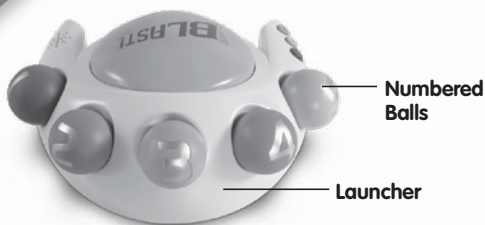


HYPER BLAST™

THE FAST-PACED LAUNCH THE NUMBERS GAME



6+ | 1-4 players
46012
Requires 3 AA (LR06) batteries, not included.

Important: Please save this instruction sheet. It contains valuable product information.

Playing The Game

Follow the commands to score the fastest time and earn the most points by racing for the right number. Advance to the next level by completing math challenges with speed and accuracy. The levels get harder as you go! Are you ready for the Hyper Blast challenge?

Getting Started

Before you get started, assemble the game. The game comes with five numbered balls and one game unit.

Power Up!

Press to start.

Are You Ready to Blast? Choose a Game!



Press menu to hear the game choices. Press when you hear the game you want to play. **When the game calls "Ready, Blast!", stomp the launcher to send the balls flying!**

Note: Each numbered ball corresponds ONLY with its own slot on the launcher. For example, the "5" ball can only be returned to the "5" slot. The slots are marked with their corresponding numbers.

Game #1: Hyper Blast

1-4 Players

Goal: Return the correct ball to the launcher as fast as you can.

Race for the right number or color and return it to the launcher. Now speed things up—do it in reverse! Challenge yourself with addition and subtraction. Take it to the next level with double-digits! The levels get harder as you advance.

Game #2: Quick Blast

1-4 Players

Goal: Return all 5 balls to the launcher, in any order, as fast as you can.

Put your speed to the test! See how fast you can load the balls one, two, three or even four times. The game calls out your time after each level.

Game #3: Countdown Blast

1-4 Players

Goal: Return all 5 balls to the launcher, as many times as you can, before the time runs out. Each ball is worth 5 points.

As you advance, you'll have less time to load the balls—so work fast! The game calls out your score after each level.

Game #4: Head to Head Challenge

2 Players

Goal: Compete for the best time and score by taking turns playing a round of Hyper Blast, Quick Blast and Countdown Blast.

Score the highest, 2 out of 3, and you win the game! After each level, the game calls out your time and points.



Blast Commands



Hyper Blast

Return the balls to the launcher in sequential order, 1 to 5.

Hyper Reverse

Return the balls to the launcher in reverse order, 5 to 1.

Compu Blast

Solve simple addition and subtraction problems. Example: "2 Plus 3!" means return ball 5 to the launcher (2+3=5).

Double Digits

Listen up for double digit numbers. Players return the two corresponding balls to the launcher. For example, "Twelve!" means you return the 1 and 2 ball to the launcher, in that order.

Keeping Score

The game keeps all the scores and announces the winners. The game is the official judge of who wins, and is never wrong!

YES!



NO!





ATTENTION ADULTS: TO REPLACE BATTERIES

1. Use a small Phillips head screwdriver to loosen the screw on the battery compartment (Fig. 1). Remove **BATTERY COVER**.

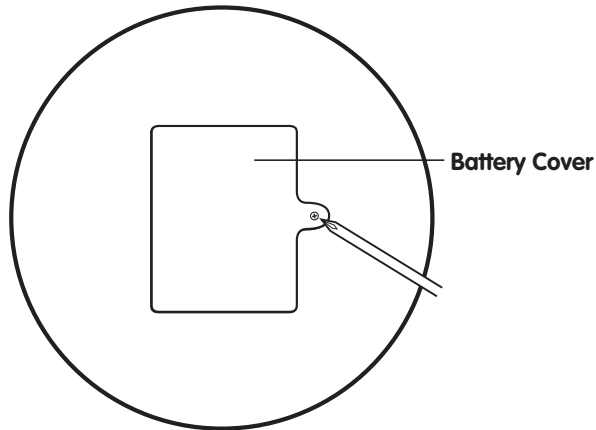


Fig. 1

2. Place 3 fresh, new AA (LR06) batteries in the battery compartment, with each battery pointing in the direction shown (Fig. 2).

IMPORTANT: Observe battery polarity (+ and -)

3. Replace battery cover. Tighten screw.

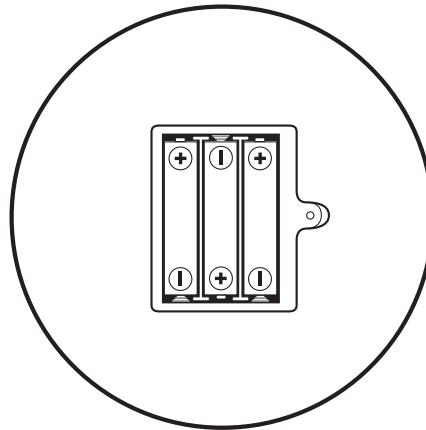


Fig. 2

BATTERY SAFETY INFORMATION

- Requires 3 AA (LR06) batteries, not included.
- Only adults should install and replace batteries.
- Do not recharge non-rechargeable batteries.
- Remove dead or exhausted batteries.
- Insert batteries correctly. Match positive and negative signs.
- The supply terminals are not to be short circuited.
- Do not use rechargeable batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only the batteries of the same or equivalent type recommended to be used.
- Do not dispose batteries in a fire; they may explode.
- Dispose of batteries safely.

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 unit 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 unit 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 unit does cause harmful interference to radio or television reception, which can be determined by turning the unit 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 unit and receiver.
- Connect the unit 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.

Caution! Do not aim at eyes or face. To avoid injury: use only balls designed for this product. Do not modify balls or Hyper Blast.

HYPER BLAST 46012-4000-G2 PS 05/09

IF YOU HAVE ANY QUESTIONS, PLEASE CONTACT US AT
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