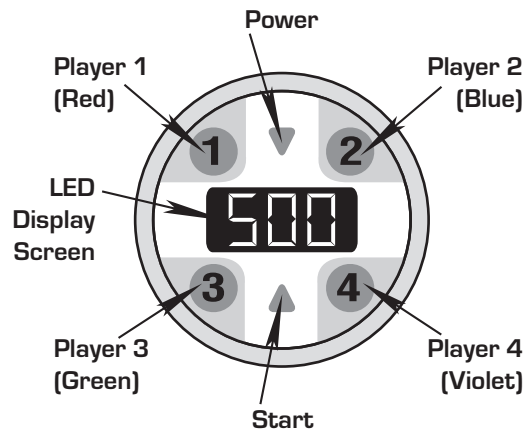




The Electronic Catch Game!

PLAY: Throw the ball to your friends and the one who catches it gets to add the point value shown to their score. The first one to 500 points wins the game!

CATCH 500



IMPORTANT: To begin playing with your Catch 500 ball, you must exit the "try me" mode. Press and hold the 1, 2, 3 and 4 buttons for 5 seconds. The screen will display "Catch 500," then "G1." The game is now set in standard play mode. Begin enjoying Catch 500 - The Electronic Catch Game!

THE GAMES:

1: Classic 500

Players/Teams: 2-5

Goal: Score 500 points before your opponents. The ball will randomly generate a point value between 5-100 for each toss.

2: Poison

Players/Teams: 2-5

Goal: Score 500 points before your opponents. The ball starts at 100 points when thrown, then counts down by 10's. Watch out! If you see Poison displayed you lose 10 points.

3: 5 Dollars

Players: 2-5

Goal: Earn \$5.00 in the fewest number of catches. The ball will randomly generate a dollar value between .01 and 1.00 for each toss.

CATCH 500™ SETUP:

- 1) Press the Power button to turn the game ON. "Catch 500" will be displayed on the screen. Then "G" (GAME) will display.
- 2) Choose one of the 3 games by pushing the corresponding button:
1 = Classic 500, 2 = Poison, 3 = 5 Dollar.
The name of the game will scroll across the screen.
- 3) Press Start to accept. The letter "P" (Players) will then be displayed.
- 4) Choose a thrower and press the 1, 2, 3 or 4 button for the number of catching players: Player 1 is Red, Player 2 is Blue, Player 3 is Green and Player 4 is Violet. Team play is possible by assigning multiple players to a color.
- 5) "CO1" is displayed indicating that this is the first throw.

GAMEPLAY FUNCTIONS:

- 1) The designated thrower presses the start button before each throw and then throws the ball to the other catching players.
- 2) The first player to get the ball presses any color button to stop the ball's score.
- 3) Press the catching player's color button to confirm the catcher.
- 4) Press the Start button to award the points for that catch. The display will show "CO2." Toss the ball back to the thrower and you are ready for the next round. Repeat all steps until a player wins!

After points from a toss have been awarded or upon the game's completion, players may check individual totals by pressing their corresponding colored button.

WINNING:

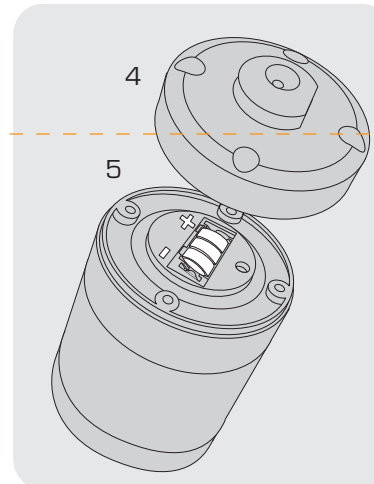
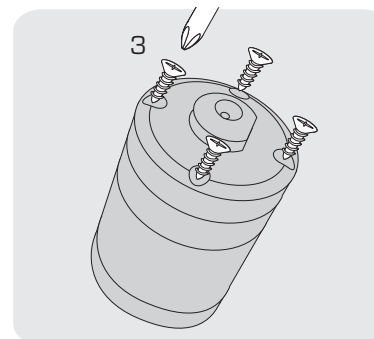
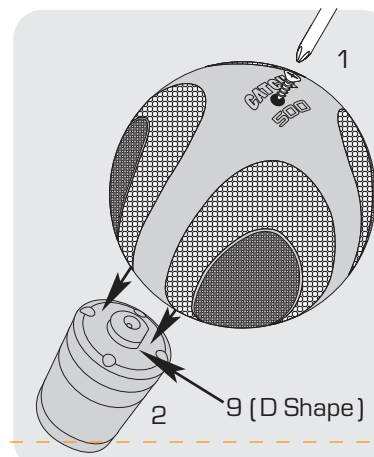
The first player who reaches or exceeds 500 points wins! The final score flashes on the display and the winner's color will light up. To begin a new game, press and hold the Start button for 2 seconds.

TO TURN OFF:

- 1) Hold the "Power" button for 4 seconds. OR
- 2) If the product receives no input for 5 minutes it will turn itself off.

BATTERY REPLACEMENT

- 1: Remove washer screw from the back of the ball.
- 2: Allow the electronic unit to slide out from its housing.
- 3: Remove the four screws on back of the unit.
- 4: Lift lid off unit.
- 5: Remove the three batteries.
- 6: Replace with three new AG13/LP44 Batteries.
- 7: Replace Battery cover.
- 8: Replace the four screws ensuring a water-tight seal.
- 9: Reinsert into housing. Be sure to align the "D" shaped bump on the back of the unit with the "D" shape inside the housing.
- 10: Secure unit back into housing using the washer screw.



BATTERY SAFETY INFORMATION

- Never mix old and new batteries (replace all batteries at the same time)
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Always replace all batteries at the same time.
- Alkaline batteries are recommended for best performance.
- Rechargeable batteries are only to be recharged under adult supervision.
- Non-rechargeable batteries are not to be recharged.
- Do not mix different types of batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with correct polarity.
- Exhausted batteries are to be removed from the toy.
- Supply terminals are not to be short-circuited.
- Dispose of batteries safely (Do not dispose of batteries in fire, batteries may explode or leak).