

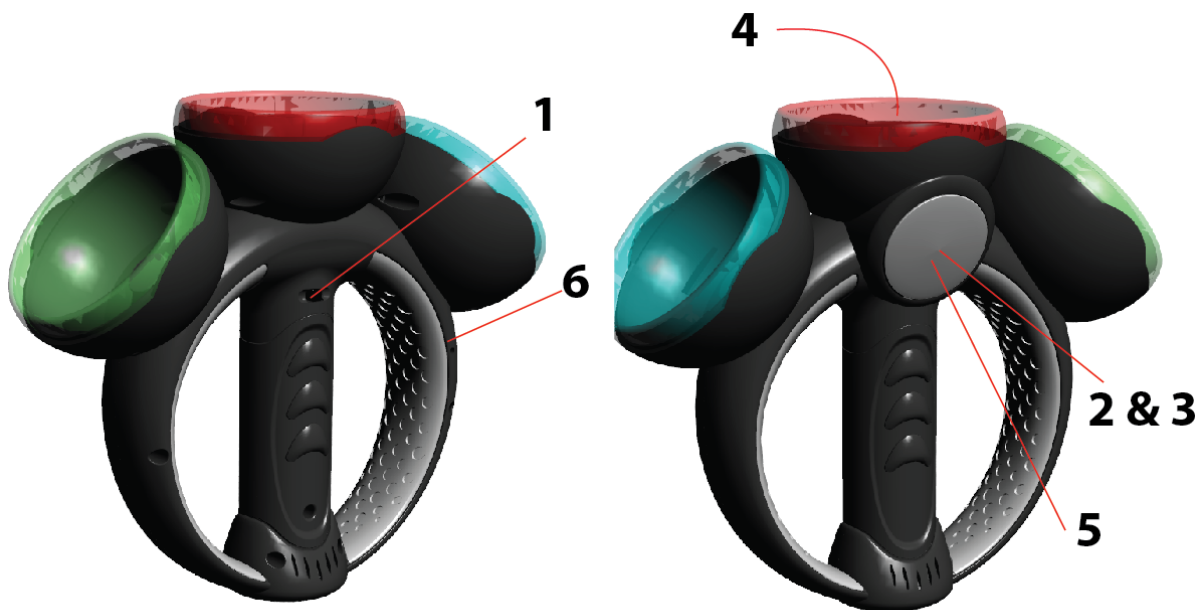
HYPER TOSS INSTRUCTION MANUAL COPY

What's the objective?

Keep up with the colour commands by tossing the ball from cup to cup!

How to Play:

Hyper Toss commands you to catch the Hyper Toss Ball in the coloured cup that it calls out. If you catch the ball in the correct cup, Hyper Toss answers with a sound and announcement of another cup colour. Keep tossing the ball from cup to cup to complete each game, but watch out – if you catch it in the wrong cup, or take too long – you're out!



1. Power Switch

Flick switch across to Power On your Hyper Toss unit. When you are finished playing the unit will go to sleep automatically, but if you want to prevent unintentional wake-up you can opt to flick the switch into OFF position – don't worry, your scores will always be saved!

2. To Wake-Up the Game

The game goes to sleep after a few minutes of inactivity. Hit the Hyper Toss button to wake it up.

3. Select Game (call out to Hyper Toss Button)

Hit the Hyper Toss button repeatedly until you hear the name of the game you want to play: HYPER TOSS, SUPERTOSS, MEMORYTOSS or FREESTYLE. Hyper Toss defaults to the Hyper Toss game on the LOUD volume setting, or the last game you played.

4. Begin Playing

To begin the game you have selected, simply place the ball in the RED cup and the countdown should start immediately – if you hear nothing, pick up the ball and place it in the RED cup again.

5. To Adjust the Volume

Hold down the HYPER TOSS button until you hear beep – then repeatedly press the button to select from 3 x different volume settings.

6. RESET Button Call Out.

Games

HYPER TOSS

OBJECT: Make 15 catches as fast as you can. Play alone and go for your best time, or take turns to see who can complete all 15 catches the fastest!

PLAY: Hit the Hyper Toss button until you hear the word Hyper Toss. Place the ball into the RED cup and wait for the countdown to the first colour command. Make all 15 catches to complete the game. If you are too slow, or the ball is out of the cup for too long, Hyper Toss ends the game. When you complete the game listen carefully for your time in seconds – next time you play try to beat this time.

WINNING: If you are taking turns and playing the Hyper Toss game in a group, the winner is the player with the lowest time to complete the game. Note: Before each Hyper Toss game you play, the high score (if any) will be announced. Try to beat it!

SUPERTOSS

OBJECT: Keep up with Hyper Toss colour call outs and progress through the levels as they get harder and harder. Throw a SUPERTOSS to earn even more points!

PLAY: Hit the Hyper Toss button until you hear the word SUPERTOSS. Place the ball in the RED cup & listen for the countdown and start the game. After 10 catches you will hear the unit tell you to 'SUPERTOSS'. Throw the ball as high as you dare and catch the ball in any cup. The unit will tell you how high you threw the ball and then you progress to the next level. The end of each level is signified by a SUPERTOSS move. As the levels progress you have less and less time to make the throw and catch the ball into the next cup. Watch out – if you are too slow Hyper Toss will end the game!

WINNING: At the end of each game your score is calculated by adding the number of catches you made + the number of feet you threw the ball in the air for each SUPERTOSS move. Listen carefully for this and next time try and beat your high score –if you get good enough you may even become SUPERTOSS CHAMPION!
Note: Before each SUPERTOSS game you play, the high score (if any) will be announced. Try to beat it!

MEMORY TOSS

OBJECT: Remember the sequence of Hyper Toss cup call outs and make the catches in order to progress through the levels. The longer you stay "alive" the more points you will accumulate.

PLAY: Hit the Hyper Toss button until you hear the word MEMORY TOSS. Place the ball in the RED cup & listen for the countdown to the first colour sequence. Remember the order that HYPER TOSS announces the colours, and when you hear "GO!" toss the ball in the same cup sequence. As you progress through the

game the sequence will get longer and longer so beware – if you toss the ball into the wrong cup Hyper Toss will end the game!

WINNING: At the end of each game your score is calculated by adding up the number of catches you made. Listen carefully for your score and next time try to beat it – if you are a genius and your memory is like an elephant, you could become MEMORY TOSS CHAMPION! Note: Before each MEMORY TOSS game you play, the high score (if any) will be announced.

FREESTYLE

OBJECT: In this mode the only real objective is to add as much style and finesse to your Hyper Toss throwing and catching as possible. You can simply practice throwing the ball from cup to cup without the pressure of a time limit or colour sequence, or you can work on your SUPERTOSS throws and speed catching to the music.

PLAY: Hit the Hyper Toss button until you hear the word FREESTYLE. Place the ball in the RED cup & start making catches. Experiment with different stalls, speed catches between cups or cup sequences to unlock new cool sound effects!

WINNING: Everyone's a winner in this game. The more stylish you are, the more respect you can get from your friends – impress them with a massive SUPERTOSS or make a cool tune as you catch. Hyper Toss will automatically stop the game if the ball is out of the cup for too long.

NOTE: When the batteries are replaced, any accumulated high scores are reset. This can also be achieved by hitting the RESET button with a pin.

[FCC Warning]

Caution: 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 experienced radio/TV technician for help.

Battery Info

