

210*290mm正反面

Back

Important Battery Information

Use 3 x LR6 UM-3 / AA (1.5V) size batteries (not provided).

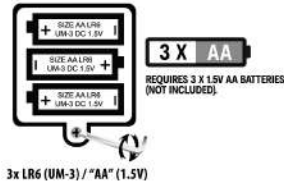
Battery Installation and Replacement:

1. Installation by an adult required.
2. Switch toy off before inserting batteries.
3. Loosen the screws with a crosshead screwdriver (not included) to open the battery compartment door on the backside of the product.
4. Insert / replace the new batteries in the proper direction indicated inside the battery compartment.
5. Close the compartment and screw shut securely.

Battery Instructions, Replacement and Maintenance:

1. Non-rechargeable batteries are not to be recharged.
2. Rechargeable batteries are only to be charged under adult supervision.
3. Rechargeable batteries are to be removed from the toy before being charged.
4. Batteries are to be inserted with the correct polarity.
5. Exhausted batteries are to be removed from the toy.
6. The supply terminals are not to be short-circuited.
7. Only batteries of the same or equivalent type as recommended are to be used.
8. Do not mix old and new batteries.
9. Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
10. Dispose of batteries responsibly.
11. Do not dispose of in fire.
12. Remove the batteries if not going to be played with for some time.

To insert or replace batteries



Troubleshooting & FAQs

The product will not turn on.

- Check to make sure batteries are installed in the proper way. Also review 'Important Battery Information' in this manual.
- Make sure the switch is to the correct on position.
- Replace the batteries with new batteries if still not working.

Ducks are moving at a slow or irregular speed.

- The game is designed so the ducks take approximately 8-9 seconds to travel from one side of the stage to the other on the conveyor belt. If they take noticeably longer than this, it is a sign the batteries are too low on power and should be replaced.

The darts will not fire from the blaster, or only travel a short distance.

- Blaster Issues:**
- Check that darts are properly inserted. Refer to the instruction manual for proper loading of the darts.
 - Be sure you have loaded a dart into the blaster barrel.
 - If the barrel is clogged, look inside to see if there are any obstructions that may be clogging the barrel. Make sure the blaster is not cocked, and there are no darts loaded, before looking into the barrel.
 - If the blaster is not firing, make sure the Slide or U-hook is pulled all the way back until it clicks/locks into place. Refer to the instruction manual for proper cocking of the blaster (see diagram L).

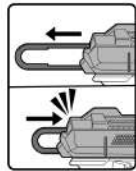


Diagram L

The timer and scoreboard are not operating normally.

- If there is abnormal behaviour with the scoring function or timer, or if the product turns off or resets on its own, it is likely a sign the batteries are too low on power and should be replaced.

Ducks are falling off the conveyor belt inside the machine.

- Check to see if any loose plastic fragments are preventing the metal piece at the base of the duck from connecting with the magnet. If yes, an adult should carefully cut off these loose fragments.
- Check that the stickers on the ducks are not peeling off, which may get stuck and cause movement issues.

Dart Issues:

- Do not use broken or distorted darts as they are likely to jam or clog the blaster.
- Do not force darts into blaster barrel or you may run the risk of bending or damaging the darts. They should easily slide into the barrel (see diagram M).
- If a dart gets stuck in the barrel after firing, or only flies a short distance, this is a sign the foam body of the dart may be slightly too wide in diameter. To resolve this gently squeeze the dart in your hands to very slightly compress it, then reload into the barrel. The dart should now fly out as normal once fired (see diagram N).
- If the dart head comes loose, you may put a little glue on the stem then re-attach it to the foam body (see diagram O).



Diagram M



Diagram N



Diagram O

WARNING:
NOT SUITABLE FOR CHILDREN UNDER 3 YEARS AS FOAM PIECES MAY BREAK OFF AND CAUSE A CHOKING HAZARD.

WARNING: DO NOT AIM AT EYES OR FACE. DO NOT USE PROJECTILES OTHER THAN THOSE SUPPLIED OR RECOMMENDED BY THE MANUFACTURER.

WARNING:
CHOKING HAZARD - Toy contains small parts
Not for children under 3 years.

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

PRODUCT MAY VARY FROM IMAGE SHOWN.
PLEASE KEEP THE PACKAGING FOR FUTURE REFERENCE.

MADE IN CHINA
FOR AU / NZ. IMPORTED FOR KUMHAT
STORES IN AUSTRALIA AND NEW ZEALAND.

221043

Front

43197019 / GA2101



ELECTRONIC ARCADE DUCK GALLERY™

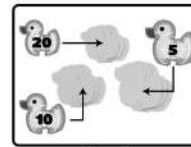


Diagram A

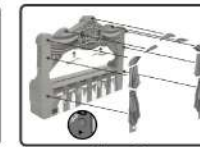


Diagram B



Diagram C



Diagram D

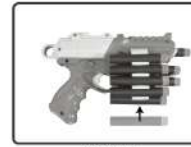


Diagram E

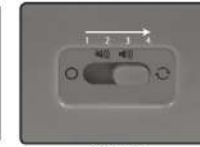


Diagram F

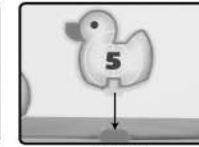


Diagram G



Diagram H



Diagram I

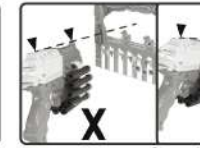


Diagram J (Aiming the Blaster)

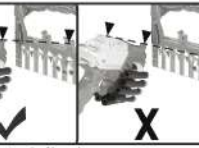


Diagram K

Contents

1 x Duck gallery stage • 9 x Ducks • 1 x Blaster • 1 x Blaster clip • 15 x Darts • 1 x Sticker sheet • Instructions

Getting Started

Before using the machine for the first time, the following set-up steps must be taken by an adult.

1. Ensure the machine is turned off (switch in the left '0' position).
2. Remove the battery compartment cover and install 3 x 1.5V "AA" size batteries (not included).
3. Replace the battery cover.
4. Decorate the 9 ducks with the sticker labels provided (see diagram A).
5. Decorate the duck gallery stage with the sticker labels provided (see diagram B).
6. Attach the blaster clip onto the blaster (see diagram C).
7. Place one dart in the barrel of the blaster. Ensure to push the dart in straight and as far back as possible (see diagram D).
8. Insert the remaining 14 darts into the storage area on the blaster & blaster clip (see diagram E).
9. Turn the switch to the 4th position (see diagram F), which is the 'reloading' mode. This will initiate continuous conveyor belt movement.
10. As the conveyor belt moves, place a duck at each open position on the belt, using the magnet at its base to connect (see diagram G).
11. The ducks should be placed in sequence: 5-10-20-5-10-20-5-10-20, with the number on the duck facing the front of the stage.
12. Once all the ducks have been placed, the machine should be turned off until you are ready to play.
13. Once you have finished playing, turn the switch to 'reloading' mode and remove all 9 ducks from the stage. Once done, turn the switch to the off '0' position. Store the ducks in the storage compartment located at the back side of the frame (see diagram K).

You're Ready to Play

1. Find a firm, flat level surface.
2. Turn the power switch to either the 2nd position (no sound) or the 3rd position (with sound) (see diagram H).
3. Press the reset button (see diagram B) next to the timer to start the game. There will be a 3 second countdown before play begins.
4. The recommended distance between the blaster and the duck gallery stage is 10-12 feet (3-3.5 meters). However this can be decreased to make it easier, or increased for a greater challenge. Agree on a distance before each game is started!
5. To fire, pull either the slide or the U-hook back until it locks in position (see diagram I).
6. Players take aim at the ducks as they rotate around the stage. The objective is to knock over as many ducks as possible in the 60 second game limit.
7. Aim the blaster by looking down the barrel (see diagram J).
8. Pull the trigger to release the dart. Once done, quickly load another dart into the chamber and fire again!
9. Once the time expires the buzzer sounds and the game is over. Players cannot shoot anymore once the time is up.
10. Players collect the ducks that have been knocked over to add up their score.
11. Players take turns playing to see who can get the highest score.
12. Between each round the ducks should be returned onto the stage using the reloading function.