

SAFE BATTERY USAGE

- Use alkaline batteries for best performance and longer life.
- Use only the battery type recommended for the unit.
- Batteries should be replaced only by an adult.
- Insert batteries with the correct polarity (+ and -).
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- Do not short-circuit batteries.
- When not used for an extended time, remove batteries to prevent possible leakage and damage to the unit.
- Do not mix rechargeable and non-rechargeable batteries.
- Rechargeable batteries are to be removed from the toy before charging.
- Rechargeable batteries are to be recharged only under adult supervision.
- Do not recharge non-rechargeable batteries.
- Exhausted batteries are to be removed from the toy.
- Do not dispose of batteries in fire as they may leak or explode.

FCC COMPLIANCE

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 an experienced radio/TV technician for help.

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: Modifications not authorized by the manufacturer may void users authority to operate this device. CAN ICES-3 (B)/NMB-3(B).



'Let's care for the environment!'

The wheelie bin symbol indicates that the product must not be disposed of with other household waste. Please use designated collection points or recycling facilities when disposing of the item. Do not treat old batteries as household waste. Take them to a designated recycling facility.

Please keep this manual as it contains important information.



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MGA Entertainment, Inc.
9220 Winnetka Ave, Chatsworth, CA 91311,
U.S.A.
(800) 222-4685

MGA Entertainment UK Ltd.
50 Presley Way, Crownhill, Milton Keynes,
MK8 0ES, Bucks, UK
+ 0800 521 558

The preferred method of contact for Customer Service is through our e-mail contact form at www.mgae.com

MGA Entertainment (Netherlands) B.V.
Klipperaak 201, 2411 ND Bodegraven, NL
Tel.: +31 (0) 172-758 038
E-mail: klantenservice@mgae.com

Imported by MGA Entertainment Australia Pty Ltd
Suite 2.02, 32 Delhi Road
Macquarie Park NSW 2113
1300 059 676

DOJO BATTLE™

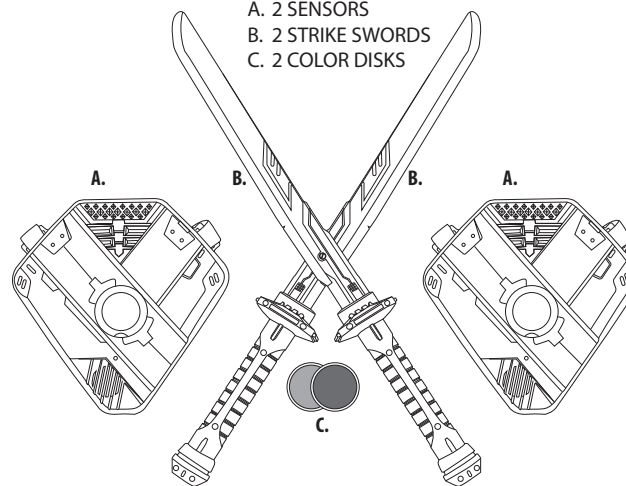
◆ FIGHT LIKE A HI-TECH NINJA!™ ◆

SKU: 559245

AGES 6+
ADULT SUPERVISION REQUIRED

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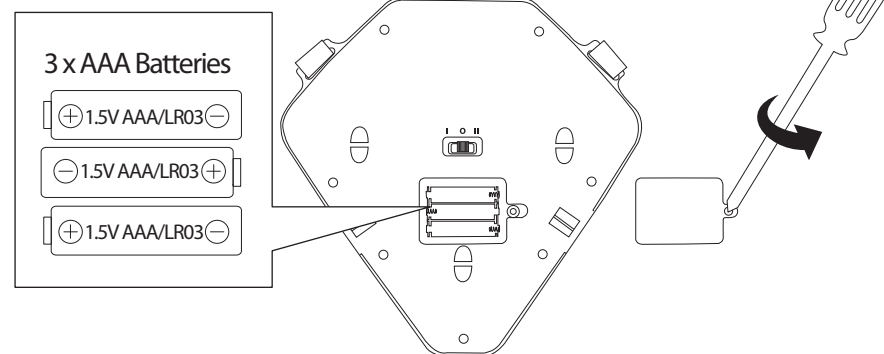
- A. 2 SENSORS
- B. 2 STRIKE SWORDS
- C. 2 COLOR DISKS



ADULT BATTERY INSTALLATION

Before playing, an adult must install fresh alkaline batteries (not included) in the unit. Here's how:

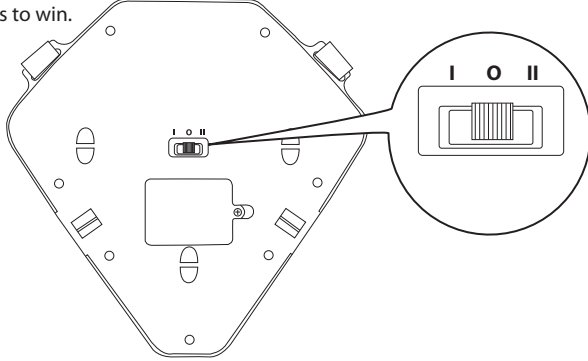
1. Using a Phillips screwdriver (not included) remove the screw and battery compartment cover from the back of each sensor.
2. Install three (3) 1.5V AAA (LR03) alkaline batteries (not included) in each sensor making sure the (+) and (-) ends face the proper direction as indicated inside the battery compartment.
3. Replace the compartment covers and tighten the screws.



QUICK START

1. MODE SELECT

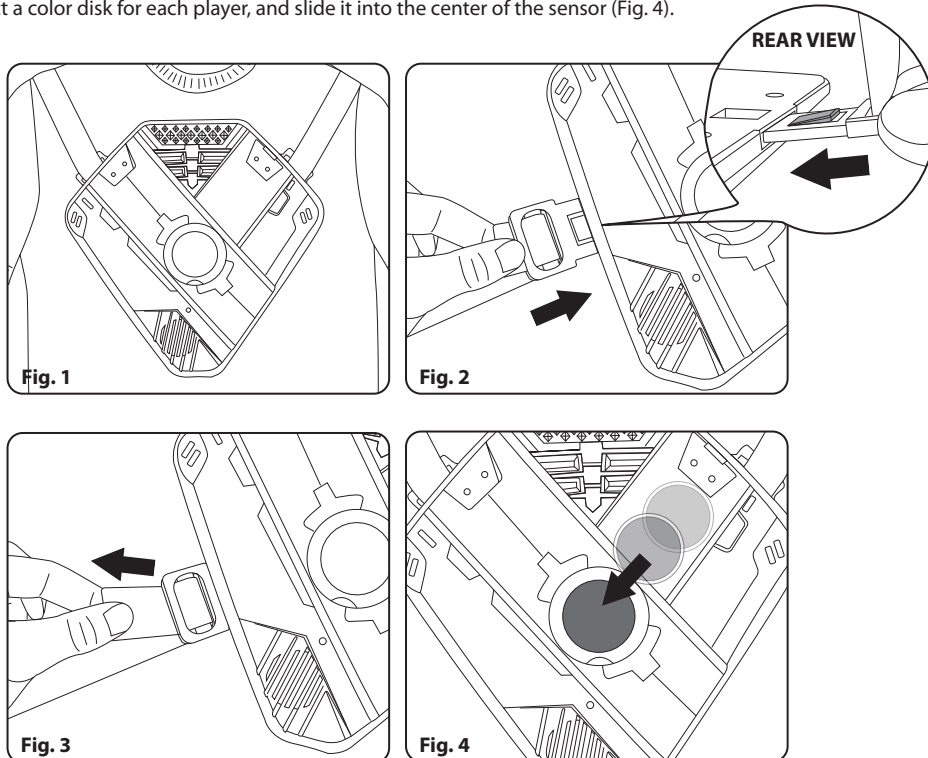
Move the switch on the back of both sensors from OFF (O) to Mode I or Mode II. Mode I requires 3 strikes to win. Mode II requires 6 strikes to win.



2. SENSORS

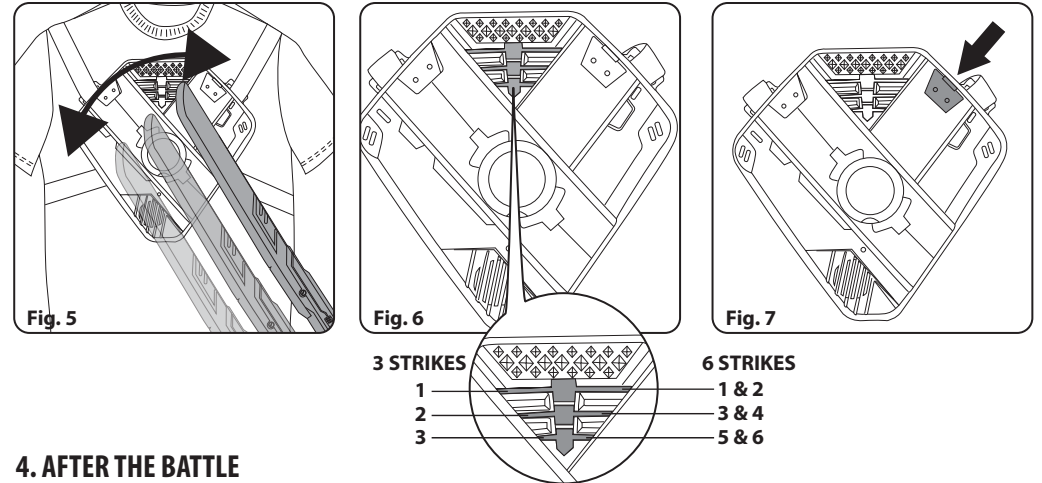
BOTH PLAYERS:

- Place the straps over your head so that the sensor hangs in front of you (Fig. 1).
- Clip the straps on both sides of the sensor. **IMPORTANT:** To correctly secure the straps, they must be clipped in place as shown below (Fig. 2) with the tabs sticking up on the backside.
- Adjust the straps so that the sensor is secured close to your chest. Ensure it fits comfortably; do not make it too tight or too loose (Fig. 3).
- Select a color disk for each player, and slide it into the center of the sensor (Fig. 4).



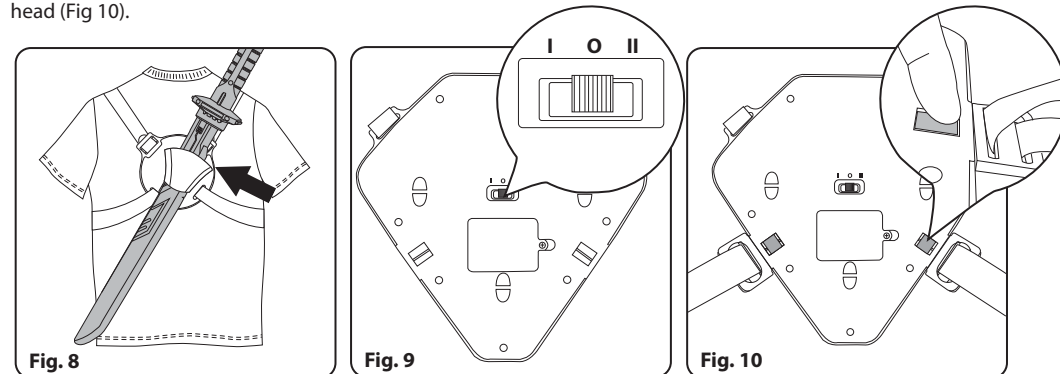
3. BATTLE

- Quickly swipe your strike sword in front of the other player's sensor (Fig. 5).
- When you successfully strike the opponent, the lights on the opponent's sensor will turn from green to red, and it will make a sound (Fig. 6).
 - You must be fast enough and close enough to the sensor for it to trigger a strike, but you do not have to touch the sensor.
- If you're playing in Mode I, swipe the other player three times to win. If you're playing in Mode II, swipe the other player six times to win.
- In Mode II, the green light will turn to yellow first for one strike, and then to red for the next strike.
- Press the button on the side of the sensor to reset your strikes (Fig. 7). **NOTE:** You must complete all strikes on your sensor to reset.



4. AFTER THE BATTLE

- Store your strike sword in the holder on your back (Fig. 8)!
- When you are finished playing, move the switch on both sensors to the OFF (O) position (Fig. 9).
- To remove the sensor, press the tabs to unclip the side straps from the sensor and lift the straps over your head (Fig. 10).



IMPORTANT INFORMATION

- Do not aim the strike swords at anyone's eyes or face. Aim only for the sensor of your opponent.
- Ensure the sensor is secure against your chest and clipped in properly to prevent injury as you move around.
- Do not throw the strike swords or release them as you are playing. Do not hit anyone with the sword handles.
- Play in an open area away from obstacles or fragile items.
- Replace batteries if the sensor does not respond to the sword or if the lights on the sensor are flashing red.
- After two hours of inactivity, the sensor will go into sleep mode. To resume play, turn the switch OFF (O) and then back to the desired mode or press the reset button.
- Purchase multiple packs to play with more players!