

It contains valuable product information.

LAZER TRAP ALARM

SpyX Lazer Trap Alarm Requires Six AAA (LR03), not included.

Ages 6 and up 10278

CONTENTS: 1 Lazer Receiver Unit, 2 Lazer Transmitter Units, 1 Instruction Guide

Important: Please save this instruction sheet.

HOW IT WORKS

Lazer Trap Alarm™ projects an invisible lazer beam between the Transmitting lazer units and the Receiver unit. If anything interrupts the beams, the alarm sounds!

It's made up of 3 units: 1 Lazer LED Receiver Unit and 2 Lazer LED Transmitter Units (Fig. 1). Each Lazer Transmitter Unit projects an LED Light Beam to the Lazer Receiver Unit, which has 2 beam receivers on either side.

SAFETY NOTE: Lazer TRAP ALARM™ units operate with harmless LED light beams. It is not a true laser product.

LAZER TRAP ALARM™ SET-UP

- 1. Ensure proper batteries are installed.
- Set the light sensitivity switch on the receiver unit to the sun icon in a sunny bright area and the moon setting in a darker more subdued area.
- 3. For best performance, set up units in a dark / shaded area
- 4. Turn the transmitter units ON using the ON / OFF switch on the bottom of each and the receiver unit ON by pressing the ON / OFF button on the top.
- 5. Align the LED light tubes of the transmitter beam units with the LED receiving lens of the receiver unit. ensure there is a clear line of sight between each. NOTE: each receiver unit can rotate and tilt up, down and out for flexibility. the transmitter units can only tilt up and down.
- 6. When the LED beam is aligned, the red Light on the top of the receiver unit will shut off. Three seconds later, the alarm will beep to confirm it is armed, the light will also blink steadily to indicate the system is active.

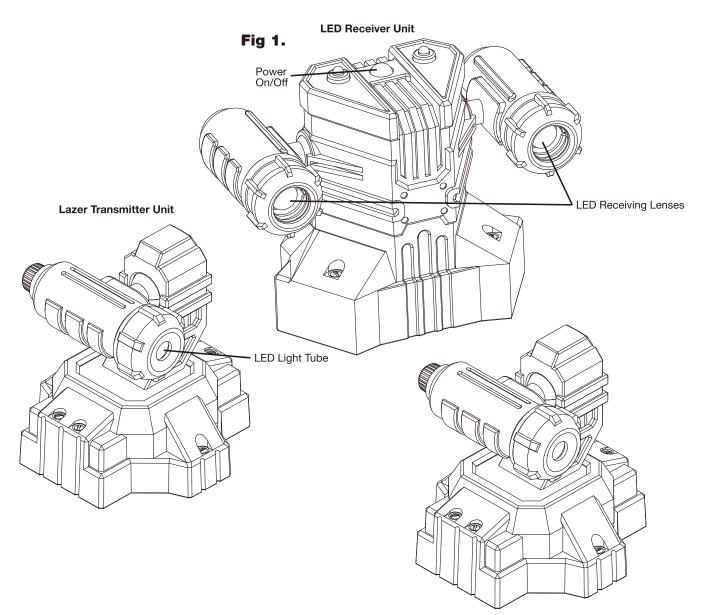
Hint: holding a white card or paper in front of the receiving unit will help you align the LED beams more easily with the receiving lens. You can take away the card for final alignment.

Note: Once the Lazer trap Alarm is armed and ready, the alarm will go off for 5 seconds when either beam is interrupted. Press the ON / OFF button of Receiver Unit to cancel alarm. Press again to re-arm the network.

Note: If normal function of the product is disturbed or interrupted, strong electro-magnetic interference may be causing the issue. To reset product, turn it completely off, then turn it back on. If normal operation does not resume, move the product to another location and try again. To ensure normal performance, change the batteries, as low batteries may not allow full function.

Care and Maintenance: Always remove batteries from the toy when it is not being used for a long period of time. Wipe the toy gently with a clean damp cloth. Keep the toy away from direct heat. Do not submerge the toy in water. This can damage the electronic assemblies.

Special Note to Adults: Parental guidance is recommended when installing or replacing batteries. Regularly examine the toy for damage. In the event of any damage, the toy must not be used until the damage has been repaired. This toy is not intended for children under 3 years old.



HOW TO INSTALL BATTERIES

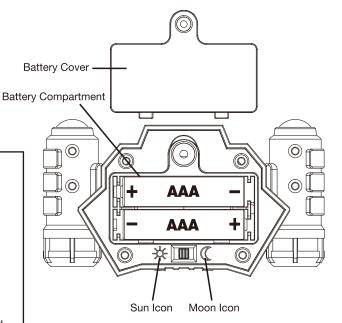
- 1. Open the battery door with a screwdriver.
- If used batteries are present, remove these batteries from the unit by pulling up on one end of each battery. DO NOT remove or install batteries using sharp or metal tools.
- 3. Install new batteries as shown in the polarity diagram (+/-) inside the battery compartment.
- 4. Replace battery door securely.
- Check your local laws and regulations for correct recycling and/or battery disposal.

BATTERY SAFETY INFORMATION

- · Requires 6 x 1.5 V AAA/LR03 alkaline batteries (not included).
- · Batteries are small objects.
- · Replacement of batteries must be done by adults.
- · Follow the polarity (+/-) diagram in the battery compartment.
- · Promptly remove dead batteries from the toy.
- · Dispose of used batteries properly.
- · Remove batteries for prolonged storage.
- · Only batteries of the same or equivalent type as recommended are to be used.
- · DO NOT incinerate used batteries.
- \cdot DO NOT dispose of this product in fire, as batteries inside may explode or leak.
- · DO NOT dispose of batteries in fire, as batteries may explode or leak.
- · DO NOT mix old and new batteries or types of batteries (i.e. alkaline/standard).
- · DO NOT use rechargeable batteries.
- · DO NOT recharge non-rechargeable batteries.
- · DO NOT short-circuit the supply terminals.

LED Receiver Unit

Lazer Transmitter Unit



FCC Statement:

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.

Any 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.
- \cdot Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- · Consult the dealer or an experienced radio/TV technician for help.



Product specifications subject to change. SPYX LAZER TRAP ALARM 10278-IS-US

