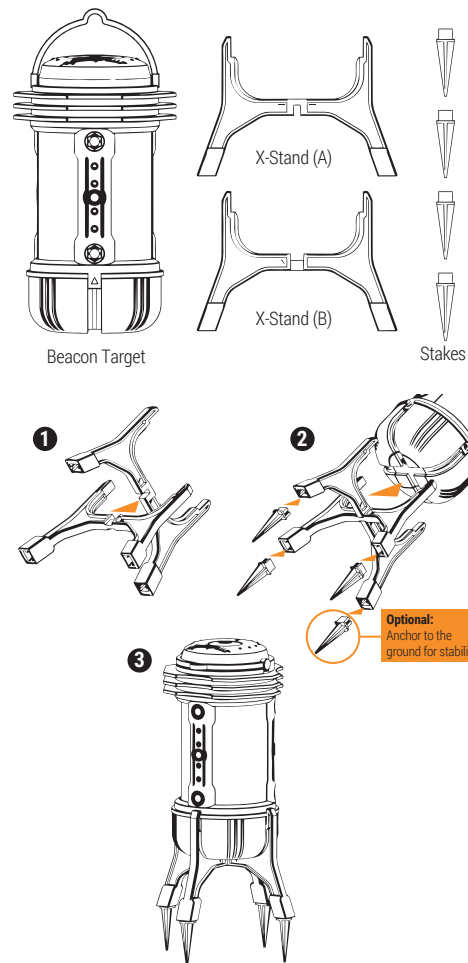
FCC Compliance: This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Caution: 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.

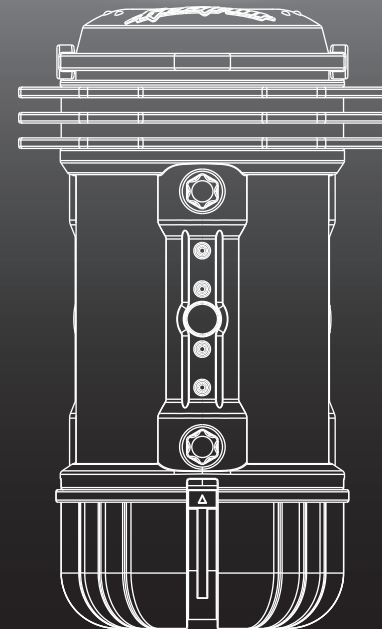
NOTE: This equipment has been tested and found to comply with the limits for a

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; or consult the dealer or an experienced radio/TV technician for help.

HOW TO ASSEMBLE



Gelatron™



BEACON MINI TARGET

BEACON TARGET Product Manual

Important Safety Information
Retain these instructions for
important safety information.
Before use, test product to
ensure it is functioning as
per the manufacturer's
instructions.

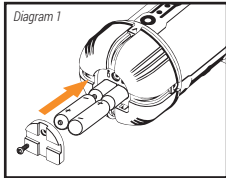
Recommended for Ages 14+

CAUTION : Use only with
hydrated gel beads and
standard foam darts.
Incompatible projectiles,
including airsoft BBs,
paintballs, metal pellets, and
water from water guns or
water-based blasters will
damage the target.

SETUP & OPERATION

Step 1 – Insert Batteries

The Beacon Target is
powered by 4 AAA batteries
(sold separately). Using a
Phillips screwdriver, remove
the screw from the battery
compartment cover at the
bottom of the Beacon
Target. Open the cover and
install the 4 AAA batteries as
shown in Diagram 1. Replace
the cover and tighten the
screw. Do not over-tighten.

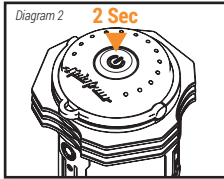


BATTERY TIPS:

- If the product stops working or behaves erratically, replace the batteries.
- Do not mix old and new batteries.
- Do not mix different battery types: alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium).
- Remove the batteries during long periods of non-use, and always remove exhausted batteries promptly. Battery leakage and corrosion can damage the target.
- Dispose of batteries safely and in accordance with local regulations.
- Do not dispose of batteries in a fire, as they may explode or leak.
- Do not attempt to recharge non-rechargeable batteries.

Step 2 – Turn On the Target

Press and hold the power button for 2 seconds to turn on the target, as shown in Diagram 2. Once powered on, the target will display a white light and run through a boot and diagnostic sequence.



Step 3 – Ready to Connect

After a successful boot sequence, the Target LEDs will pulse through red, green, and blue, then settle on white. The white light indicates that the device is in listening mode and ready to connect to the Gel Arena app. **TIPS:** Download the Gel Arena app from the Apple App Store or Google Play before setting up the Beacon Target.

Step 4 – Setup from App

Open the Gel Arena app and connect to the Beacon Target. Follow the step-by-step instructions in the app to complete setup.

Step 5 – Enter Offline Mode

When the device is not connected to a network, tap the impact panel on the Beacon Target once. If the target vibrates and the lights flash, it is active. Tap the impact panel twice consecutively to enter Offline Mode.

In Offline Mode:

Once the target enters Offline Mode, it will cycle through the following light states during gameplay:

Target Light (Green):

Shooting is valid. A successful hit is indicated by rapid flashing.

Penalty Light (Red):

Shooting is invalid. Hits will not be counted.

Interference Light (Yellow):

Shooting triggers a penalty. The light turns red and a 3-second penalty period begins, during which shooting is disabled.

Game Duration: 3 minutes.

Only shots made while the Target Light (Green) is illuminated count as valid hits.

Step 6 – Turn Off the Target

Press and hold the power button for 2 seconds to turn off the target.

Network Status Indicators

• Waiting for Network

Indicator pulses blue with a slow breathing effect.

• Connecting to Network:

After you open the mobile app, the device enters connection mode and the indicator flashes blue rapidly.

• Connection Successful:

Once connected through the mobile app, the indicator remains solid blue.

• Connection Failed:

The device automatically returns to the Waiting for Network Connection state..

Fault Status Indicator:

If all indicator lights flash red simultaneously (on for 1 second, off for 0.5 seconds), the device has encountered a system fault. Possible causes include:

- Network module error
- Overcurrent condition.

Low Battery Warning Indicators

When the target is in standby mode (no active game or user interaction), the indicator lights will flash to warn you of a low battery:

- **Below 30%:** All indicator lights flash yellow (on for 1 second, off for 0.5 seconds).

• Below 15%:

All indicator lights flash red (on for 1 second, off for 0.5 seconds).

Unpairing the Beacon Target

The Beacon Target must be paired with the Gel Arena app before use. Each target can only be paired with one account at a time. To move the target to a new phone or connect it to a different account, you must first unpair it from the current account.

If you still have access to the original phone:

Open the Gel Arena app and unpair the target from the app's settings menu.

If the original phone is unavailable:

1. Power off the Beacon Target.
2. Press and hold the power button for 5 seconds.
3. Watch the indicator lights. When the white light turns on and the RGB light changes to blue, release the power button to confirm unpairing.
4. Restart the target. It is now ready to be paired with a new account.

Troubleshooting

If the target is not functioning properly, please check the following:

- Ensure the batteries are installed in the correct orientation.
- Confirm the device is properly paired with the app for network gameplay. If the issue persists, reset the device to factory settings and pair it again with the app.

Reset Factory Setting

- Power off the Beacon device.
- Press and hold the power button for 5 seconds to reset..

GELATRON LIMITED WARRANTY

Cosmox North America, LLC warrants this Beacon Target against defects in materials and workmanship under normal use. This warranty extends only to the original retail purchaser and is not transferable.

What Is Covered

The Beacon Target and the components included in its original packaging are covered against defects in materials and workmanship under normal use.

What Is Not Covered

- Damage from misuse, abuse, accident, or failure to follow the instructions in this manual.
- Damage from modification, tampering, or unauthorized repair.
- Damage from use with projectiles other than Gelatron-branded gel beads.
- Damage from exposure to water, submersion, or extreme temperatures.
- Cosmetic damage and normal wear and tear.
- Products without valid dated proof of purchase.
- Products purchased from unauthorized sellers.

How Long the Warranty Lasts

Three (3) months from the date of original retail purchase. Dated proof of purchase is required for warranty service.