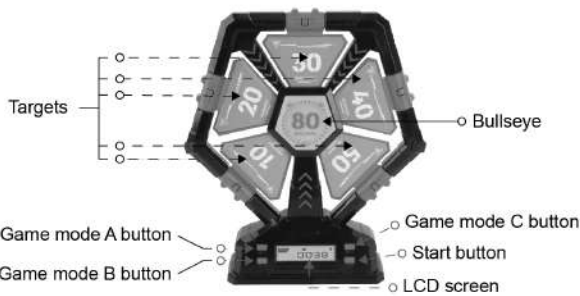


6+ YEARS

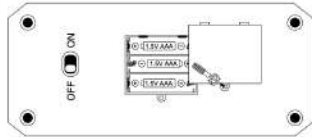
# DIGITAL TARGET

## INSTRUCTIONS

### DIGITAL TARGET:



### BATTERY COMPONENTS:



REQUIRES 3 X 1.5V AAA BATTERIES (NOT INCLUDED).

### HOW TO PLAY:

Turn on the digital target, and then set the target state before selecting the game mode and player mode.

**Flip out state** - 5 targets should be folded towards the bullseye and locked in place, see Diagram 1. The icon "🔒" will be displayed on the LCD screen.

**Reverse flip state** - 5 targets are folded away from the bullseye and locked in place, see Diagram 2. The icon "🔓" will be displayed on the LCD screen.



After setting the target state, you can select the single/two player mode and game modes. Press the Game mode A/B/C button once to set the game mode and single player mode.

Press the Game mode A/B/C button twice to set the game mode and two player mode. After all the settings are complete, press the start button to start the game, and then the LCD screen will count down for 6 seconds. The bullseye will flash to remind the player that the game starts at the last second.

**Note:** When the targets are not locked in place, the error icon "Err" will be displayed on the LCD screen. When in reverse flip state, the target must touch the bullseye after being hit in order to score effectively (see Diagram 3).



### GAME MODE A

**Single player mode:** The player completes the shooting of 5 targets first and then completes the shooting of the bullseye.

**Two player mode:** Each player completes the shooting of 5 targets first and then completes the shooting of the bullseye. When player 1 finishes the game, player 2 has 12 seconds to reset the target to the same state as player 1. The LCD screen will count down 6 seconds to start the game after resetting the target state and will display the results of both players after player 2 completes the game. The player who completes all the shots faster wins!

**Note:** If players complete the game at the same time or neither player can complete the game in 5 minutes, there is no winner and the game is over.

★ The lights of the bullseye will flash when the target is hit effectively and will be solid when all 5 targets have been hit. The play time will be counted and displayed on the LCD screen during the game, and the timing will stop when the bullseye is hit.

### GAME MODE B

**Single player mode:** The game is limited to 1 minute, the player completes the shooting of 5 targets first, and then completes the shooting of the bullseye. The score will be displayed on the LCD screen after completing the game.

**Two player mode:** The game is limited to 1 minute, each player completes the shooting of 5 targets first and then completes the shooting of the bullseye. When player 1 finishes the game, player 2 has 12 seconds to reset the target to the same state as player 1. The LCD screen will count down 6 seconds to start the game after resetting the target state. The score will be displayed on the LCD screen after each player completes the game. The player with the highest score wins!

**Note:** When players score the same number of points, the game result will not show the winner.

★ The lights of the bullseye will flash when the target is hit effectively and will be solid when all 5 targets have been hit. The play time will be counted and displayed on the LCD screen during the game, and the timing will stop when the bullseye is hit.

### GAME MODE C

There is no need to select the flip out state or reverse flip state for game mode C. Press the start button, the LCD screen will count down for 6 seconds, and then the bullseye will be solid to remind the player that the game starts.

**Single player mode:** Shoot the bullseye repeatedly to score within 1 minute. The score will be displayed on the LCD screen after completing the game.

**Two player mode:** Each player shoots the bullseye repeatedly to score within 1 minute. When player 1 finishes the game, player 2 has about 12 seconds to prepare, and then the LCD screen will count down 6 seconds to start the game. The score will be displayed on the LCD screen after each player completes the game. The player with the highest score wins!

**Note:** When players score the same number of points, the game result will not show the winner.

Tip: When you do not operate the digital target for about 5 minutes, it will enter sleep mode, you should press any mode buttons to resume use.

**WARNING:** BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY (+ AND -). DO NOT MIX DIFFERENT TYPES OF BATTERIES OR NEW AND USED BATTERIES. NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED. RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED BY AN ADULT. RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED. THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED. REMOVE BATTERIES FROM THE TOY WHEN NOT IN USE FOR AN EXTENDED TIME OR WHEN BATTERIES BECOME EXHAUSTED. BATTERY INSTALLATION BY AN ADULT IS REQUIRED. DISPOSE OF BATTERIES RESPONSIBLY. DO NOT DISPOSE OF IN FIRE.

**WARNING: CHOKING HAZARD**  
SMALL PARTS. NOT SUITABLE FOR CHILDREN UNDER 3 YEARS.

**WARNING:** FOR SAFETY REASONS, REMOVE ALL TAGS, LABELS AND PLASTIC FASTENERS BEFORE GIVING THIS TOY TO YOUR CHILD.

KEYCODE: 43232383

ADULT SUPERVISION IS REQUIRED.  
PLEASE KEEP PACKAGING FOR FUTURE REFERENCE.  
PRODUCT MAY VARY SLIGHTLY FROM IMAGE SHOWN.