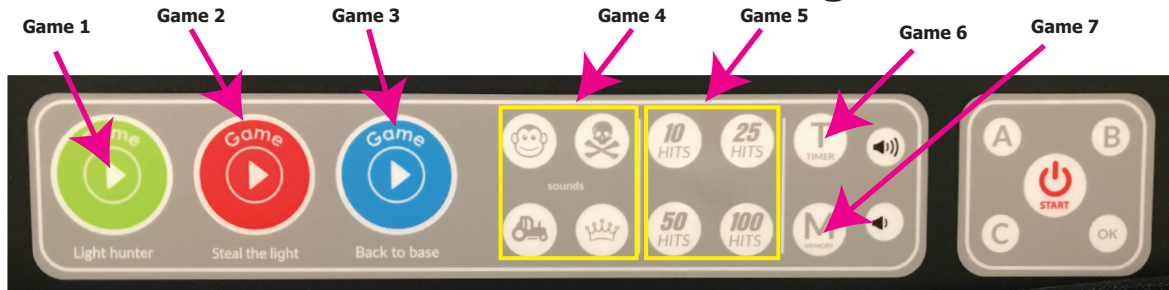




2nd Generation Battle Light Game Instructions



Game 1: Light Hunter

- **GOAL:** The goal of Light Hunter is to tap as many of YOUR COLOR as possible. (Team Red or Team Green). The game is played with standard saved amount of of players or groups.
- **SET UP PLAYERS OR GROUPS:** This game can be best played as 2 players or 2 players in 2 parts by following the instructions below called "**SETTING UP PLAYERS OR GROUPS**".
- **SETTING LENGTH OF GAME TIME:** You can preset the system to play from 45 seconds for up to 10 minutes by following the instructions below called "**CHOOSING A LENGTH OF TIME PER GAME**". Recommended length for this game is 45 seconds or 90 seconds.
- **BEST USED:** Games such as Zap a Mole (in 2P 2P Mode), Battle Light Challenge (in 2P Mode), Bungee Run (in 2P Mode), Arena (in 2P Mode), Cones, and other two team games.

Game 2: Steal the Light

- **GOAL:** The goal of this game is to hit your colored light as fast as possible. If the opposing player hits their light first, your light will turn off.
- **SET UP PLAYERS OR GROUPS:** This game can be best played as 2 players or 2 players in 2 parts by following the instructions below called "**SETTING UP PLAYERS OR GROUPS**".
- **SETTING LENGTH OF GAME TIME:** You can preset the system to play from 45 seconds for up to 10 minutes by following the instructions below called "**CHOOSING A LENGTH OF TIME PER GAME**". Recommended length for this game is 45 seconds or 90 seconds.
- **BEST USED:** Games such as Zap a Mole (in 2P 2P Mode), Battle Light Challenge (in 2P Mode), Bungee Run (in 2P Mode), Arena (in 2P Mode), Cones, and other two player team games.

Game 3: Back to Base

- **GOAL:** The goal of Back to Base is to tap as many of your color as possible, (Team Red or Team Green) the catch is that you have a "base light" where you will continually have to come back to each time your light is hit. Once the back to base game is chosen, the system will ask you to select the base light. Once both teams have chosen a base light, the game will start.
- **SET UP PLAYERS OR GROUPS:** This game can be best played as 2 players or 2 players in 2 parts by following the instructions below called "**SETTING UP PLAYERS OR GROUPS**".
- **SETTING LENGTH OF GAME TIME:** You can preset the system to play from 45 seconds for up to 10 minutes by following the instructions below called "**CHOOSING A LENGTH OF TIME PER GAME**". Recommended length for this game is 45 seconds or 90 seconds.
- **BEST USED:** Games such as Zap a Mole (in 2P 2P Mode), Battle Light Challenge (in 2P Mode), Bungee Run (in 2P Mode), Arena (in 2P Mode), Cones, and other two team games.

Game 4: Themes

- **GOAL:** The goal of this game is to simply have fun. Thanks to the speakers in each light, once a light has been hit, it will make a sound. Sounds depend on theme chosen. **This game is great for young children.**

Game 5: Hit Counter

- **GOAL:** The goal of Hit Counter is to hit your colored light as fast as possible. Before the game starts, you choose how many hits you want to play (10, 25, 50, or 100). The first team to reach the selected amount of hits wins!
- **SET UP PLAYERS OR GROUPS:** This game can be best played as 2 players or 2 players in 2 parts by following the instructions below called "**SETTING UP PLAYERS OR GROUPS**".
- **BEST USED:** Games such as Zap a Mole (in 2P 2P Mode), Battle Light Challenge (in 2P Mode), Bungee Run (in 2P Mode), Arena (in 2P Mode), Cones, and other two team games.

Game 6: Timer

- **GOAL:** The goal of timer is to hit all of your team's colored lights. The time starts when the first light is hit. The team that takes the lowest amount of time to hit all their lights wins. This is best used in obstacle courses or cones where the object is to simply taps all their lights in the fastest time. (ie: If using 10 light sensors, first person to hit all 5 of their light sensors wins. If using 20 light sensors, first person to hit all 10 of their light sensors wins.)

- **SET UP PLAYERS OR GROUPS: THIS AS THIS GAME DOESN'T USE THE STANDARD SETTINGS SHOWN IN YELLOW BELOW.**

The timer game has its own game settings. This game is best played as 2 players in 2 parts. To setup the parts, do the following:

1. Press the "T" button for 5 seconds.
2. The system then will ask you ONCE to choose the lights taking part in the timer game ONLY. The system will ask you to choose the RED spots first. You will then hold your hand on the spots that will be used in the RED group. Once done, hit "OK".
3. The system will now ask you to choose the spots that will be used in the GREEN group. You will then hold your hand on the spots that will be used in the GREEN group. Once done, hit "OK".
4. After each game is played, simply press "T" to begin again.

REMEMBER - The system will ALWAYS remember the groups as set. If the Timer game is used on another date, the parts will be setup as it was on the previous date. You will have to go through the steps 1-4 above to setup it up again.

- **SETTING LENGTH OF GAME TIME:** The Timer Game ends when the first team hits all their lights or 99 seconds. (whichever is first)

- **BEST USED:** Games such as Obstacle Courses, Zap a Mole, Arena, Cones, and other two team games.

Game 7: Memory

- **GOAL:** The goal of Memory is to find the same sound in two diferent lights. With each good choice, the lights become blue and that team will get a point. The game can also be played with one player. When using more than 10 lights, you can use 2P2P (see "**SETTING UP PLAYERS OR GROUPS**" below). The advantage to 2P2P is that two groups can play at the same time. The game lasts 3 minutes.

- **SET UP PLAYERS OR GROUPS:** This game can be played as 1 player, 2 players or 2 players in 2 parts by following the instructions below called "**SETTING UP PLAYERS OR GROUPS**". When playing 2 players in 2 parts, it is best to use 20 light sensors instead of 10.

- **LENGTH OF GAME TIME:** The game lasts 3 minutes.

- **BEST USED:** Games such as Zap a Mole (in 2P 2P Mode), Battle Light Challenge (in 2P Mode), Bungee Run (in 2P Mode), Arena (in 2P Mode), Cones, and other two team games.

- SETTING UP PLAYERS OR GROUPS (Refer to pics on troubleshooting sheet)

1. If power is OFF, hold POWER button down for 4 seconds or until the scoreboard lights up. **(1)**
2. Press button "C" until the you find the desired mode below. Once mode is chosen, press "OK" **(6), (7), (8), (9)**

1P: 1 Player: This option is to be used when playing individually. All paired lights are used in this option **(6)**

2P: 2 Player: This option is to be used when playing with 2 people. All paired lights are used randomly in this option. **(7)**

2P2P: 2 players in 2 groups: This option is to be used in 2 groups. All paired lights are used in this option. (ie: Zap a Mole) **(8)**

Before a 2P2P game begins, the system will ask you ONCE to choose the lights taking part in the game. The system will ask you to choose the RED spots first. You will then hold your hand on the spots that will be used in the RED group. Once done, hit "OK". The system will then ask you to choose the spots that will be used in the GREEN group. You will then hold your hand on the spots that will be used in the GREEN group. Once done, hit "OK".

rSt: This resets selected lights. Press "OK" to reset. Once reset, the system will automatically go back into 2P mode. **(9)**

- CHOOSING A LENGTH OF TIME PER GAME (Refer to pics on troubleshooting sheet)

1. If power is OFF, hold POWER button down for 4 seconds or until the scoreboard lights up. **(1)**
2. Hold down "BUTTON C & OK" simultaneously to enter configuration mode. **(1)**
3. Press button "T" until you find the desired time. **(1)** The times to choose are: 45 seconds **(10)**, 90 seconds (1.5 minutes) **(11)**, 180 seconds (3 minutes) **(12)**, 270 seconds (4.5 minutes) **(13)** or 600 seconds (10 minutes). **(14)** Once chosen, hit "OK". **(1)**