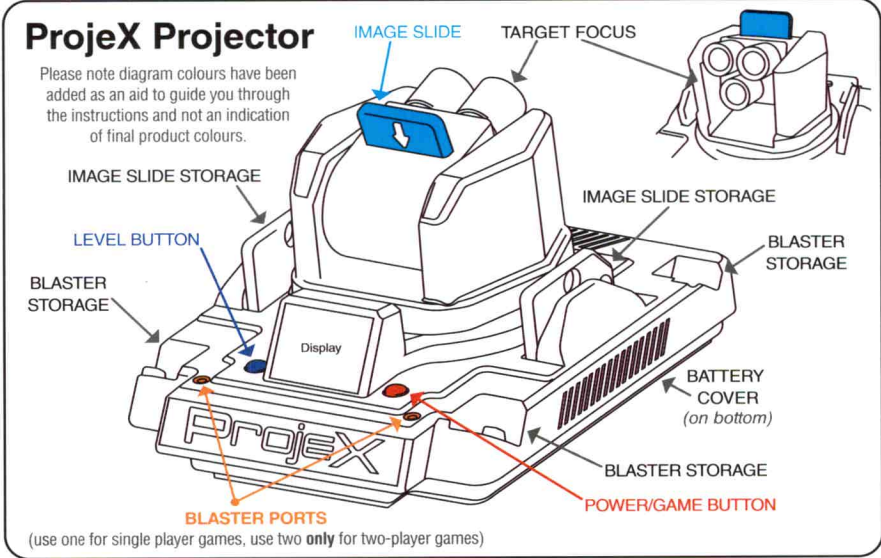
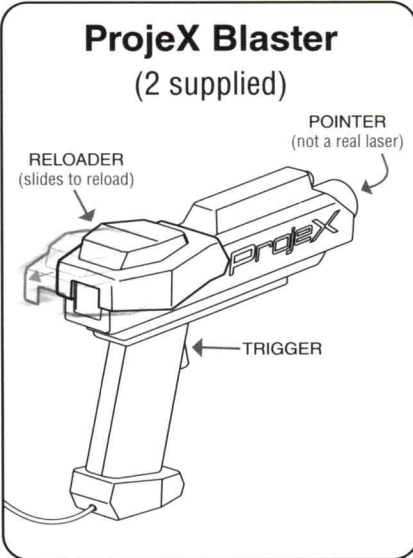
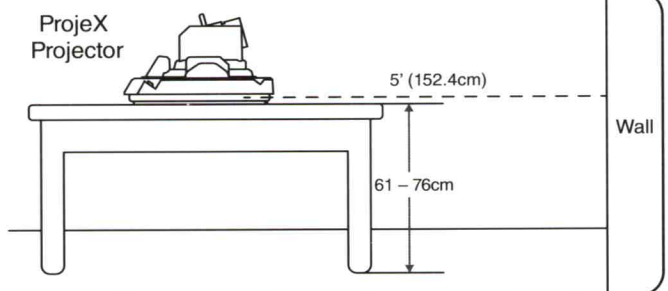


Projex™ SET UP AND GAME PLAY INSTRUCTIONS – READ THIS FIRST!



- Before playing Projex insert 4 x AA batteries into the base of the **Projex Projector**.
 - Projex works best when played in a dark room**, on a light-coloured wall that does not have any pictures or art on it. **Projex will NOT work on dark-coloured walls, walls with wallpaper, or painted patterns.**
 - Set your **Projex Projector** on a low table (61 – 76cm tall) with the projector heads aimed towards the wall. The Projector should be 5' (152.4cm) from the wall.



- There are 3 Image Slides included with your Projex Game, each featuring a different animated target.

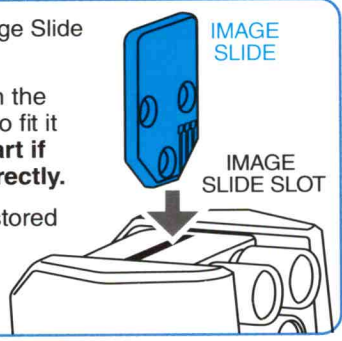


| Image | Slide Color | Difficulty |
|------------|-------------|------------|
| Bullseye | Blue | Easy |
| Alien Ship | Red | Medium |
| Duck | White | Difficult |

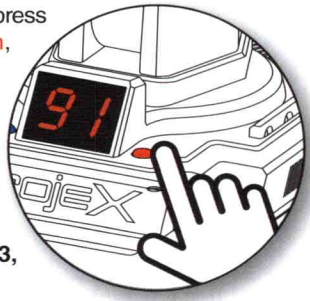
- Plug the blaster into the blaster port.
 - IMPORTANT! For SINGLE player games, ONLY HAVE ONE BLASTER PLUGGED IN. Plug in the second blaster for two-player games ONLY!**
 - Either blaster port is functional for use in single player games.



- Slide the Image Slide into the Image Slide Slot as shown.
 - Be sure to put the Image Slide in the correct way – if it does not seem to fit it is backwards! **Games will not start if Image Slide is not installed correctly.**
 - Additional Image slides can be stored in the storage slots on Projex Projector unit, (positions indicated on main diagram).

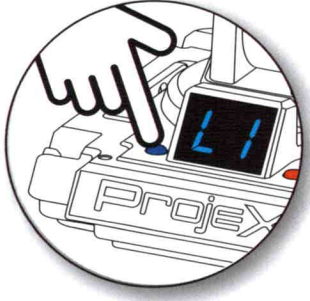


- To turn on the Projex Projector press the **POWER/GAME red button**, g1 will automatically appear on the display to indicate **Game 1** is selected. To advance to **Game 2** press the red button again, g2 should appear on the display, and so on to advance and select **Games 1 – 5 (g1, g2, g3, g4 or g5)**.



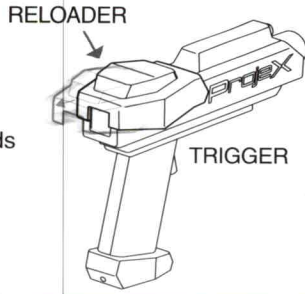
Once you have selected your game you can select your level by pressing the blue **LEVEL Button**.

L1 (Beginner) will appear on the screen, press the button again to advance to **L2 (Advanced)** or a third time for **L3 (Expert)**.



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- Slide the **Reloader** backwards on the blaster, then press the **Trigger** button, a countdown timer to the start of the game will sound.
- For **two player games** ensure both blasters are plugged into the unit. **Slide the Reloaders** backwards on both blasters then press **Trigger** buttons. A countdown timer to the start of the game will sound.
- **Make sure to reload your blaster throughout the game. Each reload gives you 6 shots.**



- At the end of each game you can select new games and levels or just reload the blaster(s) to play the game again.
- Unit will shut off if not played for 2 minutes.
- Unit will auto power off if batteries are low.

NOW YOU'RE ALL SET UP AND READY TO PLAY, PICK YOUR GAME...

All Games can be played in either Single or Multiplayer mode.

| Game | Game Play | Game Over | Game Score |
|------|---|--|--|
| 1 | Target will appear at random position - blast it before it disappears! | Single Player Games end when player misses 3 targets. Multi-Player Games end after 2 minutes. | Player score will show on display. |
| 2 | Target will move in a "skeet" pattern - blast it! | | For multi-player games display unit shows the Blue score VS Red score. |
| 3 | Target randomly moves around- blast it! | Game ends if target reaches the bottom of play area without being hit. | Player needs to "bounce" target back up 5 consecutive times to score 1 point. Player score will show on display at end of game. |
| 4 | Target will "fall" from top to bottom 5 times. Blast the target to "bounce" it back up. | | |
| 5 | Target will "zig-zag" down the wall - Blast it back to the top! The aim of the game is to hit the target and bounce it back to the top corner. If a target is missed the game is over with no winner. | Game ends when Target reaches bottom of play area or after 2 minutes. | No score will display. The winner is the player with the final hit. Display unit will indicate winner's colour (Blue or Red) using "- -" |

IF YOUR PROJEX IS NOT WORKING PROPERLY, PLEASE MAKE SURE:

- YOUR BLASTER IS RELOADED
- YOUR ROOM IS DARK ENOUGH AND PROJEX IS POINTING TO A LIGHT COLOURED WALL FREE FROM OBSTRUCTIONS
- BRAND NEW BATTERIES ARE INSTALLED
- IMAGE SLIDE IS INSERTED
- AT LEAST **ONE** BLASTER IS FULLY PLUGGED INTO BASE

IF YOU SEE "Lb" ON THE DISPLAY, BATTERIES ARE LOW AND NEW BATTERIES NEED TO BE INSERTED.

IF PROJEX STILL DOES NOT WORK PROPERLY FOLLOW STEPS BELOW:

- REMOVE BATTERIES FROM THE BATTERY COMPARTMENT
- PRESS AND HOLD THE POWER BUTTON FOR 5 SECONDS
- RE-INSERT BATTERIES AND TRY AGAIN

For Customer Service

Send all correspondence to:
email: customercare@charactergroup.plc.uk

Character Options Ltd.,
Leesbrook Mill, Lees Road, Lees, Oldham OL4 5JL UK
Attn: Customer Service Department
Telephone: 0161 633 9808

www.projexgame.com

Requires 4 x AA Batteries, (Batteries Not Included).

- Alkaline batteries recommended.
- Rechargeable batteries must only be recharged under adult supervision.
- Rechargeable batteries must be removed from the toy before recharging.
- Non-rechargeable batteries must not be recharged.
- Different types of batteries, or new and used batteries must not be mixed.
- Only batteries of the same or equivalent type as recommended should be used.
- Batteries should be replaced by an adult.
- Batteries must be inserted following the correct polarity (+ and -).
- Exhausted batteries should be removed from the product.
- The supply terminals must not be short-circuited.
- Batteries should be removed from the product when not in use.
- Do not dispose of batteries in fire.

WARNING! CHOKING HAZARD.

Not suitable for children under 36 months. Choking hazard (small parts), Strangulation hazard (long cable). Please remove all packaging attachments before giving this product to a child. Please use discretion if making purchases for children younger than the age recommended on this package. At the end of the useful life of this product do not dispose in normal household waste. Check with your local authority or responsible disposal centre and submit to the collection point for the recovery and recycling of electrical and electronic equipment. Product specifications, colour and contents may vary from those illustrated.

IMPORTANT: Please retain packaging/instructions and purchase details for future reference as they contain important information.



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Character Options Ltd.,
Lees Brook Mill, Lees Road,
Lees, Oldham OL4 5JL UK
Customer Service Department
Tel No: **0161 633 9808**
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RECYCLING OUR PRODUCTS

All our product and packaging is designed with easy and safe recycling in mind. For information on the **National Recycling Strategy** and the recycling logo on this pack or product please visit: www.Recycle-Now.co.uk - where you will find the answers to your UK recycling questions.

WARNING: This toy produces flashes that may trigger epilepsy in sensitized individuals.

Item: PROJEX GAMING ARCADE
Item Number: 52608
Age Grade: 6 years plus