

Kmart 43232383 Digital Target Instructions

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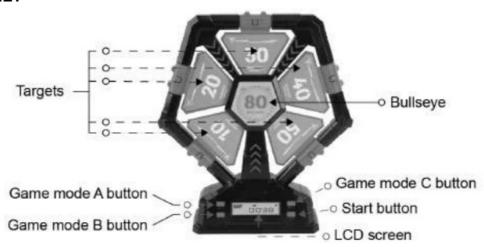
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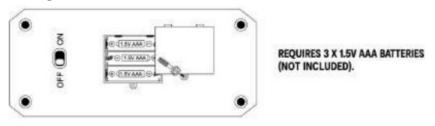
Kmart 43232383 Digital Target



DIGITAL TARGET



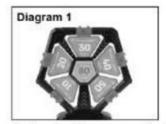
BATTERY COMPONENTS



HOW TO PLAY

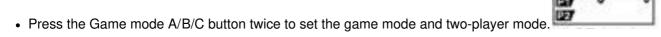
- Turn on the digital target, and then set the target state before selecting the game mode and player mode.
- Flip-out state 5 targets should be folded towards the bullseye and locked in place, see Diagram 1.
- The icon $^{\textcircled{\tiny{1}}}$ "will be displayed on the LCD screen.
- Reverse flip state 5 targets are folded away from the bullseye and locked in place, see Diagram 2.

• The icon will be displayed on the LCD screen





After setting the target state, you can select the single/two-player mode and game modes. Press the Game mode A/B/C button once to set the game mode and single-player mode.



After all the settings are complete, press the start button to start the game, and then the LCD screen will count
down for 6 seconds. The bullseye will flash to remind the player that the game starts at the last second.

Note: When the targets are not locked in place, the error icon will be displayed on the LCD screen. When in a reverse flip state, the target must touch the bullseye after being hit in order to score effectively (see **Diagram 3**).



GAME MODE A

- **Single-player mode:** The player completes the shooting of 5 targets first and thern completes the shooting of the bullseye.
- Two-player mode: Each player completes the shooting of 5 targets first and then completes the shooting of the bullseye. When player 1 finishes the game, player 2 has 12 seconds to reset the target to the same state as player 1. The LCD screen will count down 6 seconds to start the game after resetting the target state and will display the results of both players after player 2 completes the game. The player who completes all the shots faster wins!
- **Note:** If players complete the game at the same time or neither player can complete the garme in 5 minutes, there is no winner and the game is over.
- The lights of the bullseye will flash when the target is hit effectively and will be solid when all 5 targets have been hit. The play time will be counted and displayed on the LCD screen during the game, and the timing will stop when the bullseye is hit.

GAME MODE B

• Single-player mode: The game is limited to 1 minute, the player completes the shooting of 5 targets first, and then completes the shooting of the bullseye. The score will be displayed on the LCD screen after completing

the game.

• Two-player mode: The game is limited to 1 minute, each player completes the shooting of 5 targets first and then completes the shooting of the bullseye. When player 1 finishes the game, player 2 has 12 seconds to reset the target to the same state as player 1. The LCD screen will count down 6 5econds to start the game after resetting the target state. The score will be displayed on the LCD screen after each player completes the game. The player with the highest score wins!

Note: When players score the same number of points, the game result will not show the winner.

• The lights of the bullseye will flash when the target is hit effectively and will be solid when all 5 targets have been hit. The play time will be counted and displayed on the LCD screen during the game, and the timing will stop when the bullseye is hit

GAME MODE C

- There is no need to select the flip out state or reverse flip state for game mode C. Press the start button, the LCD screen will count down for 6 seconds, and then the bullseye will be solid to remind the player that the game starts.
- Single-player mode: Shoot the bullseye repeatedly to score within 1 minute. The score will be displayed on the LCD screen after completing the game. Two-player mode: Each player shoots the bullseye repeatedly to score within 1 minute. VWhen player 1 finishes the game, player 2 has about 12 seconds to prepare, and then the LCD screen will count down 6 seconds to start the game. The score will be displayed on the LCD screen after each player completes the game. The player with the highest score wins!
- Note: When players score the same number of points, the game result will not show the winner.
- **Tip:** When you do not operate the digital target for about 5 minutes, it will enter sleep mode, you should press any mode buttons to resume use.
- WARNING: BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY (+ AND 1 DO NOT MIX DIFFERENT TYPES OF BATTERIES OR NEW AND USED BATTERIES. NON-RECHARGEABLE BATTERIES ARE NOT TO TO BE RECHARGED. RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED BY AN ADULT. RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED REMOVE BATTERIES FROM THE TOY WHEN NOT IN USE FOR AN EXTENDED TIME OR WHEN BATTERIES BECOME EXHAUSTED. BATTERY INSTALLATION BY AN ADULT IS REQUIRED. DISPOSE OF 8ATTERIES RESPONSIBLY DO NOT DISPOSE OF THEM IN FIRE
- WARNING: CHOKING HAZARD SMALL PARTS. NOT SUITABLE FOR CHILDREN UNDER 3 YEARS.
- WARNING: FOR SAFETY REASONS, REMOVE ALL TAGS, LABELS, AND PLASTIC FASTENERS BEFORE
 GIVING THIS TOY TO YOUR CHILD.

KEYCODE: 43232383

• ADULT SUPERVISION IS REQUIRED PLEASE KEEP THE PACKAGING FOR FUTURE REFERENCE PRODUCT MAY WRY SLIGHTLY FROM THE IMAGE SHOWN.

Documents / Resources



Kmart 43232383 Digital Target [pdf] Instructions 43232383 Digital Target, 43232383, Digital Target, Target

Manuals+,