

Starting the Games (2 ways Walkie-Talkie communication function):

- The Laser Challenge TM Communicators TM can be operated in two different channels: 27 MHz or 49 MHz.
- Before playing, you need to assign one channel for Team A (or Team B) and the other channel to Team B (or Team A) by sliding the channel switch to the corresponding position.
- Communicator gun in 27 MHz cannot communicate with other Communicator gun in 49 MHz., this allow the player of the same team to communicate with each other and avoid the players from other team to hear your voice communication.
- Turn the communicator on/off switch to the "on" position; your voice communication function is now ready to operate.
- For receiving a signal, adjust the communicator On/Off and volume control switch for normal listening level.
- Press the Communicator Trigger for transmitting.
- When transmitting, speak clearly in normal voice, holding the set with communicator microphone about 3" from your mouth.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

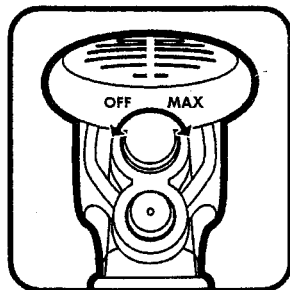
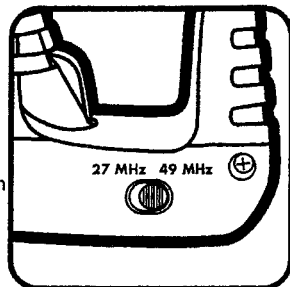
- (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: 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 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.



Be Responsible.

Never point your laser at anyone that is not a player

We're Always Here to Help!

We know you are going to enjoy playing with your

Laser Challenge™

If you have any questions or comments, our Customer Service Representatives will be glad to help.

Call 1-877-875-2557

Between 9:00 am and 5:00 pm PCT.

Monday through Friday, or write to: JAKKS PACIFIC, INC.



Visit us on the web at:

www.jakkspace.com

Conforms to ASTM F963

Colors & Contents May Vary.

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- Never mix old & new batteries.
- Never mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not dispose of batteries in fire. Batteries may explode or leak.
- Do not use rechargeable batteries.
- Firing distance may be affected by weather and lighting conditions.
- Infrared beam cannot be seen.
- Does not contain a real laser device.



THE ULTIMATE GAME OF TAG

Ages 8+

LASER CHALLENGE™

COMMUNICATORS™

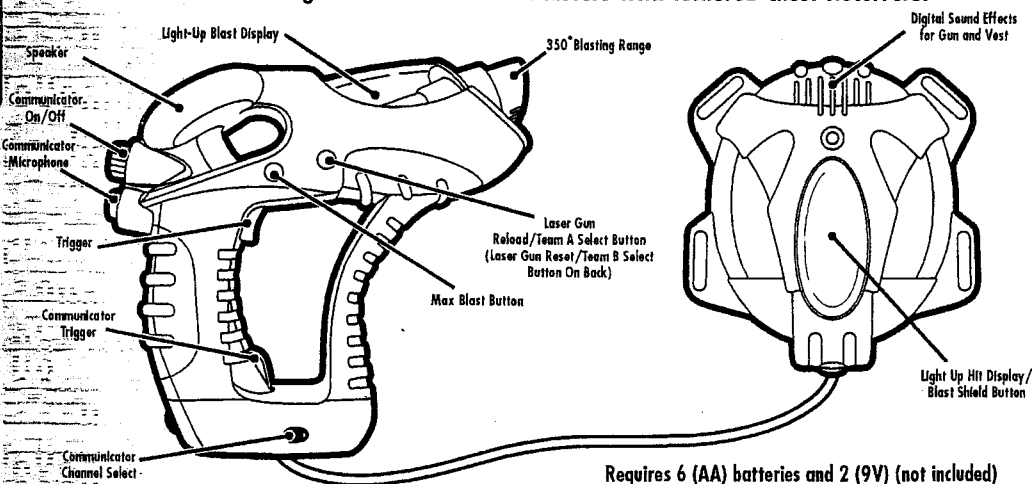
INSTRUCTIONS

Are you ready to get Communicate? Laser Challenge™ Communicators™ is the latest evolution of the Laser Challenge™ Game...

Laser Challenge™ Communicators™ games can be as complex or as simple as you would like. It is highly recommended that you read the following instructions before playing Laser Challenge™ Communicators™.

Laser Challenge™ Communicator™ Includes:

- 2 Laser Challenge™ Communicator™ Blasters with Tethered Chest Receivers.



Set Up:

Try Me Feature:

- Before using your Laser Challenge™ Communicators™ equipment you must disconnect the TRY ME feature. Push the switch located on the back of the Chest Receiver, from the TRY ME position to the ON position.

NOTE: NEVER set the Blaster with Chest Receiver to the "TRY ME" setting.

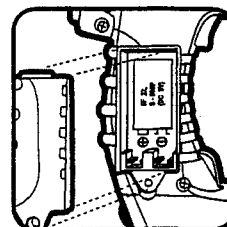
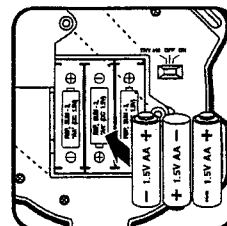
Batteries:

- Each Laser Challenge™ Communicators™ Chest Receiver requires 3 "AA" Batteries
- Each Laser Challenge™ Communicators™ Blaster requires 1 "9V" Battery.
- Ask an adult to remove the battery covers and install the batteries.
- Be sure the battery polarities are correct.

NOTE: NO BATTERIES ARE REQUIRED FOR THE SENSOR.

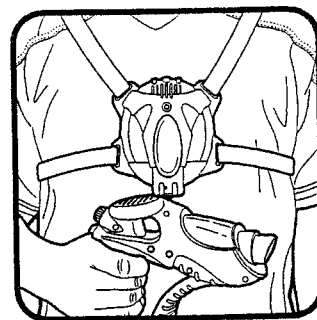
- Ask an adult to remove the battery covers and install the batteries
- Be sure the battery polarities are correct.

NOTE: Laser Challenge™ Communicators™ Equipment works best with new batteries.



Communicator Chest Receiver:

- The straps are attached to the Chest Receiver, but can be removed.
- Put on your Chest Receiver by sliding your head through the neck strap.
- Attach the chest straps to both sides of the Chest Receiver and adjusted to fit securely.



Vest should be worn like this.

Starting the Game (Laser gun function):

Mode To Play:

- The LC Communicator gun has built in "Team Select Feature".
- There are three playing modes "COMMON MODE", "TEAM A SELECT MODE" and "TEAM B SELECT MODE".

Common Mode:

- In "Common Mode", the basic features including RESET, FIRE, BLAST SHIELD, MAX BLAST AND HITS will work with all other Laser Challenge™ equipment including the original LASER CHALLENGE™, LASER CHALLENGE™ PRO, LASER CHALLENGE MICRO MAX™, LASER CHALLENGE 2000™, LASER CHALLENGE V2™, LASER CHALLENGE RADAR EXTREME™, LASER CHALLENGE GOTCHA EXTREME™, LASER CHALLENGE 250™.
- Advance features such as TEAM SELECT and RADAR will NOT work with any laser Challenge Equipment other than the Laser Challenge™ Communicators™.
- In "Common Mode", the RADAR and TEAM SELECT features are NOT available.

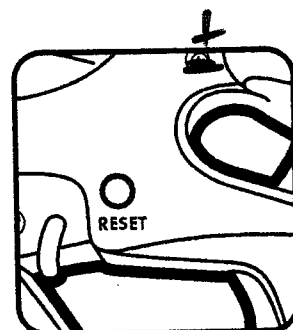
NOTE: Laser Challenge™ Communicators™ does NOT work with the Laser Challenge V2™ ELSTM Game System Computer.

To Play in "Common Mode":

- Turn-on the power switch on the Chest receiver without pressing an other button; you will hear a starting up sound represents the gun entering into "Common Mode".

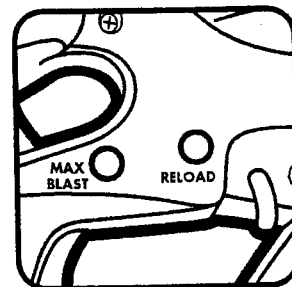
NOTE: ALL CHEST RECEIVERS AND ALL LASERS MUST BE RESET PRIOR TO STARTING A GAME.

- You cannot reset your own Chest receiver! To reset a Chest Receiver, you must aim your Blaster at another Chest Receiver and press the RESET button on the left side of your blaster, you will hear a sound representing the Chest Receiver being reset and the light will flash once.



Reload:

- In order to fire, you must reload your Blaster. To reload press the RELOAD button on the right side of the Blaster.
- Each reload will give you 25 shots.
- Your laser can rapid-fire by holding the trigger or fire single blasts by pressing the trigger repeatedly.
- When you are out of shots, you will hear a "click" sound from your Blaster indicating that you need to reload.
- You can reload as many times as you wish in each game.



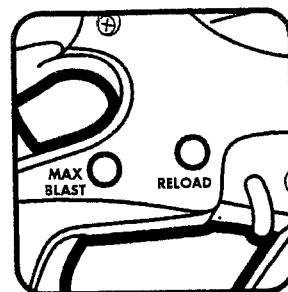
Hits:

- Once your Chest Receiver has been reset, your Chest Receiver can be hit!
- Each time a Chest Receiver is hit, the light up display will flash and the hit sounds will be heard.
- On the ninth hit, a warning tone will alert the player that there is one more hit before elimination.
- After 10 hits, the player is eliminated and the Chest Receiver will shut down.



Max Blast:

- A Max Blast makes one blast from your blaster register as 3 hits on your opponent's Chest Receiver.
- 30 seconds after your Chest Receiver has been reset by opponent or the power switch be turned on and in a different mode, you will hear a ready tones from your laser indicating that your Max Blast feature is now available, the LED on the gun will light up and stay lit until you have used all three Max blasts.
- You can only use the Max Blast function 3 times per game.



To select a Max Blast:

- Press the Blast Shield button on the light up display of the Chest Receiver.
- The Blast Shield indicator light will flash inside the light up display of the Chest Receiver indicating that you are protected and you will hear the Blast Shield sound.

Blast Shield:

- A Blast Shield gives you a 5 second period of time in which your Chest Receiver cannot be hit.
- 30 seconds after your Chest Receiver has been reset by opponent or the power switch be turned on and in a different mode, you will hear a ready tones from your laser indicating that your Blast Shield feature is now available.
- You can only use the Blast Shield function 3 times per game.

To select a Blast Shield:

1. Press the Blast Shield button on the light up display of the Chest Receiver.
2. The Blast Shield indicator light will flash inside the light up display of the Chest Receiver indicating that you are protected and you will hear the Blast Shield sound.

Team Select Mode:

- Team Select Mode is an advanced feature found in Laser Challenge™ Communicators™.
- The team select mode allows you to set your Laser and Chest Receiver to one of the two different teams (Team A or Team B).
- In Team Select Mode, the Radar feature is active and the Lasers and Chest receiver will not allow members of the same team HIT each other, i.e. the LC communicator gun in Team A mode (or B mode) will only hit the LC communicator Chest Receiver in team B mode (or A mode), and will have no action for hitting the Chest Receivers in Team A mode (or B mode).
- All other features are the same as "Common mode".

NOTE:

- A Blaster set to Team A can NOT reset another Team A Blaster. A Blaster set to Team B can NOT reset another Team B Blaster.
- To switch teams while playing, switch blaster off first before proceeding with selecting of new team.

RADAR Feature:

- The RADAR feature is an audible tone that will alert you when an opponent (member of the opposite team) has his laser pointed at your vest. The purpose of the RADAR feature is to allow you enough time to get out of your opponents blasting zone before you are hit.

NOTE:

- Each time a Team A Laser is aimed at a TEAM B Chest Receiver or a Team B Laser is aimed at a Team A Chest Receiver, the Chest Receiver will emit the RADAR warning tone.

To Play in Team Select Mode:

- Before starting the game, the players must decide which players will be on Team A and which players will be on Team B.

Team A Players:

- To set your Laser and Chest Receiver to Team A mode, follow these steps:
 1. Press and hold the RELOAD button on the right side of the Laser gun.
 2. While the button is pressed, turn the power switch at the back of the Chest Receiver to "on" position.
 3. You will hear two ascending tones to verify that your Laser is set to Team A mode.

Team B Players:

- To set your Laser and Chest Receiver to Team B mode, follow these steps:
 1. Press and hold the RESET button on the left side of the Laser gun.
 2. While the button is pressed, turn the power switch at the back of the Chest Receiver to "on" position.
 3. You will hear two descending tones to verify that your Laser is set to Team B mode.

