



**PYROWIZARD FLASH
WAND**
Catalog No. MG11

Read these directions very carefully. This product uses flammable material and is for professional use only. The manufacturer is not responsible for any injury or liability that is the result of the user's failure to follow the specific instructions stated below.

Directions:

Unpack your wand and note the four separate parts: (#1) The main wand assembly with a red button switch, (#2) a brass barrel with a prong sticking out one end, (#3) a hollow brass barrel, and (#4) a special wooden rod. Be sure to assemble your wand using the method outlined below; if you insert part #2 into part #1 at the wrong time, it will be very difficult to remove.

Take two "AA" alkaline batteries and insert them into the wand (#1) so that the positive terminals (nipple ends) are pointing up. Now insert the wooden rod (#4), and follow with the brass barrel (#2). The hollow barrel (#3) is a special utility tool. You will note that one end is wider than the other. Use the wide end to push the brass barrel (#2) into your wand snugly.

Without loading the wand, press the red firing button and look into the barrel. You will see a glowing coil similar to the one in an automobile cigarette lighter. This glowing coil is the glo-plug. The fact that it glows tells you that the batteries are operational and that the glo-plug is in good working order.

Take a pinch of Flash Cotton, fluff it up, and insert it into the wand. Use a blunt instrument to press the cotton against the glo-plug coil. (The eraser end of a pencil works well for this.) Don't use a pointed instrument because the glo-plug coil can be easily damaged. Now take a piece of Flash Paper 3" or 4" square, loosely ball it up, and insert it into the wand. Use a blunt instrument to gently press the Paper up against the Cotton.

The Flash Wand is now ready to fire. From this time forward, don't point the wand at any person or flammable object. Hold the Wand in your fingers, and use your palm to press the red button and fire the Wand. Depending on the strength of the batteries and the condition of the glo-plug, you may have to hold the button down for up to a full second to ignite the Cotton. A ball of fire streaking out of the Wand will result.

To replace the batteries, use the special utility tool to remove the brass barrel. Insert the tool's narrow end into the wand. It will grab the brass barrel and when you pull the tool back out, you'll remove the barrel as well. Insert the new batteries, and use the wide end of the utility tool to push the barrel back in. Note that the barrel is not completely round, but is oval shaped. This is to insure not only a tight fit, but also a good electrical connection to the ground on the wand body. After use, the barrel will gradually take on a round shape. Should this happen, use a wooden mallet to gently tap on the barrel, causing it to return to an oval shape.

Caution:

Never look into the barrel when the Wand is loaded.

NEVER USE FLASH POWDER IN THIS DEVICE !! An explosion will result.

Never fire at people, animals or flammable objects. Conduct a preliminary test in a safe location. The fireball can travel up to 20 feet.

Tips:

If the glo-plug burns out, it can be easily replaced by screwing it outward from the brass barrel (counter-clockwise) with a small wrench. Don't over tighten the new plug. If Cotton is unavailable, a small wad of Flash Paper can be substituted. If the Paper shoots out without lighting, you used too much Cotton.

Warning:

Read these directions carefully and follow them exactly. Misuse is dangerous. The manufacturer is not responsible for any injury or liability that is the result of the user's failure to follow the specific instructions stated above. This product is manufactured without any warranties, express or implied. It is for professional use only. It is not sold to minors. For more information, consult the technical manual "Special Effects with Fire and Smoke" available from us or your dealer. DANGER! USE AT YOUR OWN RISK!

NFPA 1126 Compliance Statements:

This product is intended for indoor use.

It creates a streaking flash of fire with no smoke.

An MSDS is not applicable.

It is manufactured by Theatre Effects, 1810 Airport Exchange Blvd #400 Erlanger KY 41018 - Phone: 859-647-8844

IMPORTANT FACTS YOU SHOULD KNOW ABOUT GLO-PLUGS

Here is vital information on how to keep your glo-plug working at peak performance, and what to look for if a malfunction occurs.

1. There are two types of glo-plugs: 1.5 volt and 3 volt. The 1.5 volt is for use in all single battery devices and the 3 volt is for use in all double battery devices. (The number of barrels is imaterial.) If the wrong glo-plug is installed in a device, it will either burn out, or burn very dimly - inadequate for ignition. (The 1.5 volt plug has a gold colored body, and the 3 volt plug has a silver colored body.)
2. Weve found that alkaline batteries last the longest and give your glo-plug the most firing power - usually 30 to 40 firings before your glo-plug grows dim and battery replacement is necessary.
3. Our glo-plugs usually last 20 to 30 firings before replacement is needed (due to corrosion and/or crushing of the inner wire). To remove the glo-plug, first unplug the wire. Then turn out the glo-plug counter-clockwise with a small wrench or pliers. Theatre Effects glo-plugs have a special size threading and hobby store ones wont fit. Replacements are available from your magic dealer or directly from us.
4. If your device doesnt fire, first extract the paper and check the glow coil. A dim glow indicates weak batteries or that your glo-plug may have been crushed. To correct the problem, remove the glo-plug, and with a straight pin, carefully lift the center coil upward so that its level with the top surface. If the platinum wire breaks, a new plug is needed.
5. Flash Cotton is an excellent primer for all glo-plug devices. Take a pinch of Flash Cotton, fluff it up, and insert it against the glo-plug coil before inserting Flash Paper. NOTE: If your Paper pops out without lighting, youre using too much Cotton. Since Cotton ignites more easily than Paper, your glo-plug and battery will last much longer when Cotton is used as a primer.
6. For the best reliability, use only Theatre Effects/Pyrowizard brand Flash Paper in your device. Dont use Flash Strips - use one piece of Flash Paper instead of many small pieces. If your first firing yields only a small puff of smoke, its an indication that a larger amount of Paper is needed. Flash Powder will destroy your glo-plug. (Thats why Flash Cotton is used as a fuse in battery-powered glo-plug Flash Pots.) Never use Flash Powder in a glo-plug device. (And never ever use Flash Powder in a handheld device.)
7. Barrel cleaning is a must if you want good results from your product. Burnt Flash Paper builds up a sticky residue inside your devices barrel. This buildup causes slow lighting and great restriction to your projecting fireball. To clean, remove the glo-plug and brush out the barrel with a stiff wire brush. Round wire brushes can be found at most gun, plumbing, and hardware stores; buy one that fits your barrel size. Twist the wire brush inside your barrel until the inside becomes clean and shiny. When your barrel is clean, it will use less paper and shoot much farther. Re-install the plug, and youre ready to go.
8. Theres a plastic insulating washer that fits between the glo-plug and the glo-plug clip. It prevents the glo-plug clip from touching the nut of the glo-plug. The nut is the electrical ground for the glo-plug, while the center shaft is the hot. If the hot and the ground are shorted together by the clip, your device wont fire. If you lose your plastic insulating washer, request another from us. Meanwhile, your device will still work if you dont push the clip on so far that it touches the base (nut) of the glo-plug (i.e., the clip should only make electrical contact with the glo-plugs center shaft).