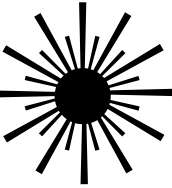


Falcon sensor



-Zombie sensor mode (red)

Press the button **and release** it when the LED light turns **red**. Once you release the button, the sensor starts to beep. You are now in zombie mode.

The game:

The group is **divided** into **zombies and humans**. The people play with a laser gun and a sensor (turned-off). The zombies turn their sensor on and wear it on their head.

The **zombies are hiding** in the woods and wait for the humans

If the humans come, **they try to tag them** (with their hands) before their sensor starts to beep. If their sensor starts to beep, they run back into the woods.

If a human is tagged by a zombie, he/she also becomes a zombie; he/she puts his/her gun away and turns on his/her sensor in zombie mode.

The game **continues until there are no more humans**.

If a zombie is hiding for a long time without being hit, the sensor makes a beeping noise to give away his position.

-Sentry gun mode (green)

Press the button **and release** it when the LED light turns **green**.

Put a laser gun in team1 or team2 mode and **shoot once at the sensor**.

The sensor **will now copy this signal and transmit it every two secs**.

The sensor gives a blue light when it sends a team2 signal.

The sensor displays a red light when he sends a team1 signal.

Attach the sensor to a tree to protect your camp!

-Area conquer mode (blue)

Press the button **and release** it when the LED light turns **blue**. Once you release the button the sensor displays three colors: red, green and blue.

The game:

Attach the sensor to a tree and try to conquer this tree.

If **team1** shoots the sensor, it will flash in **red**.

If **team2** shoots the sensor, it will blink in **blue**.

If **team3** shoots the sensor, it will flash in **green**.

At the **end of the game**, **press the button once** (press and release), the sensor now shows the color of the team that conquered the sensor for the longest period (sum of all occupation times).

Start/setup button

Press (and keep pushing) this button to start the Falcon sensor.

To start a game, release the button if the LED shines in the right color.

To turn off the sensor, press this button and keep pressing) and release it if the light shines in different colors. (Red-green-blue)

LEDlight

This LED indicates in wich game mode you are playing.

