INSTRUCTIONS

Shooting Game

Alarm Clock

AMPM
NORMAL
HARD

5:35
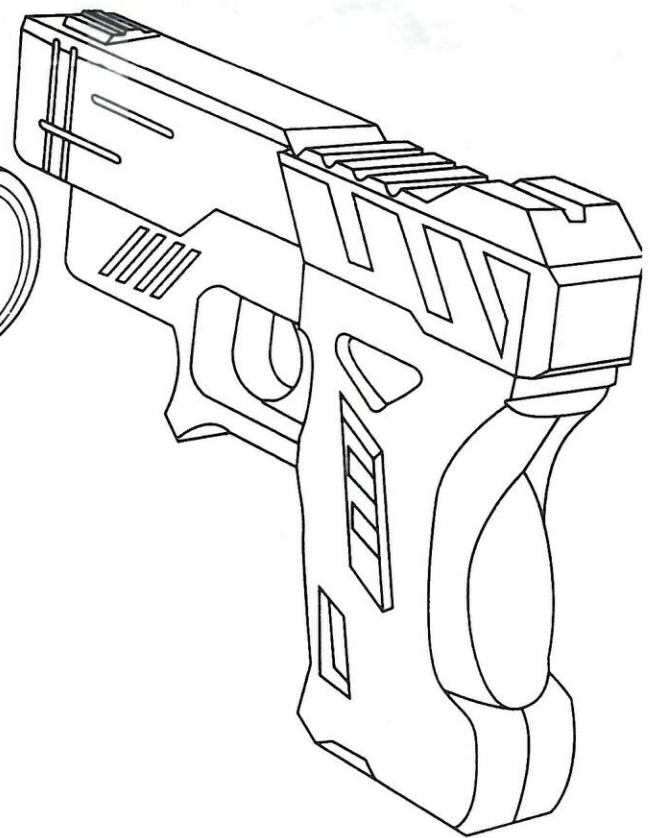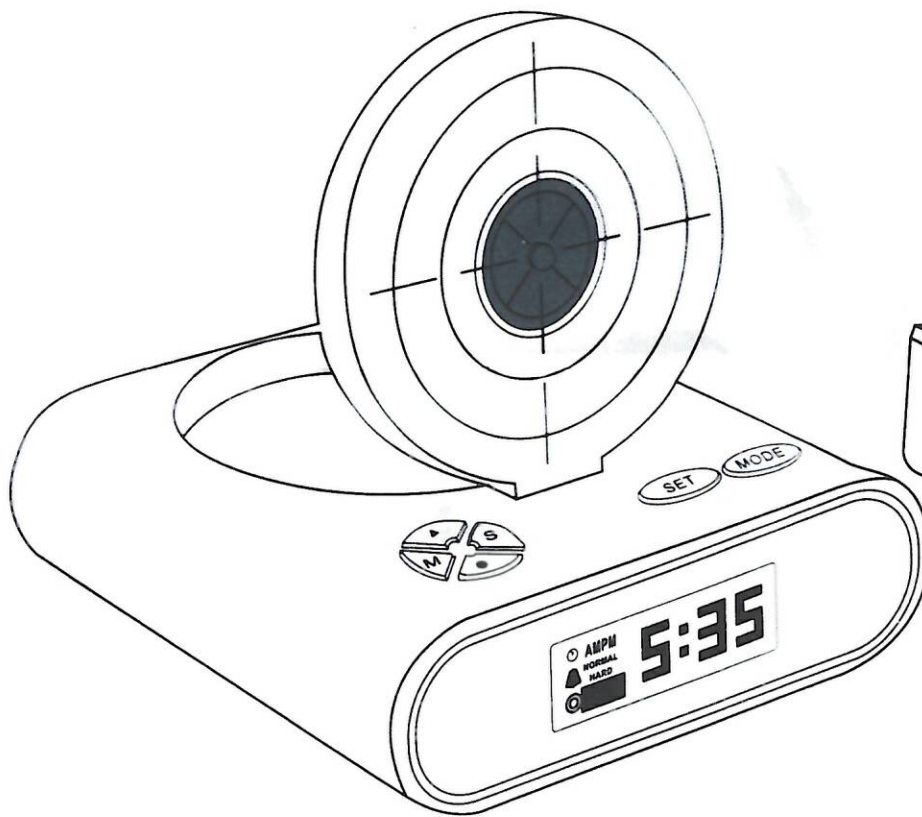
- PLAY
- TIME MODE
- TIME SET
- RECORD
- GUN SET
- GUN MODE

M S

SET MODE

ITEM NO. 162091

TIME SETTING

① Press and hold (M) button for 3 seconds until HOURS on the display starts flashing.

② Press (S) button repeatedly until you reach desired HOUR then press (M) to confirm. Minutes will start flashing.

③ Press (S) button repeatedly until you reach desired MINUTES.

④ Press (M) button to confirm and return to the normal mode.

ALARM TIME SETTING

① Press (M) button once to enter into alarm mode.

② Press (M) button for 3 seconds until the flashing 🔔 icon appears on the display.

③ Press (M) button one more time to enter into NORMAL or HARD alarm mode. A word " Normal" will appear on the display.

④ Press (S) to switch between NORMAL or HARD Alarm Mode then Press (M) to confirm, Hours will start flashing. Press (S) button repeatedly to adjust the hours and then Press (M) to confirm, MINUTES will start flashing.

⑤ Press (S) button you reach desired MINUTES.

⑥ Press (M) button to confirm and return to the normal mode.

TO STOP ALARM
• Press and Hold (M) Button for 3 seconds to stop the Alarm to Ring.

DE-ACTIVATING ALARM
• Press (M) button once to enter into alarm mode.
• Press and hold (M) button for 3 seconds until the 🔔 icon starts flashing appears on the display.
• Press ⌂ Button, the 🔔 icon will disappear.
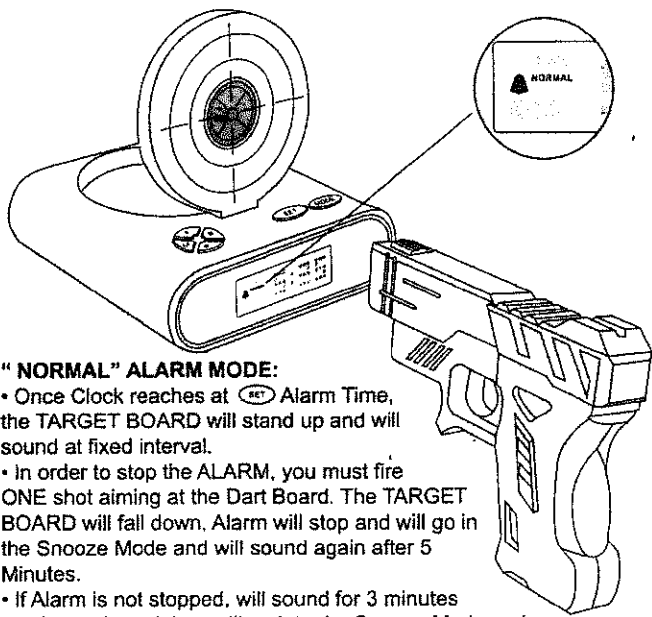
" NORMAL" ALARM MODE:
• Once Clock reaches at (SET) Alarm Time, the TARGET BOARD will stand up and will sound at fixed interval.
• In order to stop the ALARM, you must fire ONE shot aiming at the Dart Board. The TARGET BOARD will fall down, Alarm will stop and will go in the Snooze Mode and will sound again after 5 Minutes.
• If Alarm is not stopped, will sound for 3 minutes continuously and then will go into the Snooze Mode and will sound again after 5 minutes.
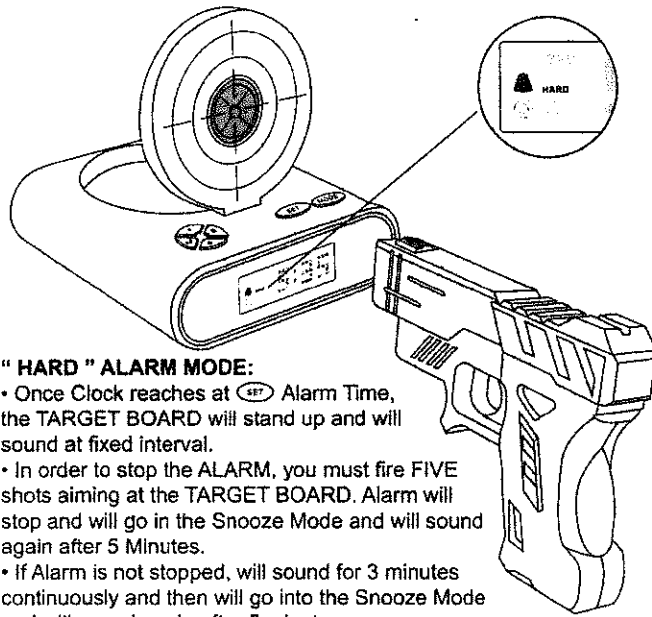
" HARD " ALARM MODE:
• Once Clock reaches at (SET) Alarm Time, the TARGET BOARD will stand up and will sound at fixed interval.
• In order to stop the ALARM, you must fire FIVE shots aiming at the TARGET BOARD. Alarm will stop and will go in the Snooze Mode and will sound again after 5 Minutes.
• If Alarm is not stopped, will sound for 3 minutes continuously and then will go into the Snooze Mode and will sound again after 5 minutes.
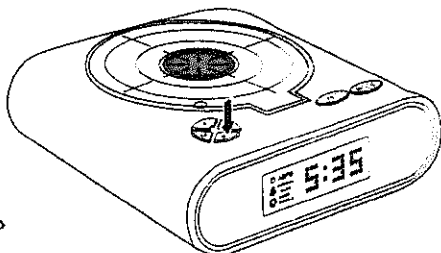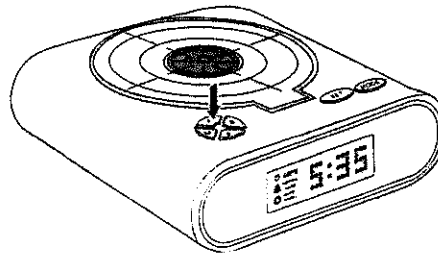
ALARM RECORDING AND PLAYING

① Press and hold (•) button. And start recording immediately at the first beep till you hear beep sound twice, then release (•) Button. Recorded Voice can be Heard as an Alarm Ring.

② Press & Hold (•) Play button to listen the recorded voice.

GAMES

GAME - 1
• Press (MODE) button once, "GAME-1" will appear on display. Press (MODE) button again to start playing GAME-1.
• You will hear sound "Come on!" Shoot the Target once. The Target Board will not fall down. Get ready to play this Game 4 times in a row before it ends. You will hear countdown: Three Two One
• Shoot at the Target Board immediately within 1 second after this countdown announcement. The Target will fall down and will announce"EXCELLENT". Then you may go ahead the third, the forth, the fifth shoot to repeat the same action.

Shooting Pattern

REMEMBER:
• Every time the Target is hit, it will announce "EXCELLENT".
• Among second, third, forth or fifth shot, the Target must be shot within 1 second.
• If the Target is shot after one second, The Target board will Fall downbut will not make any announcement.
• Between second, third, forth or fifth shot, the TIMER on Display will work for 19.99 seconds. If the Target is not hit within this time, The Target Board will fall down with sound " AWWWW".

GAME-2
• Press (MODE) button, "GAME-1" will appear on the display, then press (SET) button to switch to GAME-2, finally press (MODE) button again to confirm and to start Playing Game -2.
• You will hear sound "Come on!", Shoot the Target once. The target will not fall down. Get ready to play this Game 5 times in a row before it ends.
• Shoot the Target second time when you hear READY and display shows 00. If Succeeded, you will Hear "GOOD JOB" For every subsequent successful Shot, it will announce, GOOD JOB, EXCELLENT and finally FANTASTIC on 5TH Shot.The score on Display Board will keep changing 00, 01, 02, 03, 04, 05 with each successful shot.If any shot is missed, Target Board will Fall down with sound "AWWWW".

REMEMBER:
• When we enter the GAME-2 mode and the target stands up, the target will fall down automatically if you do not shoot the target within 1 minute.
• Between any subsequent shots second, third, fourth for fifth, the target will fall down automatically if you do not shoot the target within 5 seconds.
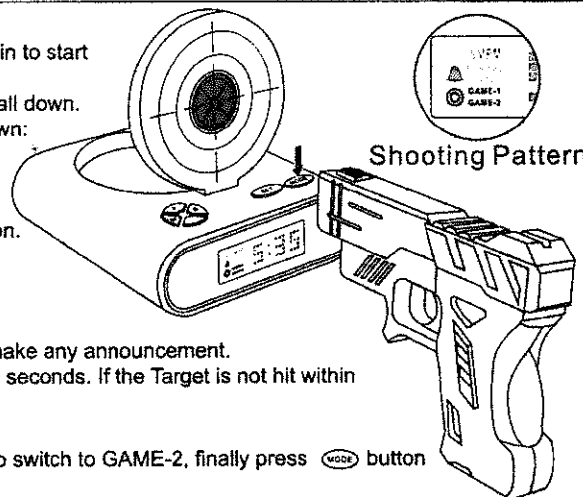
NOTE: IF AT A RANGE OF 4 FEET OR CLOSER, THE INFRARED TECHONOLOGY WILL WORK EVEN IF THE GUN IS NOT POINTED AT THE TARGET. MAXIMUM RANGE FOR THE GUN TO WORK EFFECTIVELY IS 12 FEET.

BATTERY
COMPARTMENT

FOUR 1.5V "AA"
BATTERIES (NOT
INCLUDED)

BATTERY COMPARTMENT

GUN WORKS
WITH TWO "AA"
BATTERIES (NOT
INCLUDED)