

VOLUME

To adjust the volume of the unit, press and hold the GAME button until you hear the game say "VOLUME". Press SELECT to toggle through the volume levels then press GAME when you've reached your desired volume.

WHEN YOU'RE DONE PLAYING

Turn off the unit by pressing and holding the SELECT button for three seconds. Or, the game will go to sleep after 30 seconds of inactivity.

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Consumer contact:

US/Canada: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02861-1059 USA. TEL. 1-800-255-5516.

Australia consumer service:

<https://consumercare.hasbro.com/en-au>

New Zealand consumer service:

<https://consumercare.hasbro.com/en-nz>

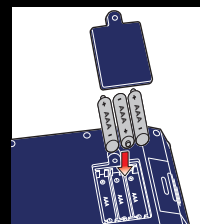
PARENTS:

HASBROGAMING.COM



IMPORTANT: BATTERY INFORMATION

X 3 1.5V AAA Alkaline Batteries
Required (not included)
Retain this information for
future reference.



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

IMPORTANT: BATTERY INFORMATION

Retain this information for future reference. Batteries should be replaced by an adult.

⚠ CAUTION:

As with all small batteries, the batteries used with this product should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center.

TO AVOID BATTERY LEAKAGE

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. 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 the 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)



ADULT ASSEMBLY REQUIRED.

BULLS-EYE BALL

CONTENTS
Bulls-Eye Ball unit
6 metal balls
Logo sticker



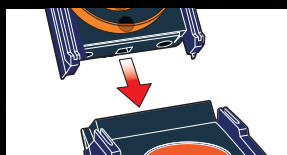
OBJECT
Bounce balls into the
target to score the most
points, beat your best
times, and challenge your
friends to one up your skills.

ASSEMBLY

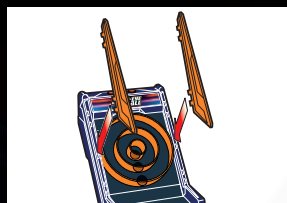
1. Apply the sticker to the top of the unit.



2. Snap the upper part of the target to the game base.



3. Insert the side panels.

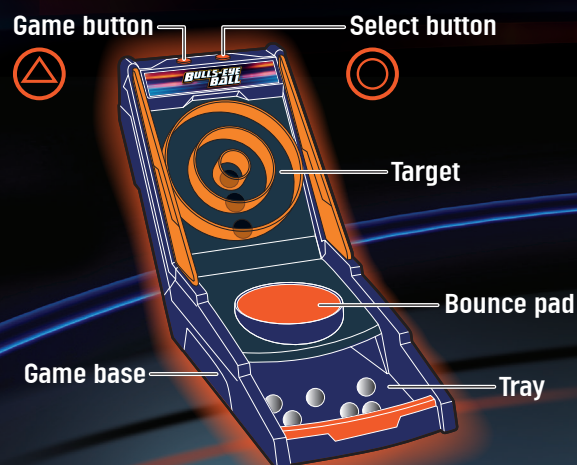
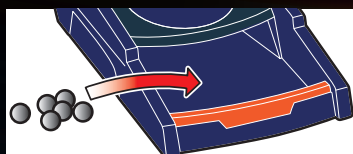


4. Snap the stand onto the back of the unit.



5. Insert the batteries. See battery information on back page.

6. Place the balls in the holding tray.



GET READY!

1. Press the GAME button to turn on the unit.
2. There are five game modes available in Bulls-Eye Ball. Once the unit is on, press the GAME button until you reach the game you want to play. They are in the following order:
 - 30 Second Blitz
 - 25 Point Rush
 - Bulls-Eye Ace
 - Target Master
 - Practice Mode
3. After a game mode has been selected, press the SELECT button to begin. The game will not start until you press SELECT.

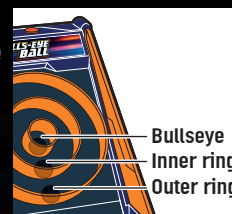
LET'S PLAY

30 SECOND BLITZ

Object: Bounce the balls into the target to score as many points as you can in 30 seconds.

Scoring: Bullseye = 3 points
Inner ring = 2 points
Outer ring = 1 point

- When time runs out, the game will tell you your score. If your score is higher than the previously recorded best score, congrats! You're the new champion!



25 POINT RUSH

Object: Bounce the balls into the target to score 25 points as quickly as possible.

Scoring: Bullseye = 3 points
Inner ring = 2 points
Outer ring = 1 point

- As soon as your score reaches or exceeds 25 points, the clock stops and the game will tell you how long it took you to finish.
- If your time was faster than the previously recorded best time, congrats! You're the new champion!

BULLS-EYE ACE

Object: Score as many bullseyes as you can before you miss ten times.

Scoring: Bullseye = 1 points
Inner ring = Miss!
Outer ring = Miss!

- For every bullseye, you score one point! Every ball that lands in the inner or outer rings counts as a miss.
- When you miss ten times, the game ends and it will tell you your total number of bullseyes.
- If your score is higher than the best previously recorded score, you win!

TARGET MASTER

Object: Bounce the balls into the illuminated rings before you miss ten times.

Scoring: Illuminated ring = 1 point
Unlit ring = Miss!

- The target will randomly light up one ring at a time, you have to bounce balls at the target until you get the ball in the right ring.
- Once you get a ball in the illuminated ring, you get a point and a different ring will light up.
- If you bounce a ball into a ring that isn't lit up, it counts as a miss. Once you miss ten times, the game ends and the unit will tell you your score.
- If your score is higher than the best previously recorded score, you win!

PRACTICE MODE

Object: Sharpen your skills!

Scoring: There is no scorekeeping.

At the end of every game, the unit will prompt you to begin a new game. To do so, put a ball in any target. Or, you can return to the main menu by pressing the GAME button.