



## #MG12 DOUBLE SHOOTING FLASH WAND

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 red button switches, (#2 & #3) two brass guns with a prong sticking out one end, and (#4) a hollow brass barrel. Be sure to assemble your wand using the method outlined below; If you insert the wrong part at the wrong time, it will be very difficult to remove.

Take four "AA" Alkaline batteries and insert two into each end of the Wand so that the positive terminals (nipple ends) are pointing toward the wand ends. Now insert the two guns, prongs first, into each end. The hollow barrel supplied is a special utility tool; one end is wider than the other. Use the wide end to push the brass barrels into your Wand snugly.

Without loading the Wand, press the red firing buttons and look into each end. You'll 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 two pinches of Flash Cotton, fluff them up, and insert one into each end. 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 two pieces of Flash Paper 3" or 4" square, loosely ball them up, and insert one into each end. Use your 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. Press the corresponding button switch to fire each end. 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 guns. Insert the tool's narrow end into the wand. It will grab the gun 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 gun back in. Note that the gun is not completely round, but rather 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.

Always 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!**

