

HYPER JUMP™

THE TARGET-TAGGING RACE COURSE GAME

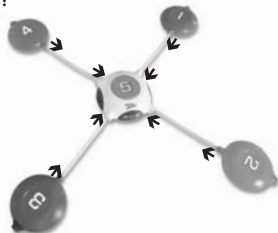
Important: Please save this instruction sheet. It contains valuable product information.



6+ | 1-8 players
46005

Requires 3 AAA (LR03) batteries, not included.

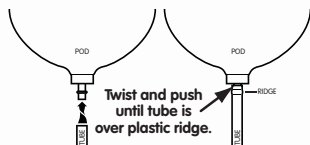
Follow the commands and score the fastest time by tagging the pods with your hands and feet. Complete a level and move up to the higher ones, where the game gets even more hyper!



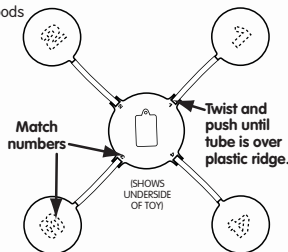
Setting Up

Before you get started, assemble the game. The game comes with four white tubes, four numbered pods, and one central game unit.

1. Attach one white tube to each of the numbered pods by twisting and pushing the end of the tube onto the pod's plastic nub.



2. Turn the central game unit upside down and attach a pod to each of the four plastic nubs. Make sure you match the numbers on the pods to the numbers on the bottom of the game unit.



Getting Started

Spread the Hyper Jump unit and pods out on the floor with the numbers facing up. Make sure you're playing on a flat, solid surface.

Power Up!

Press **GO!** to start.

Are You Ready to Jump? Choose a Game!

Press **< >** to hear the game choices. Press **GO!** when you hear the game you want to play.

Game #1: HYPER JUMP 1-4 PLAYERS

Game #2: TEAM HYPER JUMP 1-4 TEAMS, 2 PLAYERS PER TEAM

Choose a Level!

Press **< >** to hear the levels. Press **GO!** when you hear the level you want to play.

Level 1: Good to start on. Get warmed up!

Level 2: A little faster and harder. Special commands kick in and mix things up.

Level 3: Still faster, still harder. More special commands!

Level 4: Hyper level! Hyper fast, hyper hard.



Choose Your Players/Teams!

Press **< >** to hear the number of players (or teams).

Press **GO!** when you hear the number of players you have.

Playing the Game

- On your turn, tag any pod to start. Listen to the Hyper Jump unit and follow the commands. If the Hyper Voice says "Blue," tag the blue pod; if the voice says "3," tag pod 3.
- The Hyper Voice will tell you when your turn is over and call out your time.
- When the Hyper Voice calls the next player or team (Example: "Player 2!"), that player must tag any pod to start his or her turn.



Winning

At the end of your turn, the Hyper Voice will call out your time. If more than one person or team is playing, the Hyper Voice remembers all times and announces the winner at the end of the round.

Special Commands

Double-Digit Numbers

Tag both numbers in the double-digit number that the Hyper Voice calls out. For example, if the voice says "41," tag 4 and 1, in that order. For an even faster time, tag both numbers at the same time!

Triple-Digit Numbers

Tag all three numbers in the triple-digit number that the Hyper Voice calls out. If the voice says "253," tag 2, 5, and 3, in that order. For an even faster time, tag all three numbers at the same time (hint: use your hands!).

Double Jump

Tag the pod twice. Sometimes the Hyper Voice will call a double-digit number after Double Jump. When this happens, follow the double-digit number sequence twice. For example, if the voice says "Double Jump 41," tag 4, then 1, then 4, then 1. For an even faster time, tag both numbers at the same time, then tag them again.

Reverse

Tag the pod before the last. For example, if the Hyper Voice calls blue, then green, then Reverse, tag blue.

Count-Down

Time for some quick math! The Hyper Voice calls out a math problem (Example: "2+2"). You tag the answer (4).

Criss-Cross

Tag two pods in opposite corners, then jump and tag the two remaining corner pods. For example, tag pods 2 and 4 at the same time, and then tag 1 and 3 and the same time.

Hyper Jump

Tag ALL of the pods in order, one at a time (1, 2, 3, 4, 5).

Jump Out

In Team Hyper Jump, when the voice calls "Jump Out," the current player jumps out and the next player jumps in.



BATTERY SAFETY INFORMATION

- Requires 3 AAA (LR03) batteries
- 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.

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**.

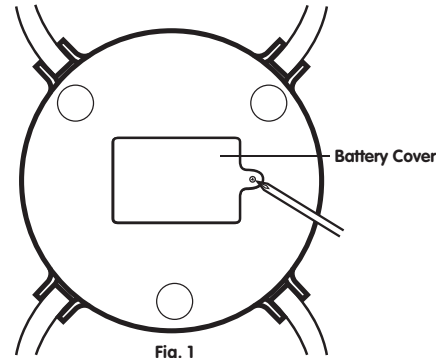


Fig. 1

2. Place 3 fresh, new AAA (LR03) batteries in the battery compartment, with each battery pointing in the direction shown (Fig. 2).

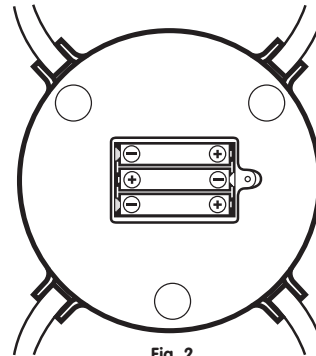


Fig. 2

IMPORTANT: Observe battery polarity (+ and -)

7. Replace battery cover. Tighten screw.

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.

HYPER JUMP 46005-4000-G2 PS 08/08

IF YOU HAVE ANY QUESTIONS, PLEASE CONTACT US AT
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