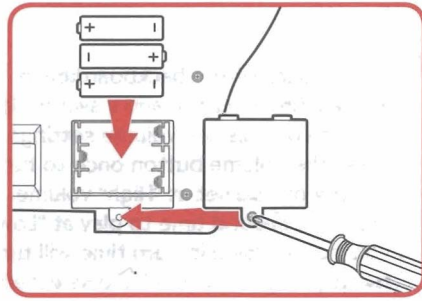


## TO REPLACE BATTERIES

Use a Phillips/cross head screwdriver (not included), loosen the screw in the battery compartment door (screw remains attached to the door). Remove door. Remove and discard old batteries. Insert 3 x 1.5V "AA" or R6 size batteries. Alkaline batteries recommended. Replace door and tighten screw as shown.



### ⚠ CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;
2. Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
3. Always remove weak or dead batteries from the product.

### IMPORTANT: BATTERY INFORMATION

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

### ⚠ CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert item 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. 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.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

#### FCC Statement:

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.



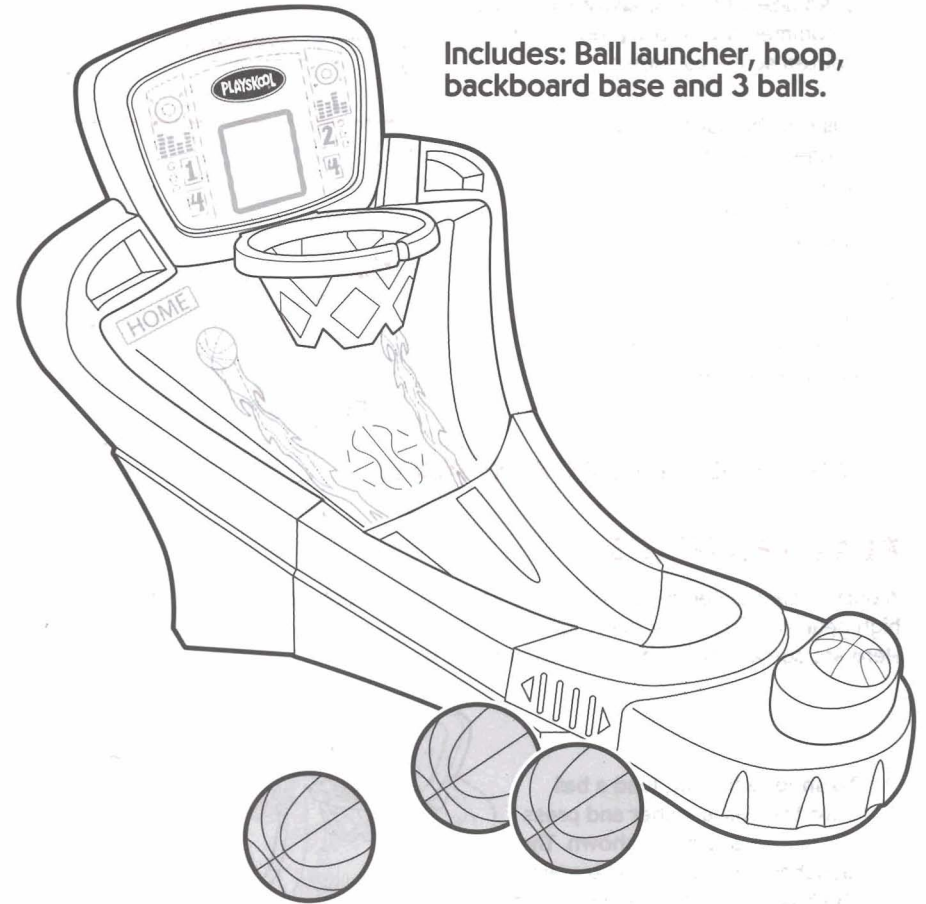
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08205 P/N 6511990000

AGES 3+  
08205

# PLAYSKOOL

## Electronic Shoot 'n Score Basketball™

Includes: Ball launcher, hoop, backboard base and 3 balls.



Thank you for choosing this unique **PLAYSKOOL** brand product!

**Adult assembly required.**

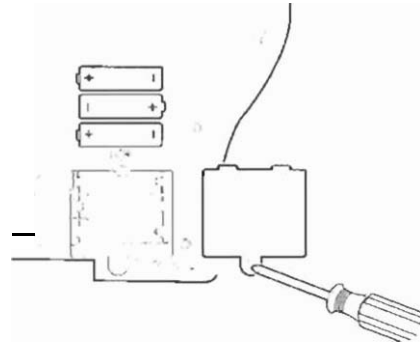
Requires 3 x 1.5V "AA" or R6 size batteries (not included).

Alkaline batteries recommended.

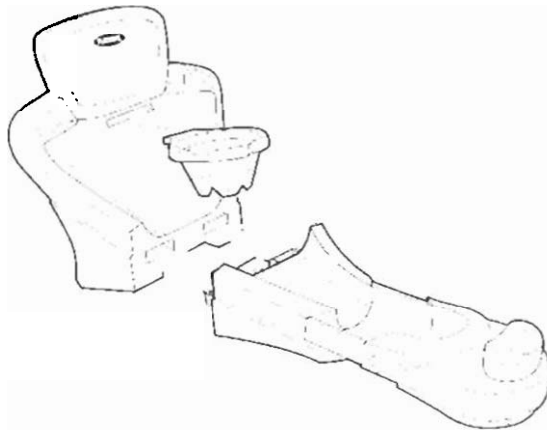
Phillips/cross head screwdriver (not included) needed to replace batteries.

Here are the easy-to-follow instructions for assembling your ELECTRONIC SHOOT 'N SCORE BASKETBALL toy. Please follow instructions in proper order for best results.

Remove the cover of the battery box located on the back of the backboard base. Using a Phillips/cross head screwdriver (not included), loosen the screw in the battery compartment door (screw remains attached to the door). Remove door and insert 3 x 1.5V "AA" or R6 size batteries. Alkaline batteries recommended. Replace door and tighten screw as shown.



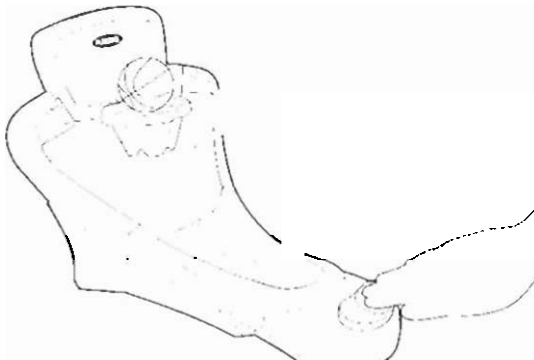
Pull out the ball launcher and connect to the backboard base as shown. The two sides will "click" together. This is a one-time assembly.



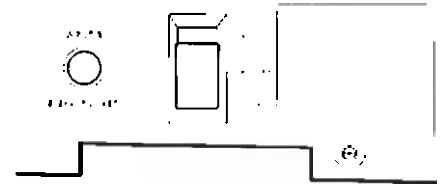
Attach basketball hoop to backboard as shown. This is a one-time assembly.

A built-in announcer, electronic score keeping and cool arcade action keep the fun in high gear - in either practice, high score challenge or two-player competition settings! Here are some play suggestions to get you started:

To shoot a basket, load a ball onto the ball launcher and press the launch button as shown. The launcher will flip the ball towards the basket. The harder you press, the farther the ball will go!



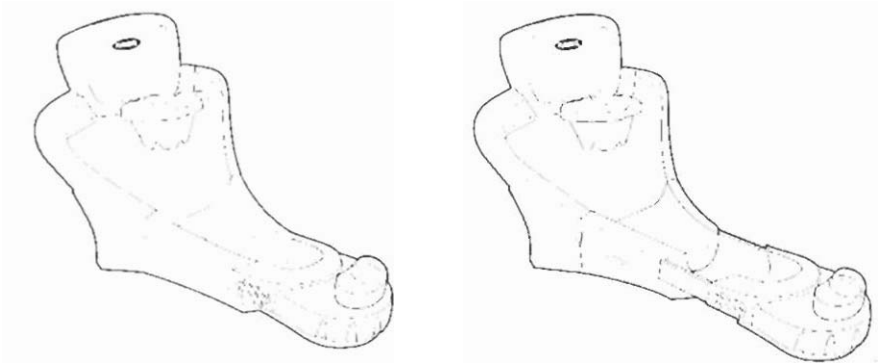
On the back of the backboard base, you will find a button and a switch. The button controls the volume settings. Press the volume button once to turn the toy on and set at "High" volume. Press it a second time to play at "Low" volume (pressing it a 3rd time will turn the toy off). Once you have selected your desired volume, choose one of three settings with the switch as shown. Your choices are "Practice", "High Score" challenge or "2-Player" competition.



NOTE: You can also turn the toy on by choosing your game setting first and then adjusting your volume if desired.

#### GAME SETTINGS

- Practice: This setting allows you to shoot baskets with no time limit or cumulative score keeping.
- High Score Challenge: It's a race to get the high score! You'll have 45 seconds to shoot for the new record! The electronic score keeper will record high scores.
- Two-Player Competition: Challenge your friends or family! Each player will get 35 seconds to shoot baskets. The game announcer will keep score and let you know who won at the game's conclusion.



#### IT'S GOOD FROM 2 OR 3-POINT RANGE!

Each setting has the option to shoot from 2 or 3-point range. To shoot for 2-pointers, simply leave the ball launcher pressed in. To shoot for 3-pointers, pull the ball launcher out as shown. The electronic score keeper will automatically know when you are shooting from 3-point range and will add points up accordingly. You can play each game from 2 or 3-point range, or switch back from 2 or 3-point range anytime during a game.

In order to conserve battery life, the toy will automatically shut off (sleep) after an extended period of inactivity. You can resume play by pressing the volume button.