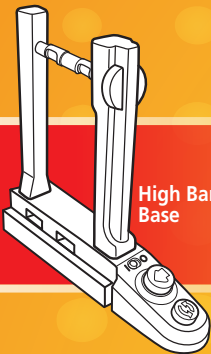


ADULT ASSEMBLY
REQUIRED

AGES 8+
1+ Players
C0376

FANTASTIC GYMNASTICS Game

CONTENTS



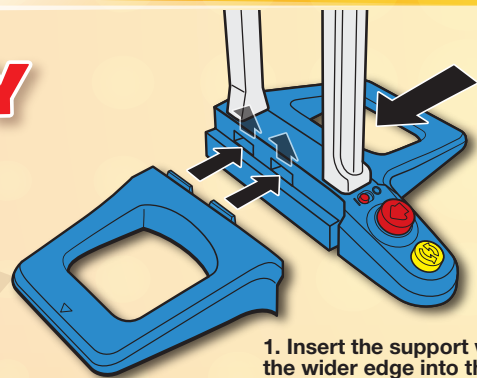
OBJECT: Flip the gymnast around the high bar, let him fly, and stick the landing!

THE FIRST TIME YOU PLAY

Insert 4 AA batteries (not included). See "Battery Information" below.

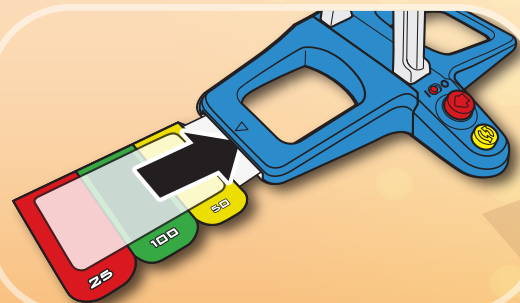
GET READY

1



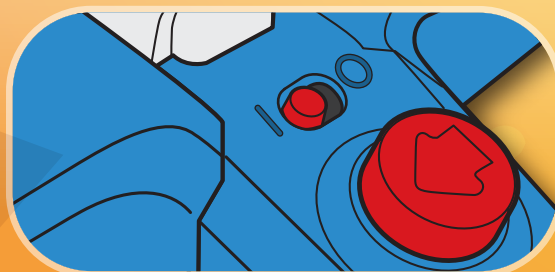
1. Insert the support with the wider edge into the front of the base.

2



3

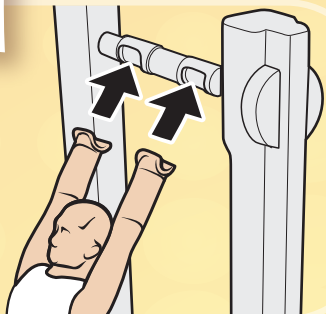
Switch the power button to ON. (Be sure to switch it OFF after playing.)



TIME TO PLAY!

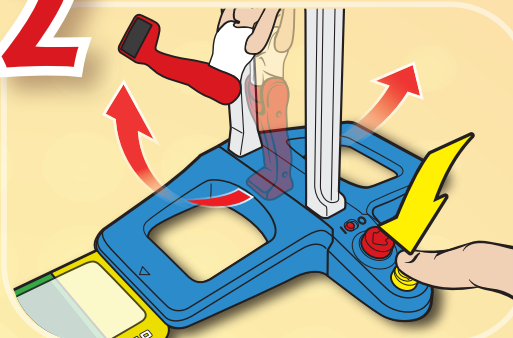
1

Place the gymnast by snapping his hands onto the high bar, facing the landing mat.



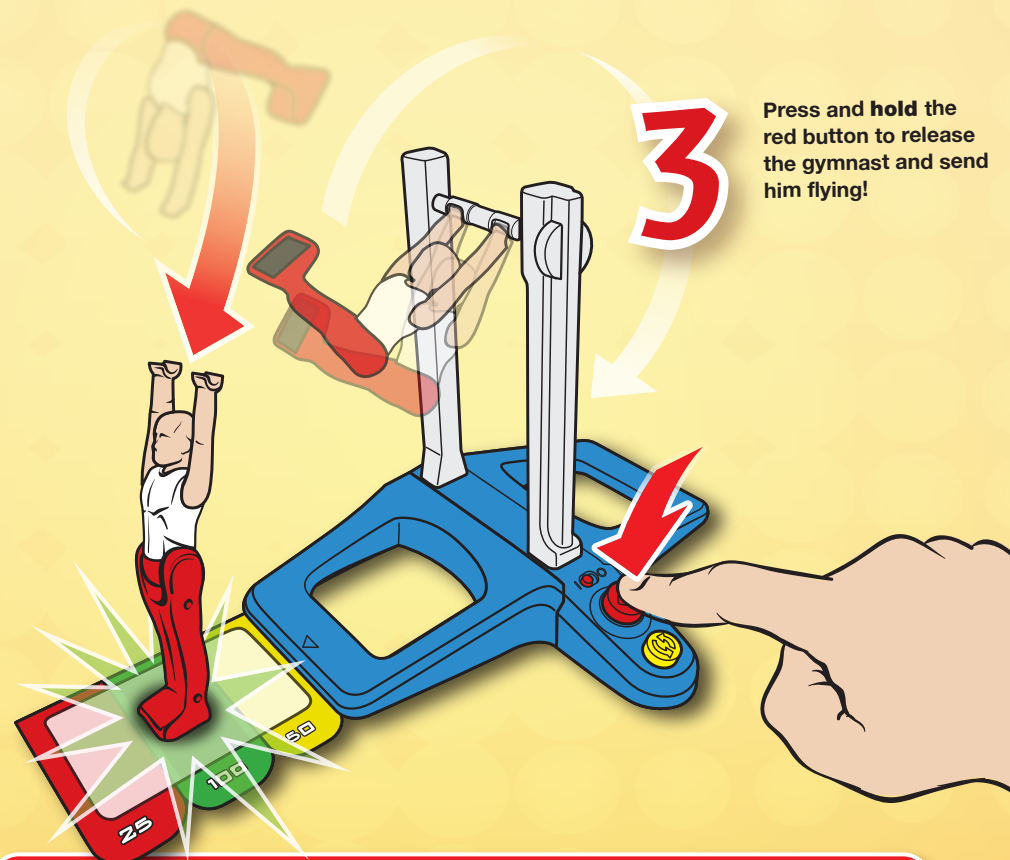
2

Press the yellow button slowly, and then faster as he picks up speed.



3

Press and hold the red button to release the gymnast and send him flying!



TIPS FROM THE PROS

- Press the yellow button slowly and steadily until the gymnast starts rotating fully. The slower you go at first, the better he will fly. Then pick up the speed. Don't be random with that button! Short rhythmic taps are better than long presses.
- If you're having trouble, press the yellow button when the gymnast's legs are in a backswing position. He will start going higher and higher. Think about how it feels to "pump" your legs on a swing.
- Press and hold the red button to release the gymnast.
- Be careful not to lean in too close to the game unit as you play.
- The landing mat fits snugly under the base. You may remove it after playing.
- If you're playing solo, try to beat your own highest score.
- Finally, keep practicing. You'll get it!



SCORING

You must land the gymnast on his feet to earn any points. Check out the mat. It's divided into three zones, which show you your score. TO WIN: stick the perfect landing!

ZONE	POINTS	
Green	100	Perfect landing!
Yellow	50	Pretty good
Red	25	On your way
Crash Landing	0	Ouch!

If you land on the line between two colors, you must take the lower score.

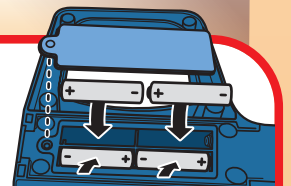
CHALLENGE YOUR FRIENDS TO A FANTASTIC GYMNASTICS TOURNAMENT!

Check out the tournament bracket on the back! Fill in your friends' names at the bottom. In each match, the player with the higher score advances up.

Who will make it to the finals and stick the perfect landing to win?

x4 1.5V AA ALKALINE BATTERIES REQUIRED NOT INCLUDED

TO INSERT BATTERIES
Use a Phillips/cross head screwdriver (not included).



IMPORTANT: BATTERY INFORMATION

CAUTION:

- TO AVOID BATTERY LEAKAGE
 - ALWAYS FOLLOW THE INSTRUCTIONS CAREFULLY. USE ONLY BATTERIES SPECIFIED AND BE SURE TO INSERT THEM CORRECTLY BY MATCHING THE + AND - POLARITY MARKINGS.
 - DO NOT MIX OLD BATTERIES AND NEW BATTERIES OR STANDARD (CARBON-ZINC) WITH ALKALINE BATTERIES.
 - REMOVE EXHAUSTED OR DEAD BATTERIES FROM THE PRODUCT.
 - REMOVE BATTERIES IF PRODUCT IS NOT TO BE PLAYED WITH FOR A LONG TIME.
 - DO NOT SHORT-CIRCUIT THE SUPPLY TERMINALS.
 - RECHARGEABLE BATTERIES: DO NOT MIX THESE WITH ANY OTHER TYPES OF BATTERIES. ALWAYS REMOVE FROM THE PRODUCT BEFORE RECHARGING. RECHARGE BATTERIES UNDER ADULT SUPERVISION. DO NOT RECHARGE OTHER TYPES OF BATTERIES.
- 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.

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.

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.

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

Caution: 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.

CAN ICES-3 (B) / NMB-3 (B)

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FANTASTIC GYMNASTICS Game

