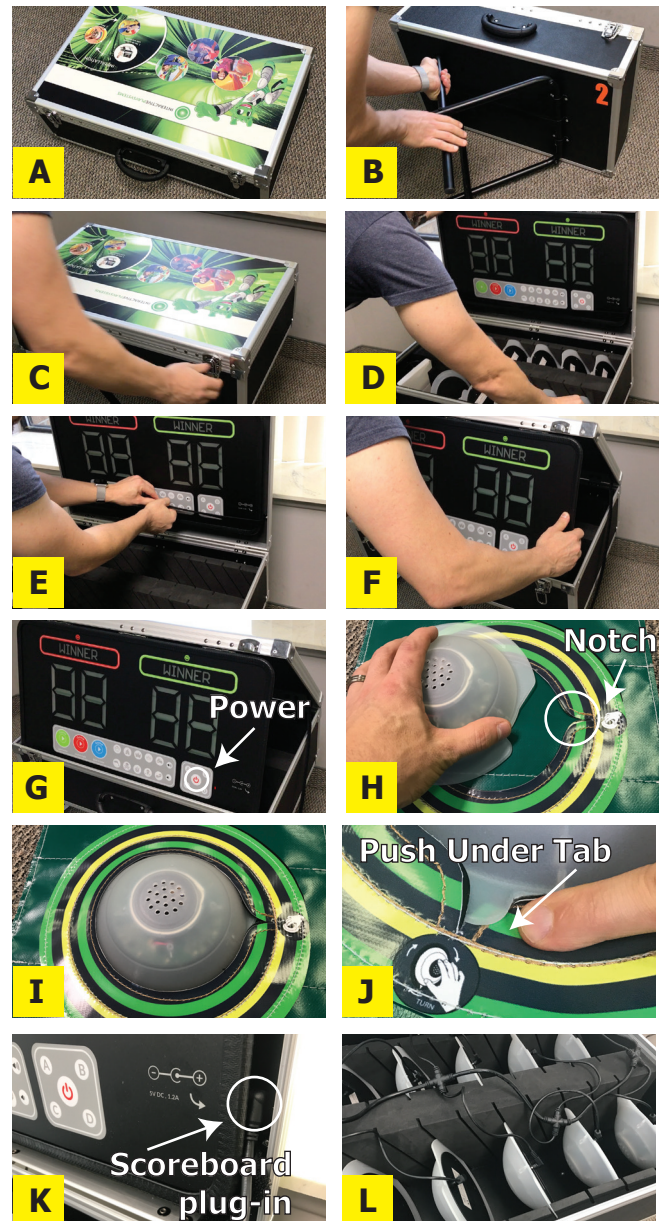




# SELF-SETUP INSTRUCTIONS

1. The light system is wireless and requires no power source when in use. (Except when charging)
2. Turn case on side and open the legs on the bottom of the case, and lock in place. **(A & B)**
3. Stand the case on the legs. **(C)**
4. Open the case and take out the light sensors. **(D)**
5. Unfasten the velcro strap to release scoreboard. **(E)**
6. Tilt screen forward and set into groove in bottom front of case. **(F & G)**
7. Locate light sensor liners inside inflatable. Starting at the notch, take each light sensor and twist it, clockwise, into the liner until the light sensor is fully twisted inside. **(H & I)**
8. On scoreboard, hold power button down for 4 seconds or until the scoreboard lights up. **(G)** Note: If not in use for 5 minutes, the scoreboard turns off and goes into power saving mode. Hold power button down, again, for up to 4 seconds to turn back on.
9. Refer to game instructions below for gameplay choices. The most common game is "Light Hunter". Remember, as the game progresses, a maximum of 6 random light sensors will be on at a time.
10. To remove the light sensors, turn counter-clockwise till the notch lines up with the sensor tab. **(J)** Once lined up, push the vinyl down and twist counter-clockwise while making sure the vinyl is under the sensor tab. Turn until the light sensor is out. Once light sensors are removed, reverse steps 2-6 to dis-assemble completely. Refer to video online for further help at <https://youtu.be/pAJUcKCJ4Uw>
11. The light system will easily get 8-10 hours of use. The system may require charging again depending on the length of your event. It is recommended that the light system be **plugged in overnight** to maximize the amount of use time should the system be used the next day. The charging cord is included in the case. Make sure to plug **ALL of the light sensors in AND the scoreboard.** **(K & L)**



How the games work:

3 interactive games, that each take 45 seconds

**PRESS**



**Light Hunter**

The spots randomly change color between red and green. As the game progresses, more and more spots are turned on. Get as many points as you can by hunting down spots in your own color

**PRESS**



**Steal the Light**

One red and one green spot light up at random. If you touch a spot, both spots go out. Make sure you are always first, and get the most points.

**PRESS**



**Back to Base**

All lights flash red. Select the red base spot. All lights flash green. Select the green base spot. The base to which you always have to return is now set.

10 interactive themes



Interactive Playsystem themes are interactive, but there is no competitive element. A theme is actually a combination of light, music and sound. When a spot is touched, a sound specific to the theme is heard.