

# HOVER SHOT™

## Floating Target Game

### Different Ways to Play

#### 5 Shot Challenge

1. Set up the game as explained in the 'Getting Started' and 'You're Ready to Play' sections.
2. Play alone or with friends.
3. Players take turns and see how many balls they can knock down with 5 shots.
4. The player that knocks down the most balls wins!

#### Race Against the Clock

1. Set up the game as explained in the 'Getting Started' and 'You're Ready to Play' sections.
2. Play alone or with friends.
3. Determine a set time.
4. The player that knocks down the most balls in the quickest amount of time wins! Fire as many darts as you can in the allotted time.

#### Expert Mode

1. Set up the game as explained in the 'Getting Started' and 'You're Ready to Play' sections.
2. Play alone or with friends.
3. For more challenging game play, use the smaller ball included.
4. You can also mix and match the two different sized balls.

### Important Battery Information

Use 4 x LR14 UM2 / C (1.5V) size batteries (not included).

#### Battery Installation & Replacement:

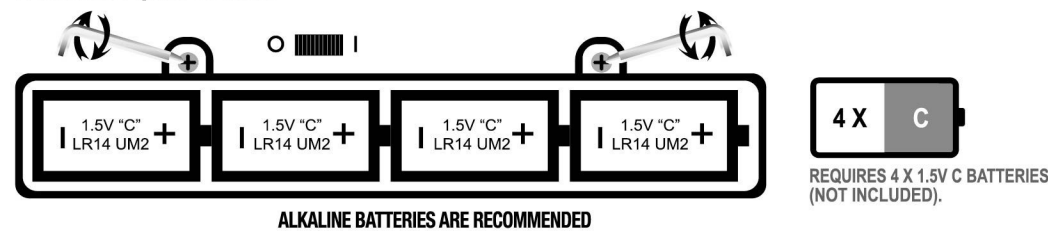
1. Installation by an adult is required.
2. Switch toy off before inserting batteries.
3. Loosen the screws with a crosshead screwdriver (not included) to open the battery compartment door on the backside of the product.
4. Insert / replace the new batteries in the correct direction indicated inside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

#### Battery Instructions & Replacement:

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. Alkaline batteries are recommended. Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
10. Dispose of batteries responsibly.
11. Do not dispose of in fire.

### Customer Information

#### To insert or replace batteries



**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**  
SMALL PARTS AND SMALL BALLS. 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 SLIGHTLY FROM IMAGE SHOWN.  
PLEASE KEEP THE PACKAGING FOR FUTURE REFERENCE.

MADE IN CHINA  
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KMART NEW ZEALAND - REGIONAL OFFICE C/O KMART PAPATOETOE STORE  
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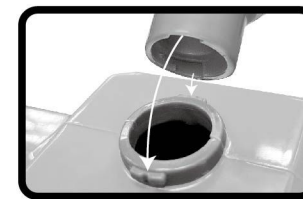


Diagram A

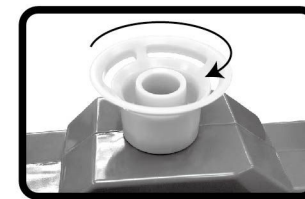


Diagram B

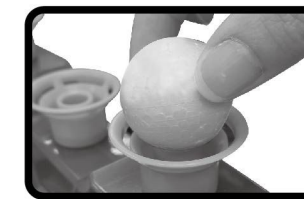


Diagram C

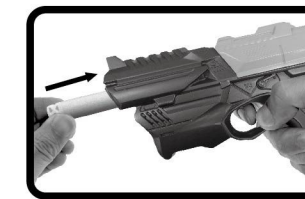


Diagram D

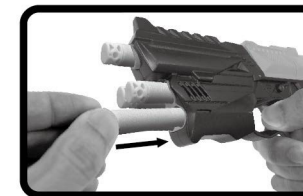


Diagram E

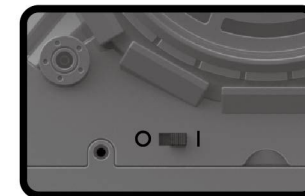


Diagram F

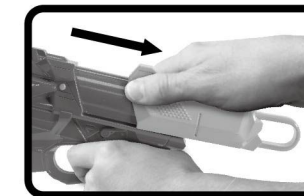


Diagram G

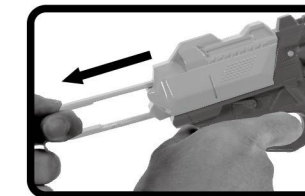


Diagram H



Diagram I

### Aiming the Blaster

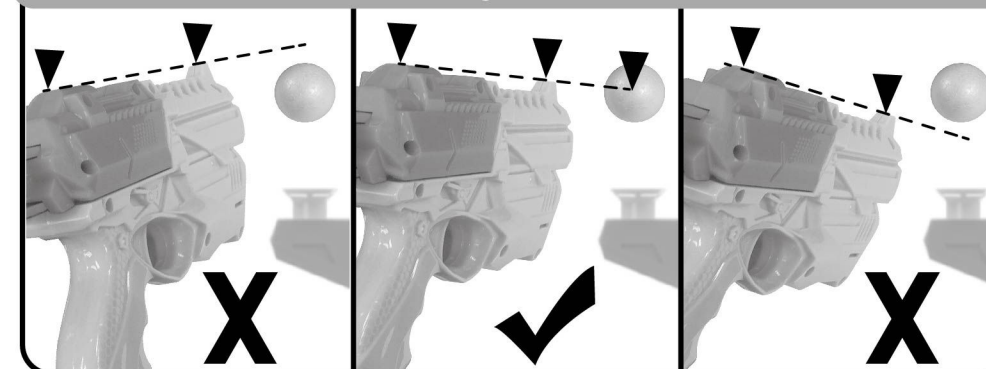


Diagram J

### Contents

1 x Target air base • 5 x Nozzles • 1 x Air-powered blaster • 6 x Soft foam darts • 12 x Soft styrofoam balls

### Getting Started

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

1. Play indoors and without any air conditioning or fans causing air movement.
2. If possible, position the fan machine near a wall to stop the darts and make it easier to retrieve them.
3. Ensure the machine is turned off.
4. Remove the battery compartment cover and install 4 x 1.5V "C" size batteries (not included).
5. Replace the battery cover.
6. Attach pillars to machine by lining up notches, then turn clockwise. (See Diagrams A & B).
7. Place one ball on top of each Air Pillar (See Diagram C).
8. Place one dart in the barrel of the blaster. Ensure to push dart in straight and as far back as possible (See Diagram D). The four other darts can be placed in the holding chamber (See Diagram E).
9. The recommended distance between the blaster and the fan machine during play is 3 metres. However this can be decreased to make it easier, or increased for a greater challenge. Agree on a distance before each game is started!
10. Once balls stop floating over 2.5cm above nozzles it is time to change the batteries.

### You're Ready to Play

1. Turn the machine on (See Diagram F).
2. To fire, pull either the slide or U-hook back until it locks in position (See Diagrams G, H).
3. Point, Aim & Shoot (See Diagram I).
4. How to aim blaster (See Diagrams J).