



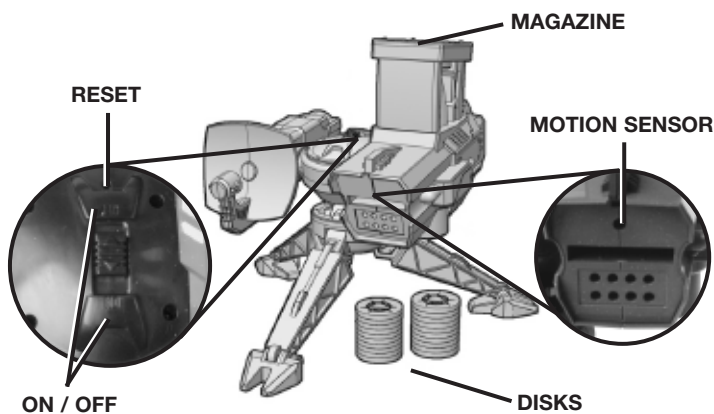
OFF LIMITS™ ROOM BLASTER™



Model 74051
For 1 User / Ages 8 and up
INSTRUCTION MANUAL
P/N 82385900 Rev.B

Ready? Aim...Fire!! YOU are in control with the Room Blaster™! Its motion sensor detects intruders and its rapid-fire action sprays them with lightning-fast disks! Room Blaster™ lets everyone know you're serious about protecting your stuff! Nobody touches your stuff!

FEATURES:



LAUNCHER

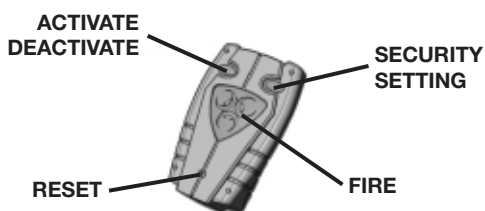
ON / OFF - Use this button to turn the Launcher On and Off.

MAGAZINE - This holds your ammo. Remove the lid and insert the disks. Replace the lid and make sure the guide is in the middle hole of the disks.

DISKS - Insert disks into the Magazine.

MOTION SENSOR - Aim this sensor in the direction you wish the Launcher to fire.

RESET - When a blunt point is inserted, this button resets the Launcher to its original settings.



REMOTE

FIRE - Press this button to remotely fire the disks. This can be used no matter what Security Setting is activated.

SECURITY SETTING - Press this button to cycle through the security settings. A voice will confirm the setting selected.

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ACTIVATE / DEACTIVATE - This activates and deactivates the security settings.
A voice will say "Armed" when "Activate" is set.
A sound effect will be played when "Deactivate" is set.

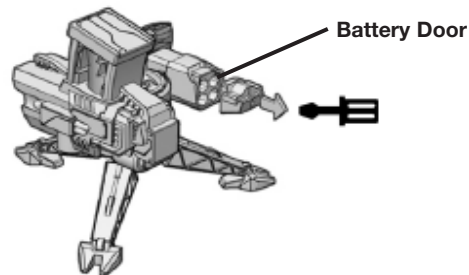
RESET - When a blunt point is inserted, this button resets.

GETTING STARTED

BATTERY INSTALLATION:

Room Blaster™ is powered by four (4) "AA" batteries in Launcher and two (2) "AAA" batteries in the Remote.

- Using a screwdriver, loosen the screw until the battery compartment door on the back of the power pack can be removed.
- Insert four (4) "AA" batteries and two (2) "AAA" batteries (we recommend alkaline) as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.



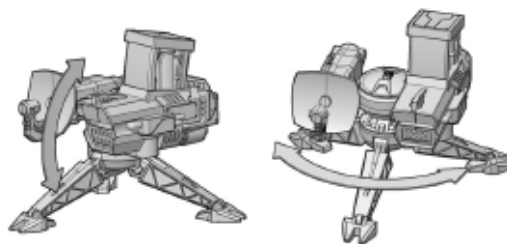
ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

CAUTION:

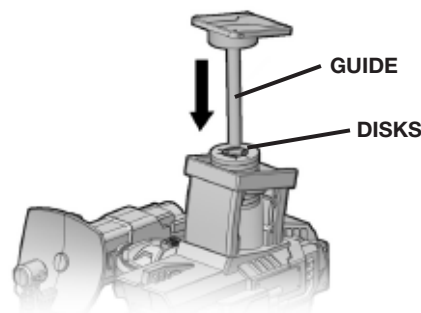
- As with all small batteries, the batteries used with this product should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.
- Be sure you insert the battery correctly and always follow the product and battery manufacturer's instructions.
- Do not dispose of batteries in fire.
- Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.
- Sometimes, a built-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.

SETUP

Using the articulated legs and feet, position the Room Blaster™ somewhere in the area you wish to guard.



Carefully aim the Launcher in the direction you wish it to shoot. Now load the Magazine with the included disks by removing the lid and inserting them in a neat, orderly stack. The Magazine holds up to 16 disks. When finished, replace the lid and make sure the guide is in the middle of the disks.



On the Remote, press the Security Setting button. This lets you cycle through the four Security Settings: Warning Shot, Ambush, Assault, and Target Practice. By default, the launcher will be in Target Practice mode when it is first turned on.

Once you decide on a Security Setting, press the **ACTIVATE / DEACTIVATE** button to activate that setting and arm the Launcher.

WARNING: Do not fire at eyes or face. Do not attempt to fire anything other than the disks supplied.

NOTE: The motion sensor detection range is about 10 feet.

NOTE: The Launcher arms 15 seconds after **ACTIVATE** is pressed, allowing time to leave the room.

Now sit back and wait for an intruder. Once the Motion Sensor senses movement, the Launcher will fire its disks. How it fires depends on the following security settings.

NOTE: For best operation, please point the remote to the line of sight of the radar. The IR detection range is about 10 feet.

SECURITY SETTINGS

Target Practice

In this setting, the Launcher will warn the intruder with an audio signal then fire 1 disk at them. This will happen every time the Motion Sensor is tripped, however the audio signal will still sound even when no disks are loaded or the Launcher runs out of disks.

Warning Shot

In this setting, the Launcher will shoot about 1/4 of the disks in a full ammo chip after the Motion Sensor has been tripped.

Ambush

When this security setting is chosen, the Launcher will shoot about 1/2 the disks in a full ammo chip after the Motion Sensor has been tripped.

NOTE: Once Room Blaster™ fires in Warning, Ambush or Target Practice Security Setting, it will take five seconds until it re-arms.

Assault

In Assault mode, the Launcher will shoot all possible ammo at once. The Magazine will have to be reloaded in order for it to fire again. The Launcher will be deactivated automatically after firing.

Manual Firing - No matter which Security Setting you choose, you will always be able to fire the Launcher manually by pressing the **FIRE** button on the Remote. This will act as if the Motion Sensor has been tripped. The number of disks fired will depend on which Security Setting is currently active. The Launcher will be deactivated automatically after firing.

MAINTENANCE:

- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.
- Do not disassemble this device. If a problem occurs, press the Reset button, or remove and replace the batteries to reset the device, or try new batteries. If problems persist, consult the warranty information located at the end of this instruction manual.
- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the device.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

FOR UNITED STATES

This product complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules.

These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

90-DAY LIMITED WARRANTY

(This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 90 days from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

During this 90-day warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to: **Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA.** Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

FOR UNITED KINGDOM

PRODUCT WARRANTY

(This product warranty is valid in the United Kingdom only)

All products in the **RADICA®** range are fully guaranteed for a period of 6 months from the original purchase date under normal use, against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

In the unlikely event that you do experience a problem within the first 6 months, please telephone the UK Technical Support team: **Tel. 0871 222 8278.** Calls are charged at 10p per minute and will show up on your standard telephone bill. Helpline hours are 2pm-11pm, Monday to Friday.

IMPORTANT: Always test the product with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

YOUR STATUTORY RIGHTS ARE NOT EFFECTED.

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PRODUCT SHAPE™

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