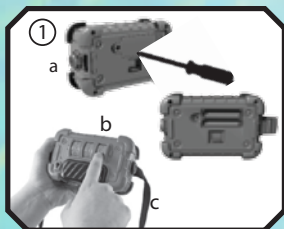


How to set up :

1. TIMER STRAP

Unscrew the battery compartment on the back. Insert 2 AAA batteries and close the compartment (1a). Set the timer to 180 sec which gives you 60 seconds for each of the 3 challenges(1b). Make sure that the black cover is closed (1c).



D	C	AA	AAA
LR20	LR14	LR06	LR03
1.5V	1.5V	1.5V	1.5V
2x			
Batteries not included.			

This device 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.

CAN ICES - 3 (B) / NMB - 3 (B)

Requires 3 AA/LR6 Batteries, (Batteries Not Included)

Use new batteries to obtain best performance. Alkaline batteries recommended. Do not use rechargeable batteries. Non-rechargeable batteries are not to be recharged.

Different types of batteries or new and used batteries are not to be mixed. Only batteries of the same or equivalent type as recommended are to be used. Batteries should be replaced by an adult. Batteries are to be inserted with the correct polarity. Exhausted batteries are to be removed from product. The supply terminals are not to be short-circuited. Batteries are to be removed from the product when not in use. Do not dispose of batteries in fire.



2. KEY CAGE

To assemble the key cage, insert the grey cage into the round base. Place the square roof on top of the cage. Add the spinner arrow on top of the cage (2a). Place the key cage with the two sticks somewhere in the room (2c) with one key inside the cage (2b).

3. QUIZ MASTER

Place the Quiz Master with separate color stacks of cards somewhere in the room. Press the black button on the back right side of the Quiz Master (3a), and pull the tray out. Place a key in the tray (3b) & slide the black button on the bottom left(3c) to snap the tray back in. (3d)

4. LUCKY SPINNER

Assemble the spinner by first placing the tray on the base (4a) and inserting the key in the slot (4b). Then, attach the cover on the top (4c).

Spread the challenges throughout the room and lock your friend with the Timer Strap. You are now ready to start the operation!



Not suitable for children under three years.

