

Cosmic Catch
Gary Leveille
Date: 1/13, 1/16, 1/17, 1/18, 1/19

MB [logo with ®]

FCC ID : RS4-42790

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.

COSMIC CATCH™ **Electronic Game** **INSTRUCTIONS**

RSS statement

“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.”

Ages 7+
Item 42790

It's the game of catch that's out of this world!

This product is not water resistant and not intended for use in or around water.

BATTERIES

Requires 4x 1.5V “AAA”/R 03 size batteries (not included). Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

Loosen the screws on the battery compartment door as shown below. Then remove the door. Insert 4 AAA-size batteries (we recommend alkaline), making sure to align the + and – symbols with the markings in the plastic. Replace the door and tighten the screws.

[show battery insertion]

△ CAUTION:

1. As with all small batteries, the batteries used with this game 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. In other countries, have the doctor call your local poison control center.
2. Make sure the batteries are inserted correctly and follow the game and battery manufacturer's instructions.
3. Do not mix old and new batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

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 battery. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERY.**
8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.

GETTING STARTED

1. Choose a color hand band and place it on your hand as shown. All players do the same. Place any unused bands out of play.

[show position of band in palm of hand]

2. Press the ball button to power it up. You will hear some music and the ball will announce: **COSMIC CATCH!**
3. The ball will then announce: **PLAYERS SIGN IN. PASS THE BALL TO EACH PLAYER.** Hold the ball (with color band on) so that it knows you are playing. The ball will announce your color. Then pass the ball to the next player until all players are signed in.

4. After all players have signed in (held the ball), pass the ball back to the first player that signed in. The ball will then know how many players are in the game and announce the players' colors.

Note: If a player takes more than 2 seconds to pass the ball, it will announce: KEEP GOING. If the ball is passed to a player who has already signed in but was not the first to do so, the ball will announce: KEEP GOING.

5. The ball will then announce: SELECT GAME. Press the ball button to select the game you want as shown below.

Select Games

Choose one of the 4 games listed below. Each game is explained in detail later in the instructions.

Press once to select Game 1 - *Fast Pass*.

Press twice to select Game 2 - *Code Challenge*.

Press three times to select Game 3 – *Add One*.

Press four times to select Game 4 - *You're Out*.

Press five times to loop back to Game 1.

Note: To turn the game off, press and hold the button until you hear 2 beeps. The game also turns off automatically after 5 minutes of non-use.

HOW TO PLAY

At the start of a game: Players form a circle. The ball announces the game selected and gives the top score for that game. (The very first time you play a game there will be no high score given.) The ball announces which color player starts the game. (It's whoever is holding the ball at the time). For example: If the ball is held by the "white player," the ball announces: WHITE BEGINS.

At the end of a game: The ball asks if you would like to play the same game again or select a new game.

- If you want to play the same game again, simply pass the ball to any other player. The game begins again.
- If you want to play a different game, press the ball button as described above to select the game you want.

Game 1 – *Fast Pass*

Goal: Pass the ball to the correct player as quickly as possible.

The ball announces a random color. Pass it quickly to that color player. The game continues in this manner, and the pace quickens. If you pass the ball to the wrong player, or take too long to pass the ball, the game ends, and you'll hear an explosion. The ball then announces how many correct passes were made.

Game 2 – Code Challenge

Goal: Determine the secret color code sequence by passing the ball.

The game begins with a secret 3 color code sequence (LEVEL 3). The first color of the code always matches the color player holding the ball at the beginning of the game. Pass the ball to other players using the trial and error method to discover the code sequence. If you pass to the wrong player, you'll hear an explosion and be directed to pass the ball back to the first player. Try again to solve the sequence. Each time you solve the code sequence, the ball announces: YOU BUSTED THE CODE! You may then begin the next sequence level with an additional color added.

If you successfully complete the highest sequence level (the length is secret!), the ball announces: YOU WIN!

Game 3 – Add One

Goal: Create your own color sequence and remember it – forward and reverse.

The game begins with a simple 2 color sequence that you create. The first color of the sequence always matches the color player holding the ball at the beginning of the game. Pass the ball to any other player. This completes the 2 color sequence. The ball then announces: REWIND IT, and the catcher must pass the ball back to the thrower. The ball then directs you to repeat that sequence and add one color to it. This pattern is repeated – forward and in reverse – as directed by the ball. Play continues until someone passes incorrectly, or takes too long to pass. You'll then hear an explosion and the game is over. You may start again with a new 2 color sequence.

If you successfully complete the maximum sequence (the length is secret!), the ball announces: YOU WIN!

Game 4 -- You're Out

Goal: Pass the ball before time runs out.

This is an elimination game that is played in rounds. The ball announces a random color. Pass it quickly to that color player. Game play continues in this manner. The player holding the ball when time runs out (you'll hear an explosion)

is eliminated from the game. (The time allowed for each round is always changing.)

A round ends when one of the following occurs:

1. A player is holding the ball when time runs out.
2. A player holds the ball for more than 3 seconds.
3. The ball is passed to you but you fail to catch it.
4. The wrong player catches the ball. The ball announces that the player who THREW the ball is out.

When only 2 players remain in the game, the ball is passed back and forth. The last player to touch the ball when time runs out is eliminated, and the other player wins!

FINISHED PLAYING?

To turn the game off, press and hold the button until you hear 2 beeps. The game also turns off automatically after 5 minutes of non-use.

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.
- Connect the equipment 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.

CONSUMER INFORMATION

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.

Warning: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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