



Game Contents: Electronic ball, 6 Hand Bands, Plastic Clip

This product is not water resistant and is not intended for use in or around water.

GETTING STARTED

The first time you play, insert the batteries. (See Battery Information.)

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 it up. You will hear some music and the ball will announce: COSMIC KEEP AWAY!
3. The ball will then announce: PLAYERS SIGN IN. PASS THE BALL TO EACH PLAYER. Hold the ball (with color band on) so that it knows you are playing. The ball will announce your color. Then pass the ball to the next player until all players are signed in.
4. After all players have signed in (held the ball), pass the ball back to the first player that signed in. The ball will then know how many players are in the game and announce the players' colors.



Note: If a player takes more than a few seconds to pass the ball, it will announce: PASS TO ANOTHER PLAYER. If the ball is passed to a player who has already signed in but was not the first to do so, the ball will announce: PASS TO ANOTHER PLAYER.

6. The ball will then announce: CHOOSE YOUR GAME. Press the ball button to select the game you want as shown below.

Choose Games

Choose one of the 3 games listed below. Each game is explained in detail later in the instructions.

Press the ball button once to select Game 1: Team Countdown.

Press the ball button twice to select Game 2: Monkey in the Middle.

Press the ball button three times to select Game 3: One-Minute Monkey in the Middle.

Press the ball button four times to loop back to Game 1.

HOW TO PLAY

At the start of a game: Players gather near the ball. The ball announces the game selected.

At the end of a game: The 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 – either with the same teams or new teams – pass the ball as directed. The game begins again.
- If you want to play a different game, pass the ball as directed. Then press the ball button as described above to select the game you want.

Game 1: Team Countdown

For 4 or More Players

Goal: Be the first team to complete a certain number of passes.

Players are divided into two teams. The ball announces which colors are on which teams.

- If the teams have an equal number of players, the first team to complete 20 successful passes wins.
- If the teams are not equal in size, then the smaller team must complete 15 successful passes to win before the larger team completes 20 passes.

The ball announces the player color to begin. When the ball says GO, that player attempts to pass the ball to another teammate as quickly as possible while the opposing team tries to intercept it. The game counts down and keeps track of the successful passes.

When a player on the opposing team intercepts the ball, it counts as a pass for that team. The players on that team now pass the ball to each other as the game counts down.

If a player takes too long to pass, the ball announces TIME'S UP and announces which player on the opposing team gets the ball. Play continues as described above. The first team to complete the correct amount of passes wins!

Game 2: Monkey in the Middle

For 3 or More Players

Goal: Pass the ball between teammates for as long as possible, trying to keep the Monkey in the Middle from intercepting it.

The ball announces which color starts with the ball and which color to keep away from. This player is the monkey in the middle. (If there are 5 or more players, the ball will direct more than one color Monkey in the Middle to play at the same time.) All other colors join the "start" color in keeping the ball away from the Monkey in the Middle. When the ball says GO, that player tries to pass the ball to another teammate as quickly as possible while the Monkey(s) in the Middle tries to intercept it.

As the game continues, team members must pass the ball faster and faster. If a player takes too long to pass, the ball announces TIME'S UP and the game is over. If the pass is intercepted by the Monkey in the Middle, the ball announces INTERCEPTION! and the game is over. The number of successful passes/interceptions is then announced.

The ball then picks a new Monkey in the Middle and game play continues as directed by the ball. After everyone has been Monkey in the Middle, can you remember which team color combination had the most successful passes?

Game 3: One-Minute Monkey in the Middle

For 3 or More Players

Goal: Be the Monkey in the Middle for the shortest possible time.

The ball announces which color starts with the ball and which color to keep away from. This player is the Monkey in the Middle. All other players join the "start" player in keeping the ball away from the Monkey in the Middle. When the ball says GO, that player tries to pass the ball to another teammate as quickly as possible while the Monkey in the Middle tries to intercept it. Each round lasts up to one minute.

As the game continues, team members must pass the ball faster and faster. If a player takes too long to pass, the ball announces TIME'S UP and the round is over. If the ball is intercepted by the Monkey in the Middle within one minute, the ball announces INTERCEPTION and the round is over. The ball keeps track of how long each round lasts. A new Monkey in the Middle is then announced and a new round begins as directed by the ball.

Rounds continue until all players have been Monkey in the Middle. The player with the shortest period of time as Monkey in the Middle is announced as the winner.



FINISHED PLAYING?

To turn the game off, press and hold the button until you hear 2 beeps. The game also turns off automatically after a few minutes of non-use.

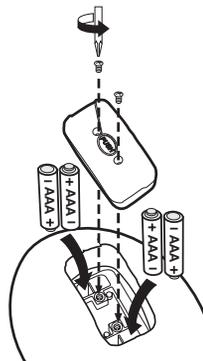
MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and reinsert the batteries, or replace the batteries with fresh ones.

BATTERY INFORMATION

x4 ALKALINE BATTERIES REQUIRED
1.5V AAA or LR03 size
NOT INCLUDED
Phillips/cross head screwdriver (not included) needed to insert batteries.

Loosen the screws on the battery compartment door as shown below. Then remove the door. Insert 4 AAA-size batteries (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Replace the door and tighten the screws.



CAUTION:

1. As with all small batteries, the batteries used with this game should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. In other countries, have the doctor call your local poison control center.
2. Make sure the batteries are inserted correctly and follow the game and battery manufacturer's instructions.
3. Do not mix old and new batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.

CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.

5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERY.
8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.

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 of the device.

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.

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.
- Consult the dealer or an experienced radio/TV technician for help.

CONSUMER INFORMATION

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP194YD, or telephone our Helpline on 00 800 2242 7276.

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Not suitable for children under 3 years
because of small parts - choking hazard.

This item is in accordance with directive 1995/5/EC.

CE 0359

UK Consumers:

 This product must be disposed of separately at your local waste recycling centre. Do not dispose of in household waste bin.



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PROOF OF PURCHASE



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COSMIC KEEP AWAY™
Electronic Game