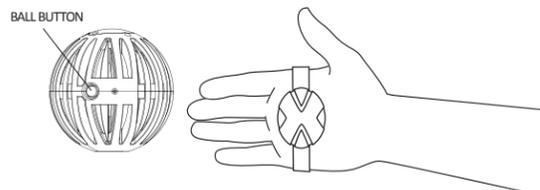


HOW TO PLAY

COLOR CATCH COUNTDOWN™ featuring COLOR INTEL TECHNOLOGY™

1. Choose a color Hand Band and place it on your hand as shown. All players do the same. Place any unused bands out of play.



2. Press the Ball Button to power up the Game Ball. You will hear music and the Game Ball will announce: COLOR CATCH COUNTDOWN!
3. The Game Ball will then announce: PLAYERS SIGN IN. PASS THE BALL TO EACH PLAYER. Hold the Game Ball (with color Hand Band on) so that it knows you are playing. The Game Ball will announce your color. Then pass the Game Ball to the next player until all players are signed in.
4. After all players have signed in (held the Game Ball), pass the Game Ball back to the first player who signed in. The Game Ball will then know how many players are in the game and announce the players' colors.

NOTE: If a player takes more than 2 seconds to pass the Game Ball, it will announce: KEEP PASSING. If the Game Ball is passed to a player who has already signed in but was not the first to do so, the Game Ball will announce: KEEP PASSING.

5. The Game Ball will then announce: SELECT GAME. Press the Ball Button to select the game you want to play.
6. At the start of a game: The Game Ball announces the game selected and the top score for that game.
7. At the end of a game: The Game Ball asks if you would like to play the same game again or select a new game.
 - If you want to play the same game again, simply pass the Game Ball to any other player. The game begins again.
 - If you want to play a different game, press the Ball Button as described above to select the game you want.

4 GAME MODES!

GAME 1: TIME CHALLENGE

Goal: Pass the ball to the correct color!

The ball announces a random color. Pass it quickly to the corresponding color. The game continues in this manner, and the pace quickens. If you pass the ball to the wrong player, or take too long to pass the ball, the game ends, and you will hear an "explosion" sound effect. The ball then announces how many correct passes were made.

GAME 2: CRACK THE CODE

Goal: Determine the secret sequence!

The game begins with a secret 3 color code sequence. The first color of the code always matches the Hand Band color of the player holding the Game Ball at the beginning of the game. Pass the Game Ball to other players using the trial and error method to discover the code sequence. If you pass to the wrong player, you'll hear "2x beep" sound effect and be directed to pass the Game Ball back to the first player. Try again to solve the sequence. Each time you solve the code sequence, the Game Ball announces: "You cracked the code!". The Game Ball will incorporate all colors (up to 4) registered at start of play.



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Colors & decoration may vary. Retain packaging/instructions for reference.
Couleurs et décorations pouvant varier d'un produit à l'autre.

Conservez l'emballage contenant le mode d'emploi pour toute consultation ultérieure.
Kann in Farbe und Dekoration abweichen. Heben Sie die Verpackung auf, um in Zukunft auf sie zugreifen zu können.
Kleuren en versiering kunnen verschillen. Bewaar de verpakking / instructies voor naslag.
Los colores y el diseño pueden variar. Conservar el embalaje/las instrucciones para futuras consultas.
Colori e decorazioni possono variare. Conservare la confezione e le istruzioni come riferimento.

A cor e a decoração podem variar. Guarde a embalagem/instruções para consulta futura.
Farver og dekorationer kan variere. Gem emballagen/ansvingerne til senere brug.

Farger og dekorasjoner kan variere. Ta vare på esken/instruksjonene for fremtidig referanse.
Värit ja koristelu voivat vaihdella. Säilytä pakkaus ja ohjeet vastaisuuden varalta.

Färger och detaljer kan variera. Spara förpackningen/instruktionerna för framtida bruk.

WARNING! Small Parts. Choking Hazard. / ATTENTION ! Petits éléments. Danger d'étouffement.
ACHTUNG! Kleinteile. Erstickungsgefahr. / WAARSCHUWING! Kleine onderdelen. Verstikkingsgevaar.
¡ADVERTENCIA! Contiene piezas pequeñas. Riesgo de asfixia. /AVVERTENZA! Piccole parti. Rischio di soffocamento.
ATENÇÃO! Peças pequenas. Perigo de asfixia. / ADVARSEL! Små dele. Fare for kvælning.
ADVARSEL! Inneholder små deler. Fare for kveling. / VAROITUS! Pieniä osia. Tukehtumisen vaara.
WARNING! Små delar. Kvävningsrisk.

GAME 3: FOLLOW THE LEADER

Goal: Create your own sequence!

The game begins with a simple 2 color sequence that you create. The first color of the sequence always matches the Hand Band color of the player holding the Game Ball at the beginning of the game. Pass the Game Ball to any other player. This completes the 2 color sequence. Game Ball then announces "Reverse It", and the catcher must pass the Game Ball back to the first player. The Game Ball then directs you to repeat the sequence and add 1 color to it. This pattern is repeated - forward and in reverse – as directed by the Game Ball.

Play continues until someone passes incorrectly, or takes too long to pass. You'll hear an "explosion" sound effect and the game is over. You may start again with a new 2 color sequence.

GAME 4: ELIMINATION ROUND

Goal: Don't be the last one holding the ball!

This is an elimination game that is played in rounds. The Game Ball announces a random color. Pass the Game Ball quickly to the player with the matching color Hand Band. Game play continues in this manner. The player holding the Game Ball when time runs out (you'll hear an "explosion" sound effect) is eliminated from the game. (The time allowed for each round varies.)

A round ends when one of the following occurs:

1. A player is holding the Game Ball when time runs out.
2. A player holds the Game Ball for more than 3 seconds.
3. The Game Ball is passed to you but you fail to catch it.
4. The wrong player catches the Game Ball. The Game Ball announces that the player who PASSED the ball is out.

FINISHED PLAYING

To turn the game off, press and hold the Ball Button until you hear 2 beeps. The Game Ball also turns off automatically after 5 minutes of non-use.

FCC STATEMENT

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.

WARNING: Changes or modifications to this unit 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 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.

This device complies with Industry Canada license-exempt RSS standard(s). Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference including interference that may cause undesired operation of the device.

Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes: (1) l'appareil ne doit pas produire de brouillage, et (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.



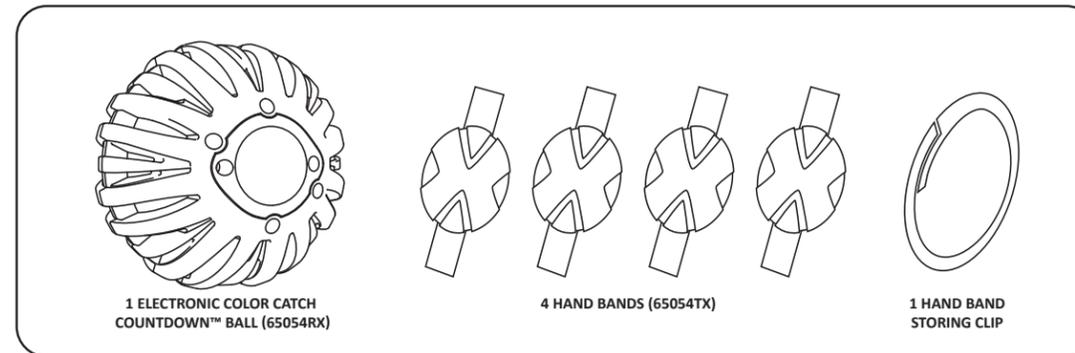
Remove all packaging before giving toy to child.
Enlever le jouet de l'emballage avant de le donner à un enfant.
Verpackung entfernen, bevor ein Kind das Spielzeug erhält.
Haal het speelgoed uit de verpakking alvorens het aan het kind te geven.
Retirar el embalaje antes de entregar el producto al menor.
Rimuovere i materiali di confezionamento prima di dare il giocattolo a un bambino.
Retire todos os materiais da embalagem antes de dar o brinquedo à criança.
Fjern all emballage, inden det gives til barnet.
Fjern all emballasje før du gir leketøyet til barnet.
Poista kaikki pakkausmateriaali ennen leluun antamista lapselle.
Ta bort allt förpackningsmaterial innan du ger produkten till barnet.



THE BALL THAT KNOWS YOUR PASSES!

THE MOST ADVANCED GAME OF CATCH!

Claim your color and start ballin'! The talking ball gives you commands. Run out of time or make the wrong move and it's game over. Play catch like you never played before!

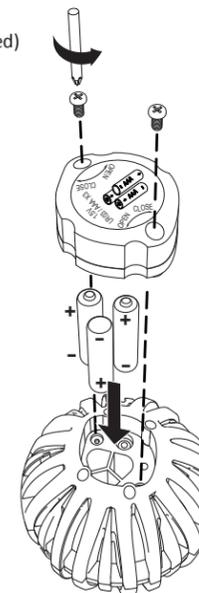


GETTING STARTED

BATTERY INSTALLATION INSTRUCTIONS

Requires 3 x "AAA" (R03/LR03) batteries (not included)
ADULT INSTALLATION REQUIRED

1. Locate battery compartment on ball as shown in illustration.
2. Using a Phillips Head screwdriver (not included), remove the screws and battery cover.
3. Install 3 new "AAA" (R03/LR03) 1.5V batteries.
4. Replace the battery cover and tighten the screws.



BATTERY SAFETY INFORMATION:

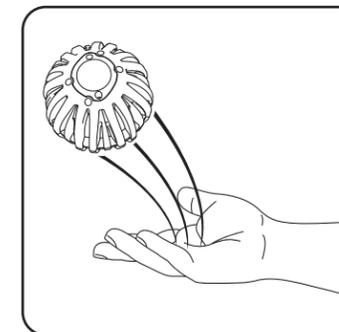
⚠WARNING! Battery acid leakage can cause personal injury and cause damage to the product and surrounding property. If battery leakage occurs, thoroughly wash any affected skin, making sure to keep battery acid away from eyes, ears, nose, and mouth. Immediately wash any clothing or other surface that comes in contact with leaked battery acid. Leaking batteries may make "popping" sounds. Always remove replaceable batteries before disposing product. Dispose batteries or products with non-replaceable batteries according to Local, State, or Federal Battery and Recycling Laws.

TO AVOID BATTERY PROBLEMS:

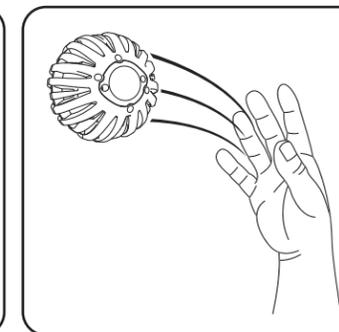
NEVER mix old and new batteries or different brands of batteries.
NEVER mix alkaline, standard (carbon-zinc), rechargeable batteries with this product.
NEVER dispose of batteries in fire, as they may leak and explode.
ALWAYS remove batteries when exhausted or unused for a long time.
ALWAYS have an adult install batteries consistent with installation instructions.
ONLY use batteries specified by manufacturer.
Batteries are to be inserted with the correct Polarity (+ and -).
The supply terminals are not to be short-circuited.
Non-rechargeable batteries are not to be recharged.
Rechargeable batteries are to be removed from the toy before being charged.
Rechargeable batteries are only to be charged under adult supervision.

SAFETY INFORMATION

- Adult supervision suggested.
- ALWAYS keep a safe distance from people, animals, and fragile objects when playing with product to avoid damage.
- ALWAYS play in safe environments away from hazards.
- ALWAYS remove furniture and other objects from area before playing.
- ALWAYS pass the Game Ball using an underhand motion.



CORRECT

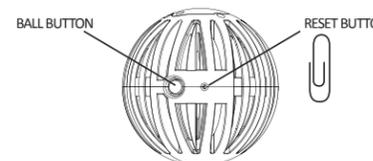


INCORRECT

- NEVER throw Game Ball at people, animals, or property.
- NEVER bounce the Color Catch Countdown™ ball. Bouncing will result in damage.
- Product is not water resistant and not intended for use in or around water.
- Keep the game away from moisture or temperature extremes.
- For best game play, distance between players should not exceed 9 feet.

TROUBLESHOOTING

If for some reason the Game Ball stops working, please follow these steps:

1. Use paper clip to press the reset button if Game Ball stops working.
2. If problems persist, remove batteries from the Game Ball.
3. Let the Game Ball sit for several minutes, then replace the batteries with current or fresh batteries.
4. Note: Game Ball performance may be affected when using non-alkaline batteries.