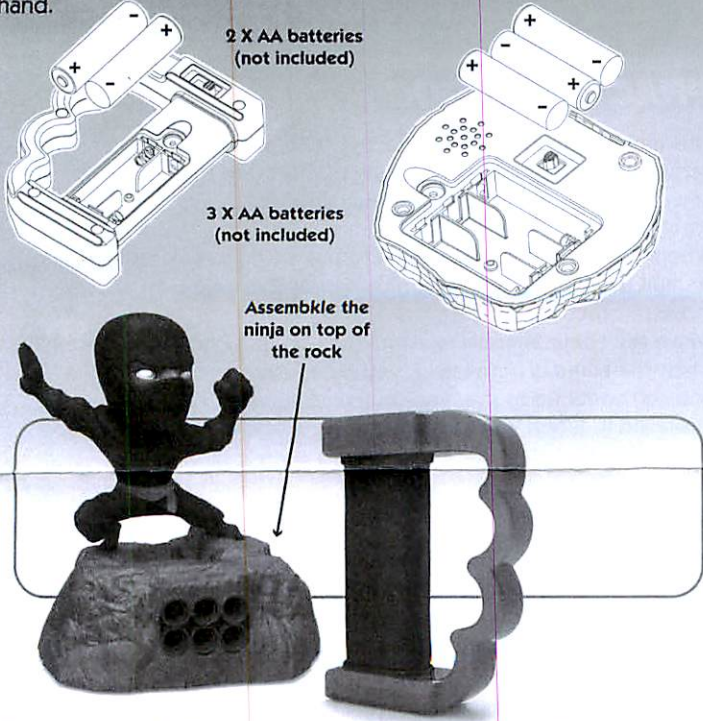


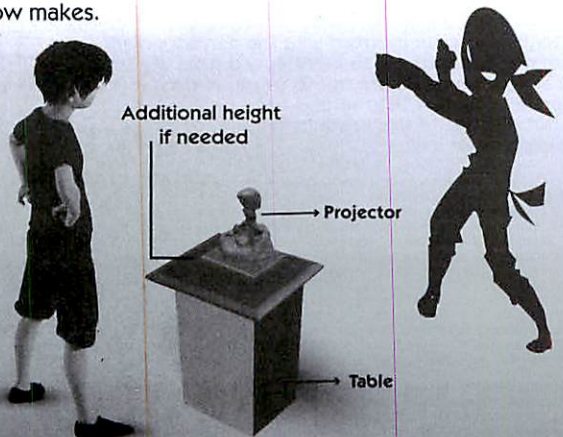
SHADOW FIGHTER

INSTRUCTIONS

Before starting insert the batteries into the rock and the Ninja Grip. to play make sure that the room is dimly lit to allow the projections to appear clearly on the wall. Make sure to have your ninja grip in your hand.



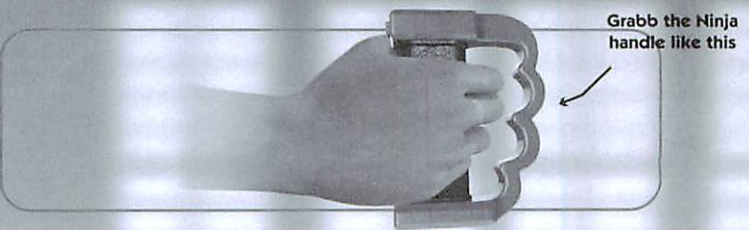
To accurately play the game you need to be on the left-hand side of the shadow, so you are face to face. You can move the Rock more forward or backward to create the best height for the shadow to train with. You even can put some additional objects under the projector to get the height you need. Be sure not to stand in front of the projection otherwise you will not be able to see the moves the Ninja Shadow makes.



HOLDING THE NINJA GRIP

The way you hold the ninja grip is extremely important to the game play. If you are not holding it correctly the game will not register the correct moves. The Ninja grip can be held in either your left or right hand (whichever is most comfortable).

Shadow fighter is a skill and action game where you need to train to become faster than the Ninja shadow. The player must execute different actions to attack and defend against the Ninja shadow. To win, the player must defeat the Ninja shadow. When you open your box you will have 3 pieces, the **Ninja**, a **Rock** and the **Ninja Grip**. To assemble, you place the Ninja on top of the Rock with its face in the same direction as the projectors



The top of the Ninja grip is where the red light and button is located. The button must be facing towards your body with your fingers wrapped around the battery box.

HOW TO PLAY

Step 1: Make sure to be in a dimly lit place so that the projections can be seen clearly. Also make sure that the ninja grip is ready in your hand.

Step 2: Once ready, there is a slider button on the Rock that will need to be turned on. When this happens music will play. There is another slider switch on the Ninja Grip where you can choose the difficulty level. When this is on the red light on top of the Ninja Grip will shine.

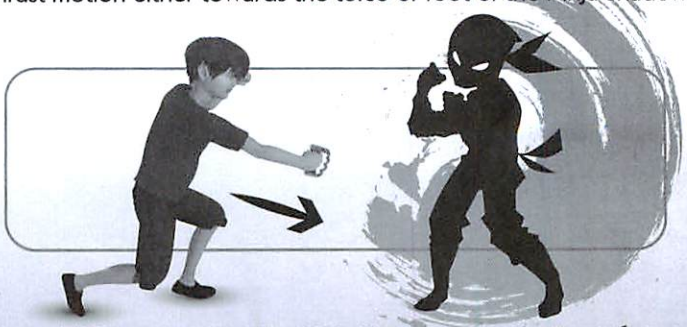
ATTACKING THE SHADOW

Step 3: For the game modes, there are 3 levels of difficulty and a practice mode. Once the game mode is chosen, press the button on top of the Ninja Grip to start the game.

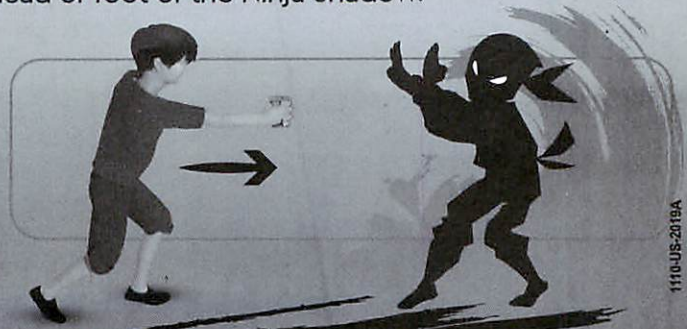
Step 4: When the game is turned on, an intro music will play. The Ninja shadow will appear on the wall and present you with a pre-fight show so you can experience all of its moves.

There are two different positions that the Ninja shadow may show as a defense (or blocking action). **High Defense and Mid Defense.** The player will have to execute the correct attack action with the ninja grip to score a point.

Player: **High Attack:** When the Ninja Shadow shows a high defense position covering its head, the player will have to move the grip in a thrust motion either towards the torso or foot of the Ninja Shadow.



Player: **Mid Attack:** When the Ninja Shadow shows a Mid defense position blocking its torso, the player will have to attack by moving the grip in a thrust motion either towards the head or foot of the Ninja Shadow.

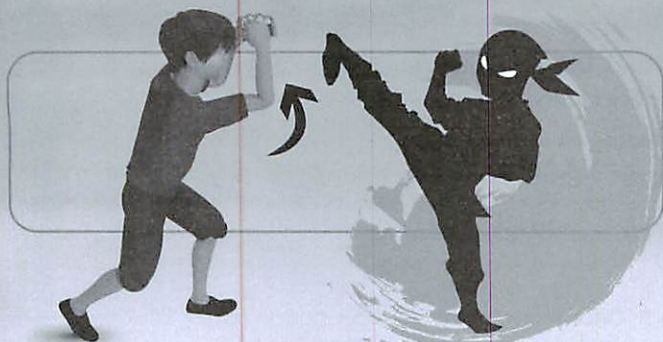


When the player attacks the Ninja shadow successfully, a Green Light flash indicates that the shadow was hit. If the player attacked the shadow in the wrong direction a Red Light flash indicates that the player's attack was blocked.

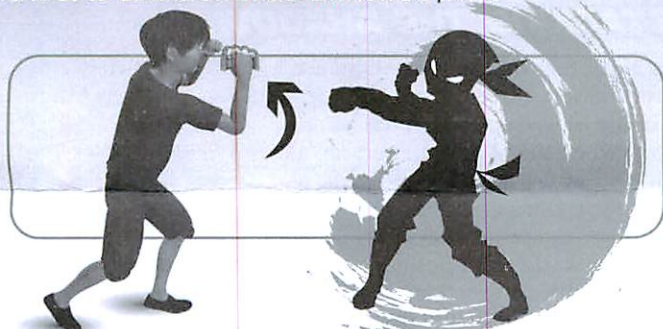
DEFENDING AGAINST THE SHADOW

There are three different positions that the Ninja shadow may attack from. **High Attack, Low Attack, and Mid Attack.** The player will have to defend (or Block) using the ninja grip.

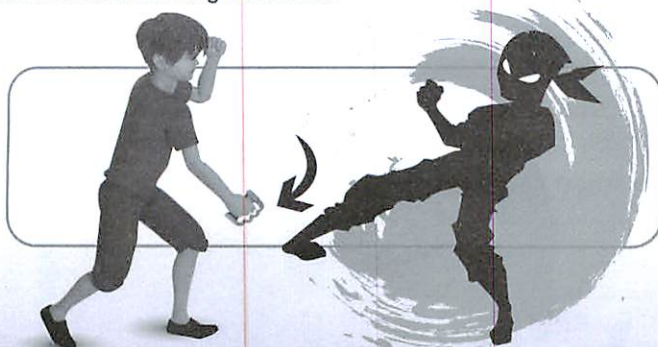
Player: High Defense: When the Ninja Shadow shows a thrust action upward, the player will have to move the grip upwards in a defensive/blocking action to score a point.



Player: Mid Defense: When the Ninja Shadow shows an attack or thrust action towards the center, the player will have to block their mid torso to defend the attack and score a point.



Player: Low Defense: When the Ninja Shadow shows an attack or thrust action downwards, the player will have to move the grip downwards defending the attack.



DIFFICULTY LEVELS

Shadow Fighter has 4 Game modes, Level 1 / Level 2 / Level 3 and Practice Level. Select your Game from the slide switch at the top of the Ninja Grip (Fig. A) and then press the button to begin to play.



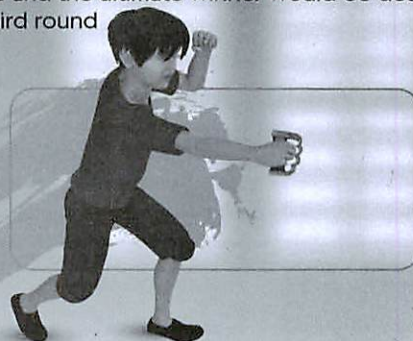
Slide the switch to select the difficulty level

Fig.A

Level 1-3 have exactly the same game play. The only difference is the level of difficulty due to the increase of speed in the Ninja Shadow's Actions.

When you press the button on top of the Ninja Grip to begin, music will play and the Ninja Shadow will perform a sequence of fight moves. When the Ninja and music stops, the game begins. When the Ninja Shadow is attacking you must defend yourself, when the Ninja is defending, you must attack!

In each game there are 2 rounds. Each round has 11-15 moves. The winner is by majority rules. This is to say, if the Player moved correctly 7 times and lost 4, then the player will win the round and visa versa. **The best of 2 rounds wins the entire game.** If the player wins one round and the Ninja Shadow wins the other round, this would be a tie and the ultimate winner would be determined in a "tie-breaker" third round



PRACTICE MODE

This mode is suggested before trying to play any of the games. It is very important to understand how to move the Ninja Grip to accurately attack and defend. Once you have mastered each move you can then go and play for real.

When you move the slide switch to practice, the game will begin straight away. Press the button on top of the Ninja Grip to select a move to practice.

When the Ninja Shadow is attacking you must defend yourself, when the Ninja is defending, you must attack!

You can continue to practice on the same move until you have mastered it. When you are ready to try a new move just press the button on the top of the Ninja Grip to change it.

WINNING

To win the game the player must be able to defeat the shadow in two out of three rounds. When the player wins more rounds, a music indicating that the player has won will be played. But if the player loses a different music indicating a loss will play.

Battery Warnings

- Non rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged (If designed to be removable).
- Rechargeable batteries are only be charged under adult supervision. (If designed to be removable).
- Do not mix alkaline, standard (carbon, zinc), or rechargeable batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity
- Worn out batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of battery (ies) safely.
- Do not dispose of this product in a fire, batteries inside may explode or leak.

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 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.

AGE
6+
PLAYERS
1+
Kids

Adult supervision recommended
colors may vary from those shown

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FOTORAMA USA
615 1/2 SECOND STREET
HUDSON, WI. 54016
(715) 386 6420
SALES@FOTORAMAUSA.COM
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RF Exposure Information

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