INTERACTIVE PLAYSYSTEM - Zap A Mole

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Fig. 1

The Interactive Playsystem (Figure 1) is a chargeable electronic playsystem where one or more players have to touch or hit sensors with the hand or a projectile. These 'spots' are connected wirelessly to an electronic panel that displays the score and other information. The buttons to choose and set up the desired game are also situated on this score panel.

TOUCH (IPS) AND HIT

This Interactive Playsystem is the latest version of this product line. It is possible to play not only in the traditional IPS mode but also in the new HIT mode. Various games are available in both modes. These games may be found in the Quickstart Guide and are explained further later on in this manual.

- **IPS**. In this mode, the games focus on touching the spots with the hand.

  ~~**HIT** In this new mode, the games focus on using projectiles to hit the spots. These could be balls or toy guns.~~ *This option is not available for the Zap A Mole Game*
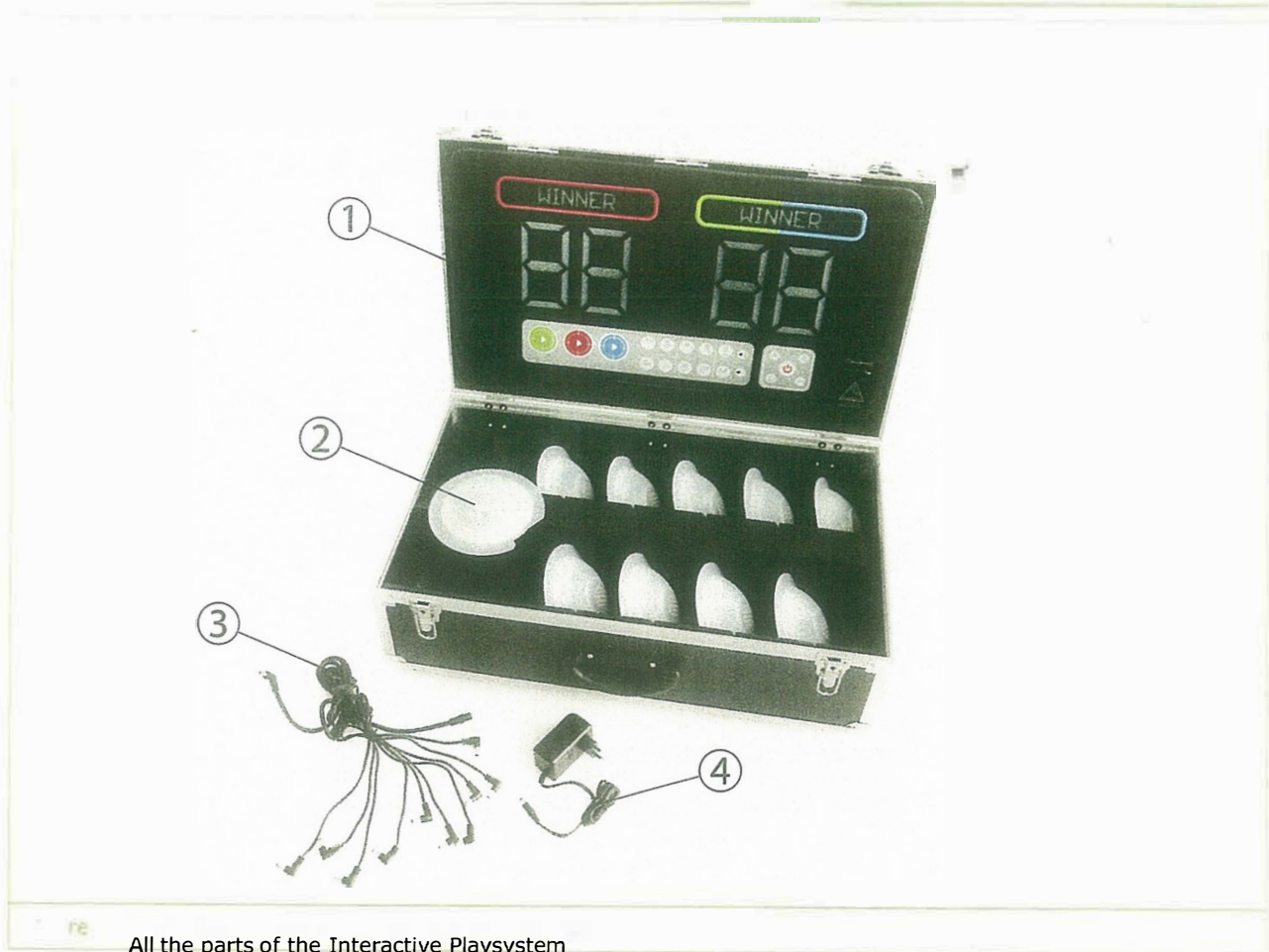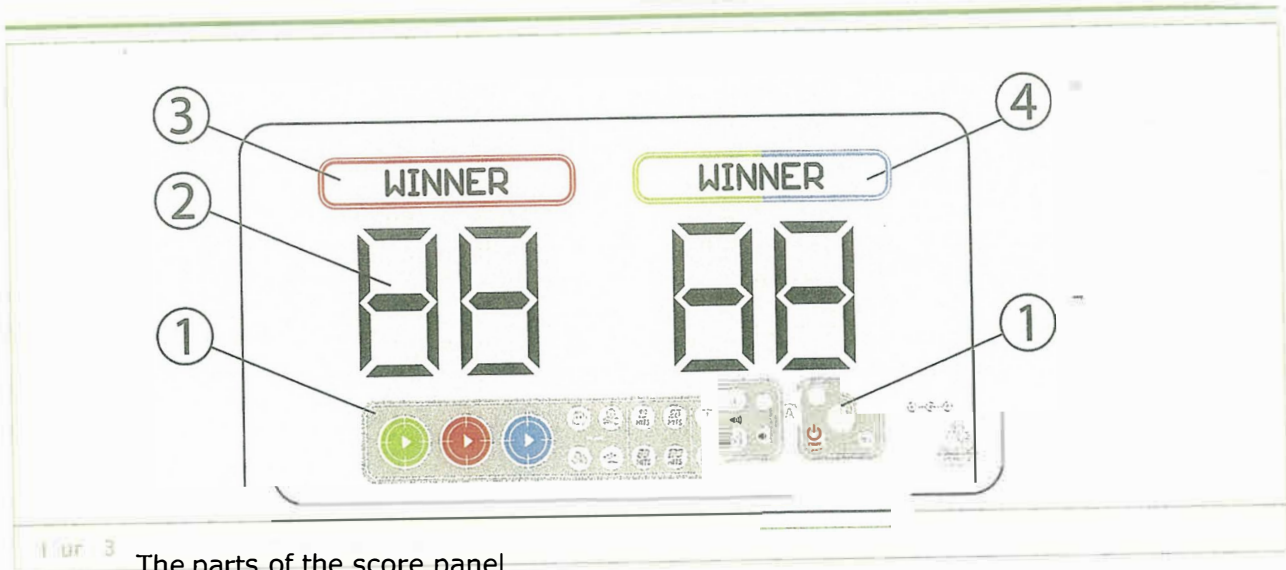
All the parts of the Interactive Playsystem

The Interactive Playsystem consists of the following parts:

1. Case with score panel
2. Spots: 10 items (expandable to a maximum of 20 items)
3. Charger cable
4. Adapter + 3 types of plugs

The parts of the score panel

The score panel consist of the following parts as shown in the figure below:

1. Range of buttons to operate the system.
2. Display showing the score and other information.
3. Winner indicator for the red team.
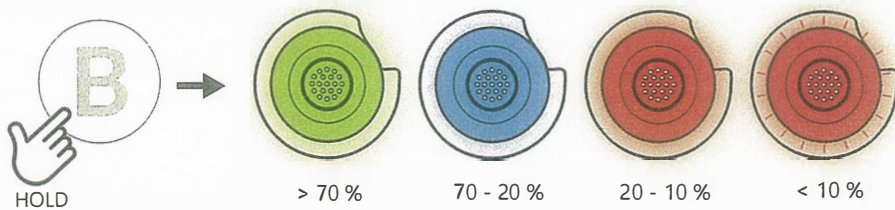4. Winner indicator for the green or blue team.

CHECKING THE BATTERY LEVEL

1. Keep the **START button** pressed for five seconds to switch the system on. The system starts up in standby mode. It is switched off by the same action.
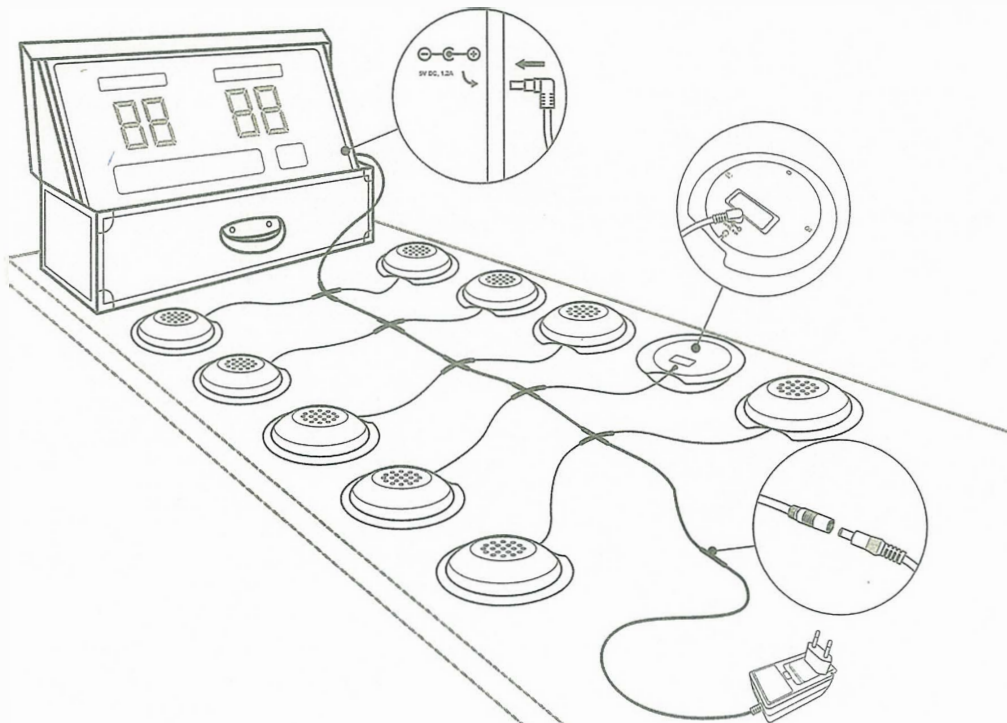
HOLD 5s

ℹ️ It might happen that the system has too low a battery level to be switched on. In this case, first charge the panel up fully (at least 24 hours).

2. Keep the **B button** pressed. The panel indicates its battery level in percentage. Each spot lights up to indicate its battery level:

HOLD

| > 70 % | 70 - 20 % | 20 - 10 % | < 10 % |

CHARGING

The correct connection for charging up the playsystem

1. Connect the cables as indicated in Figure 5.
2. Insert the charger plug into the mains socket. The score panel and the spots will now be charged.
    WARNING - Only charge the playsystem with the adapter supplied. An adapter with a voltage higher than 5.0V will damage the system irraparably.

TEAM MODE for Zap AMole is 2P2P

- 2P2P - Two players or teams. Each has its own set of spots.

OPERATING THE GAME

SWITCHING THE SYSTEM ON AND OFF

Keep the **START button** pressed for five seconds to switch the system on. The system starts up in standby mode and the panel indicates '0 – 0'. Repeat this action to switch the system off again.
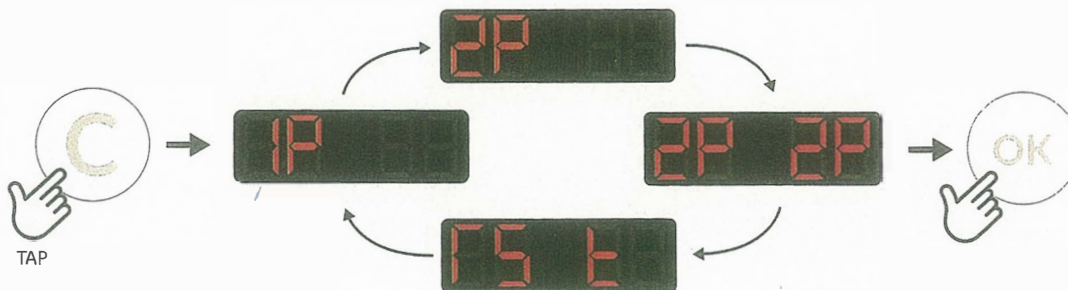
1.) Press start

CHOOSING THE TEAM MODE

1. Press the **C button** to indicate the current team mode on the panel.
2. Press the **C button** again to change the team mode.
3. Confirm your choice with the **OK button**.

2.) Press C until 2P2P appears and then OK

> ℹ️ Select and confirm 'RST' to reset 2P2P groups. After starting up a game in 2P2P, the system will ask again for spots to be selected for both teams.

CHOOSING THE PLAY MODE

1. Keep both the **C** and **OK buttons** pressed for three seconds. 'CONF' appears on the panel.
2. Press the **green play button** to change between IPS and HIT.
3. Confirm your choice with the **OK button**.

3.) Press C and OK together until CONF appears
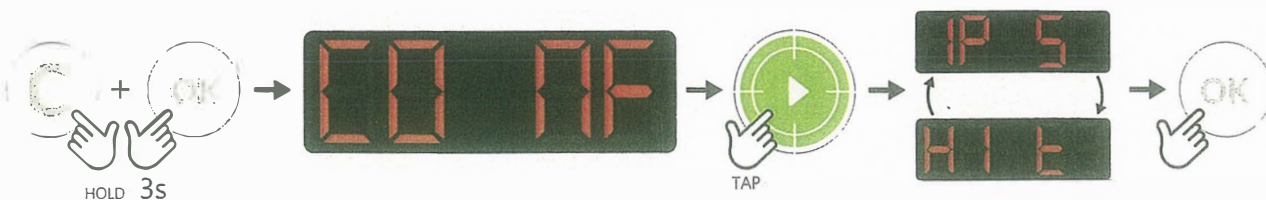
CHOOSING THE SENSOR MODE

After choosing a play mode, you can change the sensor of the spots to suit.

1. Keep both the **C** and **OK buttons** pressed for three seconds. 'CONF' appears on the panel.
2. Press the **red play button** repeatedly to select a sensor mode:
    *   Mode 1 – Touch. Spots react to a touch with the hand.
    *   Mode 2 – Hit. Spots react to an impact. – Not for Zap a Mole
    *   Mode 3 – Touch & Hit. Spots react to both.–Not for Zap A Mole.

    3.) Press C until 1 appears, then OK and then C & Ok together until CONF appears.
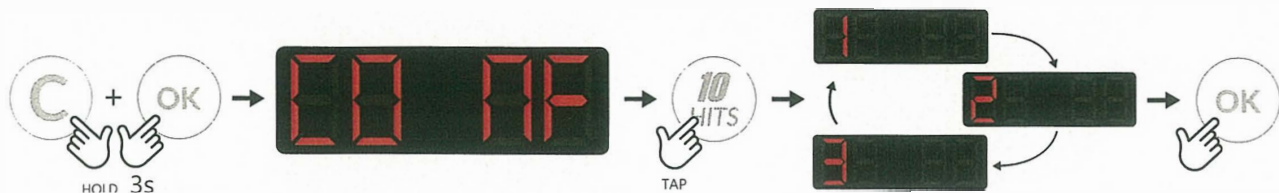
3. Confirm your choice with the **OK button**.
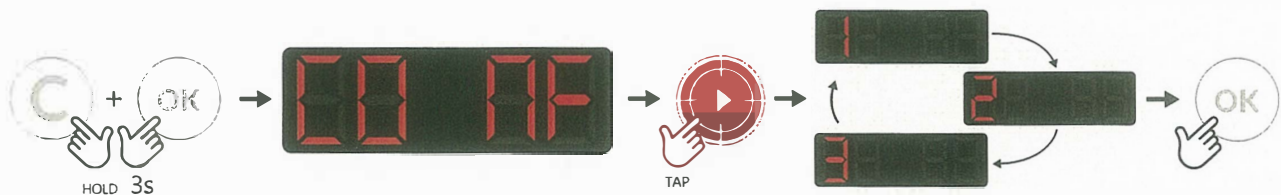
> **i** The HIT sensor mode only works if all the connected spots support this mode. For this, the spots must contain both touch and movement sensors. These can be recognised by their white bottom surface.

Sensor sensitivity

The amount of force necessary to activate a spot with an impact (modes 2 and 3) can be adjusted.

1. Keep both the **C** and **OK buttons** pressed for three seconds. 'CONF' appears on the panel.
2. Press repeatedly on the **10 HITS button** to select a sensor mode:
    *   1 – High sensitivity
    *   2 – Normal sensitivity
    *   3 – Low sensitivity

    4.) Press the hits button for the skill level of players playing the game and then OK and then C & OK together until CONF appears.

3. Confirm your choice with the **OK button**.

5.) You should be ready to play the game and have lots of fun!!!

STARTING AND STOPPING A GAME

There are two ways to start a game: with one of the buttons on the score panel or by touching am illuminated spot in standby mode.

Keep the **START button** pressed for three seconds to stop an active game.

Score panel
1. Press one of the nine game buttons on the panel to start a new game.
2. If necessary, follow the spoken instructions of the chosen game. This is always needed in 2P2P mode. In 1P and 2P modes, this is needed for the following games:
   - Back to Base
   - Capture the Flag
   - Timer

Starting spot
In standby mode, all the connected spots will light up in turn. Touch an illuminated spot to restart the last game or sound theme played.

Choosing a fixed starting spot
A fixed starting spot can also be set.

1. Keep both the **C** and **OK buttons** pressed for three seconds. 'CONF' appears on the panel.
2. Press the **25 HITS button** to switch this option on or off.
3. Confirm your choice with the **OK button**.
4. Touch a spot to select it. The spot lights up green (blue in play mode HIT) and now acts as fixed start spot.
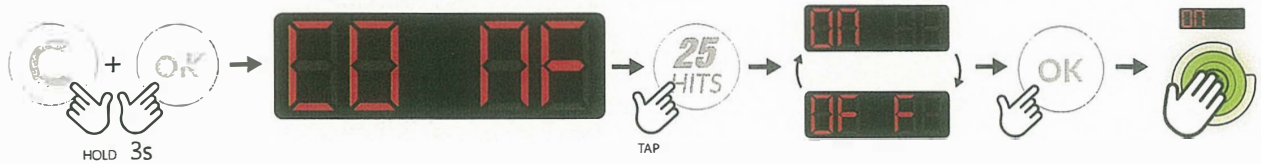
i   The fixed start spot does not take part in the game.

i   The fixed start spot can be reset by switching this function off. A new start spot can be chosen when this function is switched on again.