

Inflatable Classifications for Light Kits

- **Battle Light Challenge** - 1st Gen. (preferred)
Can work with all generation light kits
- **Battle Light Cones** - 1st Gen. (preferred)
Can work with all generation light kits
- **Battle Light Maze** - 1st Gen. (preferred)
Can work with all generation light kits
- **Battle Zone w/ Lights** - 3rd Gen. (Full Hit mode) (Sensitivity High, #1)
Note: Can be played in IPS mode
- **Bungee Battle Challenge** - 1st Gen. (preferred)
Can work with all generation light kits
- **EZ Beats** - 3rd Gen. (IPS Mode preferred) (Sensitivity Low, #3)
2nd gen can work but not ideal (must use hands with this kit)
- **Giant Human Whack-A-Mole** - 3rd Gen. (Full Hit mode) (Sensitivity Low, #3)
- **Hot Shot Basketball** - 3rd Gen. (IPS mode) (Sensitivity High, #2*)
- **Interactive Basketball** - 3rd Gen. (IPS mode) (Sensitivity High, #1*)
- **Mega Memory** - 2nd Gen. (preferred) (Memory Mode)
Can work with 3rd Gen. as well (Memory Mode)
Note: May need to remove background music
- **Penguins Escape** - 3rd Gen. (preferred) (Sensitivity Low, #3*)
2nd gen can work but not ideal (must use hands with this kit)
- **Skee Ball 2.0** - 3rd Gen. (Full Hit mode) (Sensitivity Medium, #2*)
- **Whack-A-Mole** - 2nd Gen. (preferred)
Can work with 3rd Gen. as well (Sensitivity Low, #3*)
- **X Factor w/ Lights** - 2nd Gen. (preferred) (timer mode)
Can work with 3rd Gen. as well (timer mode)

*Sensitivity level may need to be adjusted depending on the temperature