

SET UP:

Refer to the back of this manual to check the instructions for placing the batteries.

1. Make sure that the room you play in is about 4 x 4 meters. Place the basket on a table or chair in the room.

2. Slide the jewel into the space on the front of the basket (Fig 1).

3. Carefully insert the snake in the basket facing the head of the snake upwards. (Fig 2). Press down until you hear a «click».

4. Insert the key into the keyhole located on the back of the basket (Fig 3).

5. Gently push down the key in order to lock the basket (Fig 4). The key will release automatically.

IMPORTANT REMARK:

In case the mechanism is blocked and the snake no longer jumps out of the basket, insert the key into the square keyhole located at the back of the basket to unlock the system (Fig. 5).

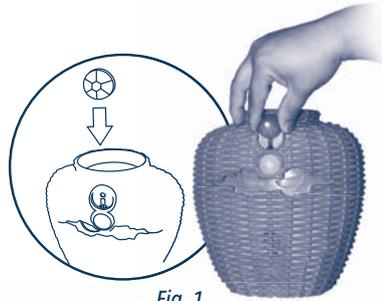


Fig. 1



Fig. 2

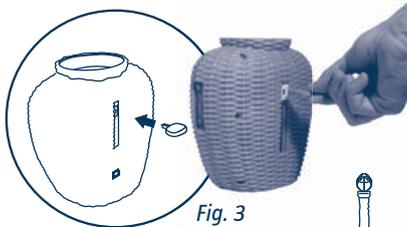


Fig. 3

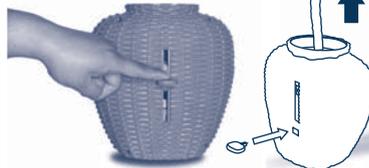


Fig. 4



Fig. 5

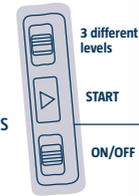
PLAYING INSTRUCTIONS :

1. Switch the **ON/OFF** switch located on the side of the basket to "ON".
2. Select a difficulty level to play with the level selection switch (each level represents an average of allowed "movement detections" during the game before the snake jumps out of the basket)* :
"I" = easy
"II" = average
"III" = difficult

*The basket will make a sound each time your movement is detected.

3. Press the "START" button to activate the game.
4. The current player must stand 3 meters away, opposite the basket.
5. After the intro music, you will hear the snake whistling. This indicates that the game has started.

The player must watch the snake's eyes carefully.



As long as the eyes are green, the player can slowly move towards the basket.

If the eyes turn red, the player must stand still because the snake inside the basket has detected the movement. If the snake jumps out of the basket, you will hear a scream: this means the player has been caught! (fig 6).

6. If the player can reach the basket and take the jewel without the snake jumping out of the basket, victory music will play and the player can score a point! (Fig 7).



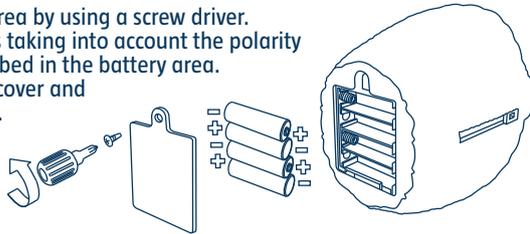
Fig 6



Fig 7

INSTALLING OR REPLACING BATTERIES (should be done by an adult):

- 1/ Open the batteries area by using a screw driver.
- 2/ Install 4 AA batteries taking into account the polarity ("+" and "-") as described in the battery area.
- 3/ Replace the battery cover and secure it with the screw.



SAFETY REGULATION

Caution

- Replacing batteries should always be done by an adult or under the supervision of an adult.
- Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly matching the + and - polarity markings.
- Do not mix rechargeable batteries with any other type of batteries.
- * Always remove batteries from the product before recharging.
- * Recharging batteries should be done under adult supervision.
- * Do not recharge other non-rechargeable batteries.
- Do not short-circuit the supply terminals.
- Do not mix used batteries with new ones, standard batteries with alkaline batteries or rechargeable batteries with standard or alkaline batteries.
- Do not try to use any form of mains power or another independent power supply system.
- Remove batteries if the game will not be played with for a long time.
- Remove exhausted or dead batteries from the product.
- Bring your used batteries to an authorized waste disposal center.
- Keep batteries away from fire. Danger of explosion.
- Should this product cause, or be affected by local electrical interference, move it away from other electrical equipment and reset if necessary (switching off and back on again or removing and re-inserting batteries).
- Please retain this information for future use.

PROBLEMS	POSSIBLE CAUSE	SOLUTION
No reaction	- The power switch is set to the OFF position - Weak or dead batteries	- The power switch should be set to the ON position - Insert new batteries or recharge batteries in case of rechargeable batteries.
The game does not start.	- The power switch is set to the OFF position. - Weak or dead batteries. - Jewel has not been put in place. - The snake has not been inserted correctly.	- The power switch should be set to the ON position. - Insert new batteries or recharge batteries in case of rechargeable batteries. - Insert the jewel into the basket correctly. - Insert the snake into the basket correctly.
The snake does not jump out of the basket.	- Weak or dead batteries. - The snake has not been inserted correctly.	- Insert new batteries or recharge batteries in case of rechargeable batteries. - Push down the key to the lock system.
Sensitivity of motion detector is low.	- The room temperature is too high.	- Play in a room of which temperature is less than 25° degree celcius.

Warning! Choking hazard. Not suitable for children under 36 months due to small parts. Please retain this notice for future reference.



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COBRATTACK

RULES OF THE GAME

Age 5+

1 or more players.

CONTENT :

- 1 basket with electronic motion sensor*
- 1 snake
- 1 synthetic emerald (jewel)
- 1 key
- rules of the game.

*works with 4 AA batteries, not included.

OBJECT OF THE GAME :

Rescue the jewel before the snake jumps out of the basket and catches you.

For 2 or more players:

Players take turns. The winner is the one who succeeds to take the jewel the most times without waking the snake.

To determine the winner it is possible to:

- take turns and be the first to successfully take the jewel 5 times without waking the snake.
- play different sessions (ex. 5) and be the one whom succeeds in taking the jewel the most times



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20 Market Place - Brentford - Middlesex - TW8 8EQ
customerservices@goldfishandbison.com

www.megableu.com