

Punch along to your favourite tracks, using the Bluetooth function, while changing through the 8 different sounds, on the 8-touch sensitive colour coded numbered triggers. Also included are two arcade modes which include a chase and memory game. A 4th mode called fight combinations are real punch and kick combinations that professional fighters train to. Finally, a volume control and LED scoreboard that keeps track of your arcade scores. Who will win? Fighters ready? 3, 2, 1, FIGHT

### Operating Instruction:

1. Use a Philips screwdriver to unscrew the battery door. Install 3 pieces "AA" batteries (not included), ensuring that the positive (+) and negative (-) are aligned with the "+" and "-" marking inside the battery compartment.
2. Turn on the Dancing Challenge by sliding the switch to "ON" position.

### How To Play

The interactive punching mat comes with 5 functional buttons and 2 digits LED score screen on console, and there are 8 sensitive sensors, which have built-in lights on the mat.

Buttons are: ARCADE 1 (Chase Game), ARCADE 2 (Memory game), BLUETOOTH, SOUNDS and FIGHT COMBINATIONS.

**ARCADE 1:** This is a chase game, you follow the lights and hit the lights as they appear. The game has 3 speeds, you can switch the speed by pressing the arcade 1 function button, each speed has a different time limit, the 1st speed is 30 seconds, the 2nd speed is 45 seconds and the 3rd speed is 60 seconds. The competition is how many lights can you hit in the limited time, the game is over when time is over, and the score is tracked on the led scoreboard.

**ARCADE 2:** This is Memory game mode. You must remember the order of lights and then repeat the pattern. Memory game will continue to play the sequence and add one more light each time. Continue to copy Memory Game patterns for as long as you can. The LED scoreboard will track your score. The game is over once you forget the sequence.

**BLUETOOTH:** Press Bluetooth button to activate Bluetooth connection (the connection name is WH8301) to external music, the speaker will play the external musical.

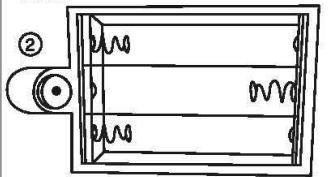
**SOUNDS:** There are 8 different sounds, switch sounds by pressing SOUNDS button.

The order of sounds is Fight sounds 1, Fight sounds 2, Drums, Animals, Piano, Rock Guitar, Xylophone, Saxophone

### INFLATION:

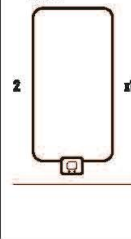
To inflate using your mouth - Unplug the air valve plug and pinch the bottom of the inflation valve to release the inner flap. A small opening will be created allowing air to flow.  
To inflate using an air compressor or foot pump - Unplug the air valve plug and pinch the bottom of the inflation valve to release the inner flap. Insert the needle past the inner flap and inflate accordingly. Once the product is inflated, close the air valve plug to keep the air inside.

### STEP 3



Requires 3 "AA" size batteries (not included). Do not mix old and new batteries. Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.

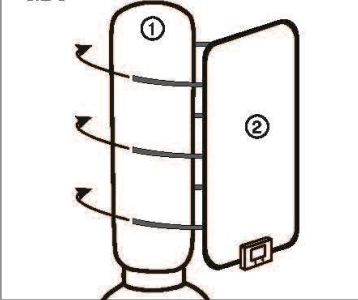
### PARTS



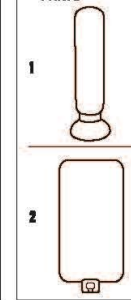
### NOTE

On the back of the electronic unit, remove the screw from the battery compartment and insert batteries. Then, close the battery compartment.

### STEP 3



### PARTS



### NOTE

Use the self-stick straps to wrap the Electronic Cover (#2) around the Boxing Bag (#1) securely.

**YOU ARE NOW READY TO PLAY!**

### The details of sounds are:

- 1) Fight Sounds 1, 1 = Grunt 2, 2 = Slap, 3 = Vocal, 4 = WOW, 5 = Drop That, 6 = Here We Go 7 = Grunt 1, 8 = That All you Got.
- 2) Fight Sounds 2, 1 = Jab, 2 = Cross, 3 = Left Hook, 4 = Right Hook, 5 = Body Shot, 6 = Body Shot, 7 = Uppercut, 8 = Knock Out
- 3) Drum Sound, 1 = Snare, 2 = Hat, 3 = High Tom, 4 = Mid Tom, 5 = Low Tom, 6 = Cow Bell, 7 = Kick, 8 = Crash
- 4) Animal sounds, 1 = Cow, 2 = Cat, 3 = Chicken, 4 = Crow, 5 = Horse, 6 = Elephant, 7 = Lion, 8 = Dog
- 5) Piano sounds are numbered in the musical key of C
- 6) Xylophone sounds are numbered in the musical key of C
- 7) Saxophone sounds are numbered in the musical key of C
- 8) Rock Guitar sounds are numbered in the musical key of C

### Fight Combination mode:

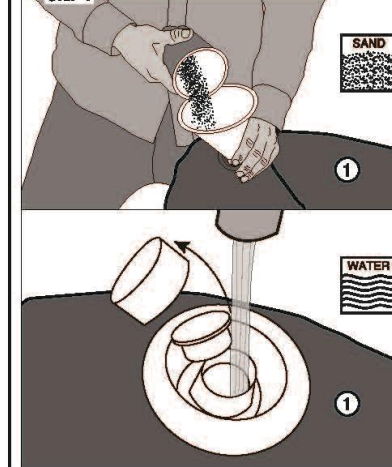
This mode is for boxing combination training, it has 3 speeds for players to train to. There are many different combinations, for example 112, the voice would say 112, and the related keys light up and then the fighter hits those combinations before the next combination starts, if the fighter hits the wrong combination a reminder sound will play, the combinations will not carry on until the fighter hits the combination correctly. The game has 3 speeds, you can switch the speed by pressing the combination function button, each speed has a different time limit, the 1st speed is 30 seconds, the 2nd speed is 45 seconds and the 3rd speed is 60 seconds

### Maintenance and Cautions:

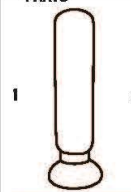
1. This toy is for kids aged 3+ years. Adult supervision is required.
2. Do not use knife, scissors, or other sharp things to jab, cut or damage the mat. Please take out the batteries if no use long time.
3. Do not mix old and new batteries. Replacement or recharging of batteries must be done by adults.
4. Non-rechargeable batteries are not to be recharged. Rechargeable batteries must be removed from the toy before charging. The supply terminals must not be short-circuited.
5. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
6. Batteries are to be inserted with the correct polarity. Exhausted batteries must be removed from the toy.

## ASSEMBLY INSTRUCTIONS

### STEP 1



### PARTS



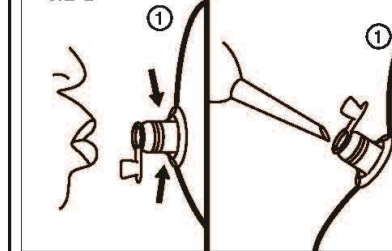
### NOTE

Fill the base of the Punching Bag (#1) with water or sand. Make sure this is completely filled! If filled partially, your Punching Bag will not stand up properly.

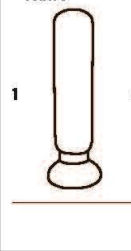
Once done filling, close the valve completely & securely.

**IMPORTANT! FILL THE BASE BEFORE INFLATING!**

### STEP 2





### PARTS



### NOTE

Blow up the rest of the product with air, either by mouth or by pump. An air compressor or foot pump is recommended for inflation (not included).

## PARTS LIST

1	2
	
Punching Bag	Electronic Cover w/Game Unit
QTY 1	QTY 1

### GENERAL NOTE

Remove the product from the box and make sure all of the parts from the parts list are included.

**WARNING:**  
CHOKING HAZARD--Small parts.  
Not for children under 3 yrs.

**WARNING:**  
Keep away from sharp objects that could cause damage. Keep away from heated surfaces. Use on clean, smooth surface. Do not over inflate.

**Ages 3+**

**FOR INDOOR USE ONLY**

# FCC Warning

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:

(1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Any Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**Note:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- ▶ -Reorient or relocate the receiving antenna.
- ▶ -Increase the separation between the equipment and receiver.
- ▶ -Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- ▶ -Consult the dealer or an experienced radio/TV technician for help.

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.