

GAME PLAY INSTRUCTIONS

ProjeX™

PROJECTING GAME ARCADE

There are 3 different Target Image Slides included with your Projex Game Arcade

Image	Slide Color	Difficulty
	Blue	Easy
	Red	Medium
	White	Difficult

Insert the Image Slide as shown on the instruction sheet

Press the **POWER / GAME (Red)** button to turn on the unit (hold this button for 2 seconds to force shut off)



Use the Target Focus to Focus Target Images

All ProjeX games can be played by 1 or 2 players

For 1 Player Games;

ONLY PLUG in 1 blaster – you can use either blaster in either port

For 2 Player Games;

PLUG in BOTH blasters – you can use either blaster in either port

To select the game, press the **POWER / GAME (Red)** button to advance through the game select options (g1, g2, g3, g4 or g5)

To select the level, press the **LEVEL (Blue)** Button to select level (L1, L2, L3)

Level 1: Beginner

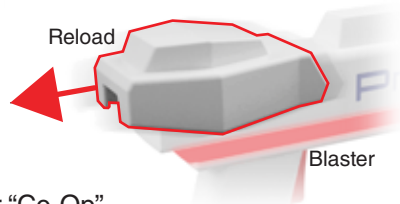
Level 2: Advanced

Level 3: Expert



1 Player Games:

- Slide the reload back on the blaster to reload and start the game
- Each reload gives player 6 shots
- You can reload at any time



2 Player Games can be “Head-to-Head” or “Co-Op”

- Head-to-Head – players are playing against each other for the best score
- Co-Op – Players are a team and working together to get the best combined score

2 Player games (Head-to-Head)

- After both players slide the reload back on the blasters, each blaster will reload and the game will start

2 Player “Co-Op” Games

- Both players need to hold the trigger while reloading to start the game

Game	Player	Game Setting	Game Over
1	or vs Co-Op	Still target will appear at random position - blast it before it goes out!	Miss 3 Targets
2	or vs Co-Op	Target will move in a "skeet" pattern - blast it!	
3	or vs Co-Op	Target randomly moves around- blast it!	
4	or vs Co-Op	Target will "fall" from top to bottom - blast the target to "bounce" it back up!	Target gets to bottom of play area.
5	or vs Co-Op	Target will "zig-zag" down the wall - Blast it back to the top!	Target reaches bottom of play area or 2 minutes You can “beat the target” by blasting it all the way back to the starting point

At the end of each game, you can select new games and levels or just reload the blaster(s) to play the same game and level again

Unit will shut off after not being played for 2 minutes

Unit will auto-power-off if batteries are low

Tips:

1. Make sure your Target Pointer is on the target
2. Blast the target multiple times
3. Reload after each target

Trouble shooting:

If target is hard to hit:

1. Play in a darker room
2. Play on a wall that is light-colored and has no wallpaper
3. Change the batteries
4. Move Projex closer to wall