

**AGES 7+**  
1+ Players

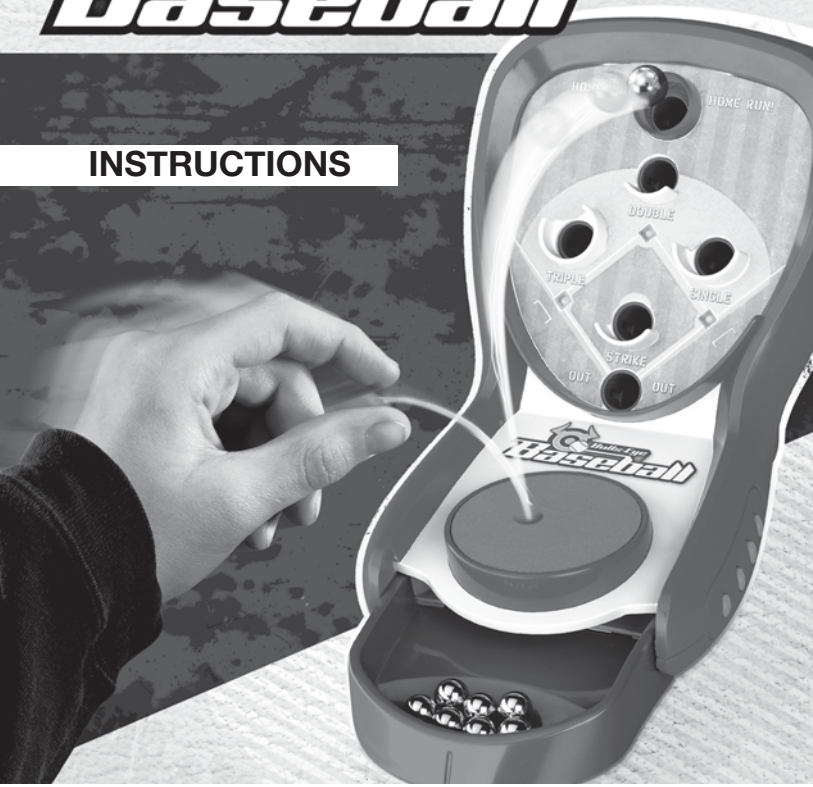


**WARNING:**

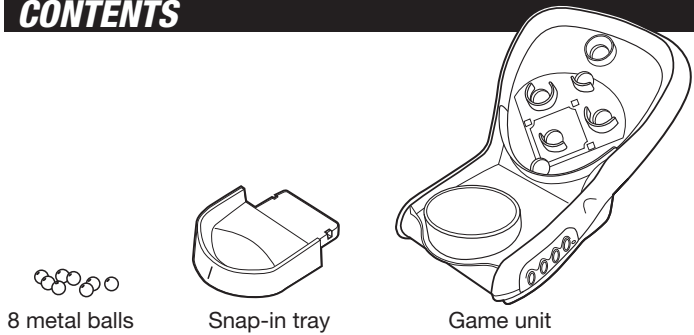
**CHOKING HAZARD – Game contains small balls. Not for children under 3 years.**



**INSTRUCTIONS**



**CONTENTS**

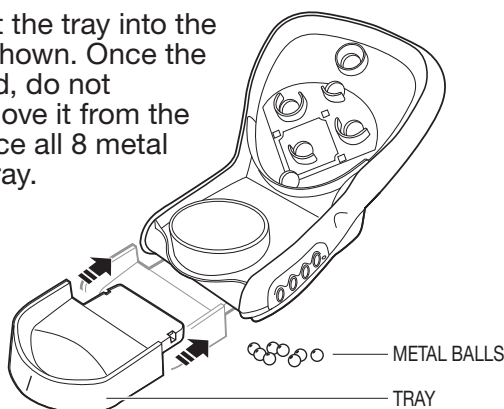


**IMPORTANT**

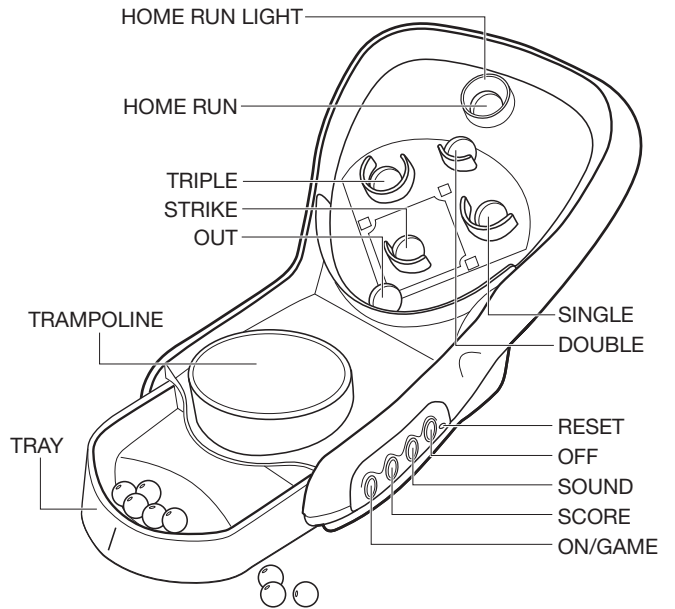
- See Battery Information section of the instructions to insert batteries.
- If this game malfunctions or “locks up,” use a ballpoint pen to push in the RESET button on the side of the game unit. If the game still doesn’t function, remove and replace the batteries with fresh ones.
- If your hand gets tired during gameplay, stop and rest it.

**ASSEMBLY**

Carefully insert the tray into the game unit as shown. Once the tray is attached, do not attempt to remove it from the game unit. Place all 8 metal balls into the tray.



**A LOOK AT THE GAME UNIT**



**BUTTONS AND FEATURES**

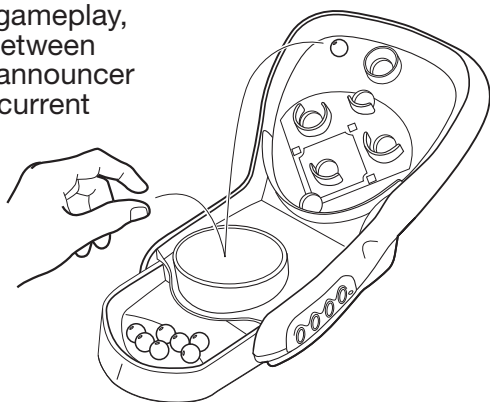
- ON/GAME** – Press to turn on the game unit. Press repeatedly to select Games 1-4.
- SCORE** – Press to repeat the high score of the current game.
- SOUND** – Press repeatedly to turn the sound from High to Low to Medium.
- OFF** – Press and hold for one second to turn the game off.
- RESET** – Press to reset the game if it becomes unresponsive.
- LIGHTS** – Appear when the game is turned on, when a runner is on base, and when a winner is announced.
- TRAMPOLINE** – Bounce the metal balls onto the trampoline, then into the target holes.
- SINGLE** – A single moves you to first base and pushes any current runners one base toward home plate.
- DOUBLE** – A double moves you to second base and pushes any current runners two bases toward home plate.
- TRIPLE** – A triple moves you to third base and pushes any current runners to home plate to score.
- HOME RUN** – A home run moves you around all the bases to score, and also pushes any current runners to home plate to score.
- STRIKE** – Three strikes in a row results in one out.
- OUT** – After three outs, the half inning ends.

## HOW TO PLAY

Bulls-Eye Baseball includes four exciting games! To choose one, do one of the following:

- Press the ON/GAME button to play **Game One – Half-Inning Rally.**
- Press the ON/GAME button a second time to play **Game Two – 30-Second At Bat.**
- Press the ON/GAME button a third time to play **Game Three – Home Run Hot Shot.**
- Press the ON/GAME button a fourth time to play **Game Four – Nine-Inning Match-up** (two players).

**Note:** During gameplay, if you pause between bounces, the announcer gives you the current game stats.



### **GAME ONE: *Half-Inning Rally***

**Object:** Hit and score as many runs as possible before you get three outs! There's no time limit.

When the announcer yells "Batter up!" bounce the metal balls, one by one, onto the trampoline and into one of the target holes. Try to get each ball into a SINGLE, DOUBLE, TRIPLE or HOME RUN hole, and try to avoid the STRIKE and OUT holes. (A target hole light represents a runner on base.)

When you get three outs, the game is over and the announcer gives your score. If your score is higher than the all-time "best score" for this game, you will also be recognized as the new champion. You will then be prompted to begin another game.

### **GAME TWO: *30-Second At Bat***

**Object:** See how many runs you can score in 30 seconds!

The timer starts when you put a ball in play, or when the announcer yells "Batter up!" You then have 30 seconds to score as many runs as possible. Bounce the balls, one by one, onto the trampoline and into one of the target holes. The STRIKE and OUT holes are not activated in this game. When time runs out, the announcer gives your score. If your score is higher than the all-time "best score" for this game, you will also be recognized as the new champion. You will then be prompted to begin another game.

### **GAME THREE: *Home Run Hot Shot***

**Object:** Score as many runs as you can before you get ten outs! There's no time limit.

When the announcer yells "Batter up!" bounce the balls, one by one, onto the trampoline and into the HOME RUN target hole. Balls that go into a

SINGLE, DOUBLE, TRIPLE and STRIKE hole do not count but are booed by the crowd. Try to avoid the OUT hole. When you get ten outs, the game is over and the announcer gives your score. If your score is higher than the all-time “best score” for this game, you will also be recognized as the new champion. You will then be prompted to begin another game.

### GAME FOUR: *Nine-Inning Match-up*

(2 players)

**Object:** Score more runs than your opponent after nine innings of play! There’s no time limit.

Decide who will be the visiting team (bat first) and who will be the home team (bat last).

The visiting team begins. When the announcer yells “Batter up!” bounce the balls, one by one, onto the trampoline and into one of the target holes. But try to avoid the STRIKE and OUT holes. (A target hole light represents a runner on base.)

There are nine innings of play unless the score is tied at the end of the ninth. Then the game goes into extra innings until one inning ends with a team in the lead.

If the home team is winning after the top of the ninth inning (or extra innings), they win the game, just like in actual baseball.

When the game is over, the announcer gives the score. If your winning score is higher than the all-time “best score” for this game, you will also be recognized as the new champion. You will then be prompted to begin another game.

### FINISHED PLAYING?

Press and hold OFF button for one second to turn your game off. Game unit also shuts off automatically after two minutes of non-use.

### STORAGE

Turn the game upside-down. Slide the UNLOCK switch to the right, then pull out the tray. Store the balls in the ball storage compartment, then slide the tray shut.



### MAINTENANCE

- Handle the game carefully,
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, push in RESET, remove and reinsert the batteries, or replace the batteries with fresh ones.

### 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.

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

**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.



Not suitable for children under 3 years because of small parts - choking hazard.



**UK Consumers:**  
This product must be disposed of separately at your local waste recycling centre.  
Do not dispose of in household waste bin.

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP194YD, or telephone our Helpline on 00 800 2242 7276.

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hasbrogames.com



## BATTERY INFORMATION



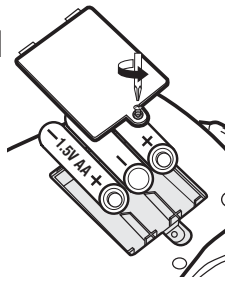
1.5V AA or LR6 size  
**NOT INCLUDED**

**x3**

### BATTERIES REQUIRED

Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

Insert the batteries: Loosen the screw on the battery box (located on the bottom of the game) and open the door. Insert 3 "AA" size batteries, making sure to align the "+" and "-" as shown. Then replace the battery compartment door, tighten the screw and push in reset.



### 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 batteries 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 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. 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 batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**