

E-11 BLASTER OPERATIONS MANUAL

Battlefront Tiny Version 2.0

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Your blaster has been upgraded with lights and synchronized sounds. Using our state-of-the-art technology and engineering experience, we have created the ultimate modification that creates simulated laser bolt lighting along with loud blaster sounds.

The blaster includes the following features:

- Selectable laser and stun bolt color (10 different colors)
- 6 blaster sounds to select from
- 6 stun sounds
- 6 startup sounds
- LOUD 2W sound output
- True mixing of sound effects. Music, blaster, and stun sounds can play out simultaneously
- Select fire mode: single, three, five
- Limited ammo mode
- Full auto mode w/ special blast sound and cooldown (**Battlefront style**)
- Muzzle saturated color effect with bolt fade
- Blaster sound played on trigger press, stun sound played on extended press.

Operation is simple, turn on the blaster using the on/off slide switch. After a small boot period, the blaster will play out a random startup sound.



Now just pull the trigger and release to get a simulated blaster bolt w/ sound. The red barrel lights will travel down the barrel ending with a flash. If you hold the trigger for around 1 second then release it, you will get a stun sound effect instead of the blaster sound effect, along with a bright blue stun effect!

Changing different blaster modes:

Cycling through the different modes is easy and is entirely controlled via the trigger button. When you hold the trigger down for a long period of time, the blaster will enter the programming mode, which will allow you to change any of the blaster settings. For each mode, each red LED of the blaster barrel will light up in sequence. You change the setting in that mode by releasing the trigger when the corresponding LED is lit.

Here is a table of how to cycle through each mode and make a setting change:

Trigger held down until	Mode selected	Available settings	Default setting
1 st barrel LED lit	Select-fire mode	1) Single fire 2) 3-round burst 3) 5-shot 4) Battlefront full auto	Single fire
2 nd barrel LED lit	Blaster bolt color	Cycles between: Red, blue, green, pink, yellow, light blue, magenta, purple, cyan, white	Red
3 rd barrel LED lit	Stun bolt color	Cycles between: Red, blue, green, pink, yellow, light blue, magenta, purple, cyan, white	Blue
4 th barrel LED lit	Ammo mode	1) Unlimited ammo 2) Limited shots w/ cooldown	Unlimited
5 th barrel LED lit	Blaster sound	1) E-11 standard 2) Heavy DLT blaster 3) DC-17 4) Charged blaster 5) DH-17 6) B-5 blaster	E-11 standard
6 th barrel LED lit	Stun sound	1) E-11 stun 2) Ion blast 3) Disruptor shot 4) Particle shot 5) Electrical blast 6) Shock stun	E-11 stun
7 th barrel LED lit	Muzzle effect	Enables/disables dual color muzzle effect	Enabled
LEDs begin to sequence	Resets all settings back to defaults		
Hold while powering on, let go when first LED section blinks yellow	Toggles between random startup sounds and single charging sound	1) Random startup sound plays out on bootup 2) Blaster charging sound plays out on bootup	Random startup sounds

With the default factory settings, the blaster is set up to do single fire, red blaster bolt, E-11 blaster sound, blue stun bolt, E-11 stun sound, and unlimited ammo mode.

EXAMPLE OF CHANGING A SETTING

As an example, let's say you want to change the default blaster bolt color to blue and the blaster firing sound to the clone DC-17 sound.

You would first hold the trigger down until the 2nd barrel LED lights. Release the trigger. The blaster will confirm the change with a beeping sound. Now fire the blaster once and the bolt color should now be blue. Next hold the trigger down until the 5th LED lights, then release. After the beep confirmation do this again and release once the 5th LED lights. After the beep you will have selected the 4) blaster sound which is the clone blaster sound. Fire the blaster and confirm it for yourself!

This programming mode may seem complicated, but it is very easy to get used to. Plus you can change a large number of settings to fully customize your blaster on the fly. You can choose a mix of colors and

sounds and firing modes that meet your needs w/o cumbersome programming or the need for a computer or other mechanism.

NOTES ON CERTAIN MODES

- Once you pass the last setting for a given mode setting, the next setting simply wraps back to the beginning. So if you wanted to change the color back to red in the above example, you would have to hold the trigger until the 2nd LED lights and release (do this a total of 8 times) to cycle back to the red blaster bolt color.
- All settings are remembered when the blaster is powered off.
- If you ever need to start from the default settings, just hold the trigger until the last barrel LED lights, then the LEDs will cycle up the barrel. Once this sequencing begins release the trigger. The blaster will reset to default and reboot. The blaster ready sound will also play out again.
- In full auto mode, one trigger press will start the full auto. Press it again to stop
- In limited ammo mode, if you are firing quickly the barrel bolt color will also get brighter to emulate barrel heat up.
- In full auto mode with limited ammo, the cooldown sound is a barrel popping due to excess heat.
- The cooldown will automatically end and reload the blaster
- You can fire the blaster while the startup sound is playing! With a music track it is fun.
- If there is no regulator installed on the board, do not power the board with more than 6V or you will destroy it!
- When the batteries are getting low, the first LED will blink to alert you. **Replace the batteries right away! If the blaster beeps continuously the battery is low.**
- **Switch the blaster power to "off" when not in use. Otherwise if the battery gets too low there is a chance that the board can lose it's program.**

Electronic Specifications

Unit dimensions: 2" L x 1" W

Speaker: 1 - 3" diameter, 4 ohm

Audio output power: 2W

Input voltage: 9V DC (w/ regulator installed), 4-6V DC (no regulator)

WARNING: Do not point this toy weapon at anyone. Do not point the muzzle flash at a person's eyes, as the flash is very bright. Do not put the blaster up to a person's ear, as the loudness of the blaster sounds at this range can cause hearing damage. Hyperdyne Labs assumes no liability to the misuse of this toy.