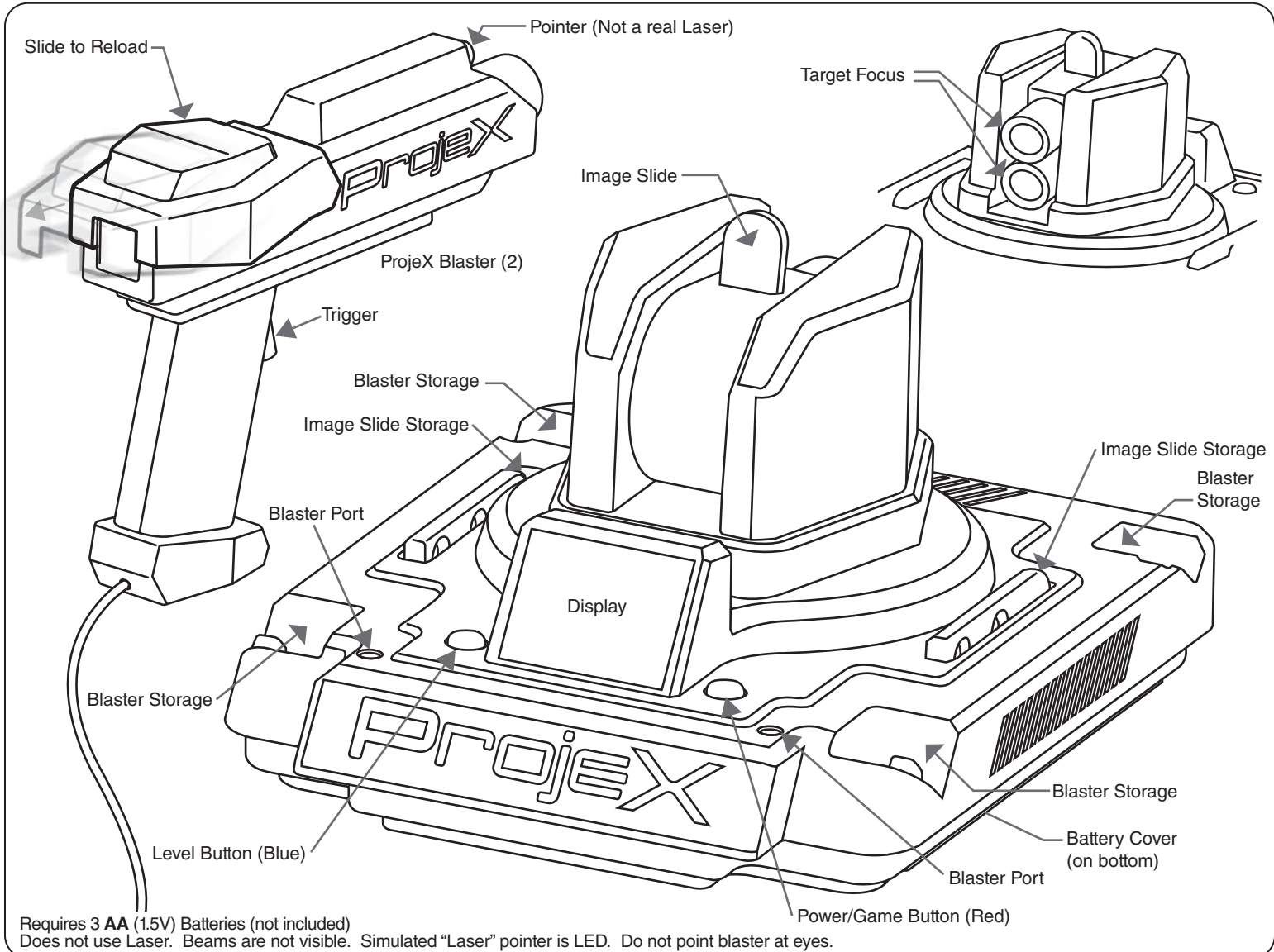


SET UP INSTRUCTIONS – READ THIS FIRST!

Projex™

PROJECTING GAME ARCADE



Requires 3 AA (1.5V) Batteries (not included)
 Does not use Laser. Beams are not visible. Simulated "Laser" pointer is LED. Do not point blaster at eyes.

FCC:
 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.
 Caution: changes or modifications 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 experienced radio/TV technician for help.

BATTERY SAFETY INFORMATION

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the Projex Projector before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- 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 are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the Projex Projector.
- The supply terminals are not to be short-circuited.
- Keep packaging for reference since it contains important information.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

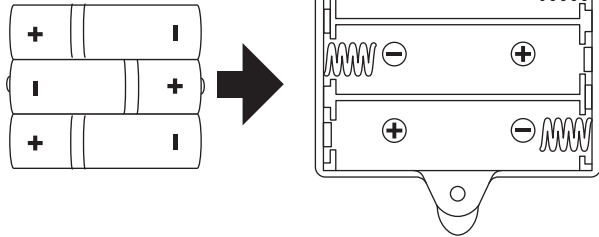
For Customer Service
 Send all correspondence to:
 email: custserv@nsi-int.com
 NSI International Inc.,
 30 W 22nd Street, 3rd Floor, New York, NY 10010
 Attn: Quality Control Department
 Telephone: 888-425-9113

SET UP INSTRUCTIONS – READ THIS FIRST!

- 1** Use a Phillips screwdriver to remove the battery compartment cover (bottom of base)

Insert 3x AA batteries (follow the polarity marking '+' & '-'), then close the compartment

Close cover and replace screw

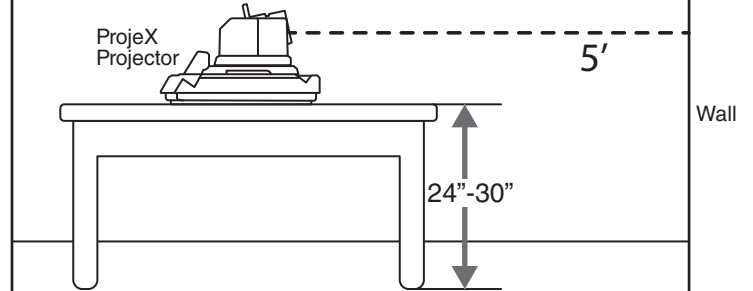


- 2** ProjeX works best when played, in a dark room, on a light-colored wall that does not have any pictures or art on it

Set your ProjeX Game Arcade base on a low table (24"-30" tall) with the projector heads aimed towards the wall

The Projector should be 5' from the wall

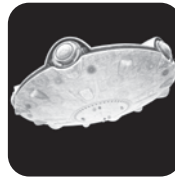
NOTE: ProjeX will NOT work on dark-colored walls, walls with wallpaper, or painted patterns



- 3** There are 3 different target Image Slides included with your ProjeX Game



Target



Alien Ship



Duck

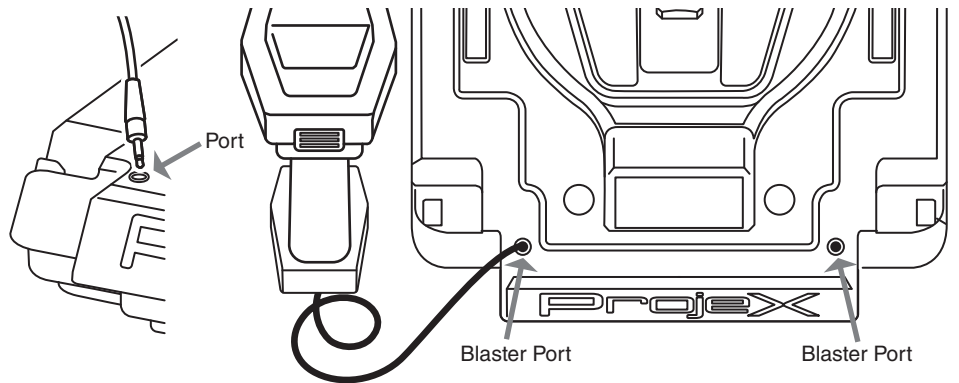
Image	Slide Color	Difficulty
Target	Blue	Easy
Alien Ship	Red	Medium
Duck	White	Difficult

- 4** Plug in ONE of the ProjeX Blasters into the Blaster Port as shown

You can use either port for either blaster – it does not matter

IMPORTANT! For SINGLE player games, ONLY HAVE ONE BLASTER PLUGGED IN

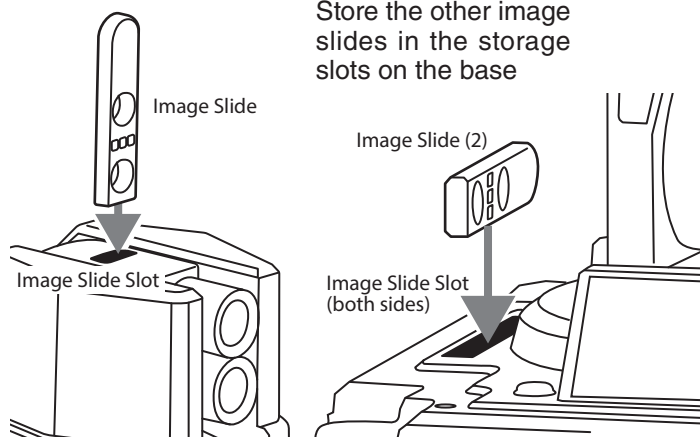
Plug in the second blaster for two player games ONLY!



- 5** Slide the Image Slide into the Image Slide Slot as shown

Be sure to put the Image Slide in the correct way – if it does not seem to fit it is backwards!

NOTE: Games will not start if Image Slide is not installed correctly



Store the other image slides in the storage slots on the base

- 6** Press Power/ Game (Red) button to turn ProjeX on

To focus target images, rotate Target Focus adjusters

You have 45 seconds to adjust the focus

