

Ages: 5+
Players: 2-4



CHASE 'EM AS THEY SPIN... CATCH 'EM FAST TO WIN!

OBJECT

The aliens have launched from their Spaceship in Flying Saucers and are doing crazy spinning acrobatics in space! Your mission is to catch them fast before they whirl to the ground and land on earth. The first player to catch all of the flying saucers needed wins the game.

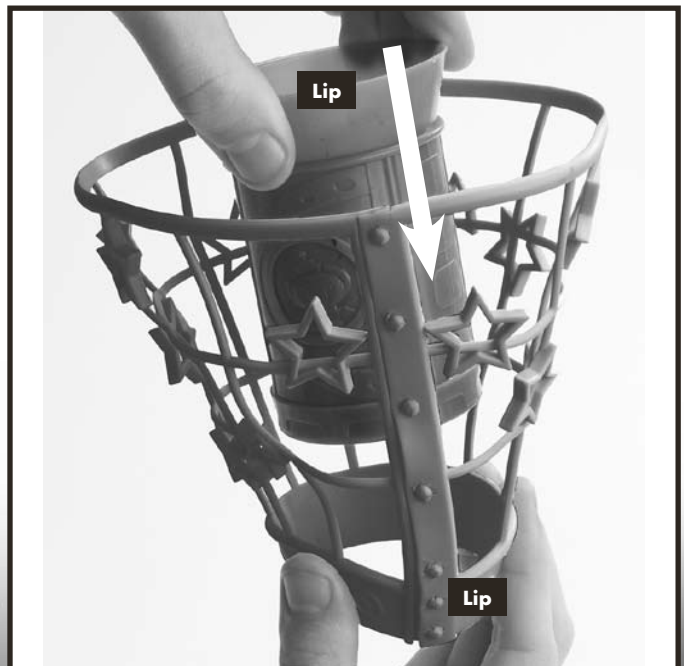
CONTENTS:

- 1 Spaceship
- 17 Flying Saucers (5 red, 4 yellow, 4 orange, 4 blue)
- 4 Catchers (2 pieces per color: Base and Net)



ASSEMBLY OF CATCHERS

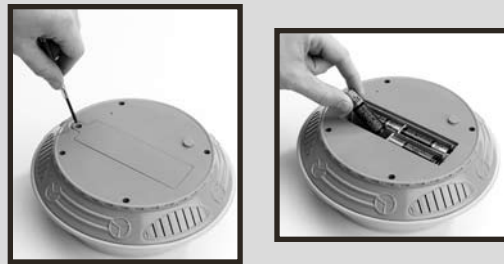
- Each Catcher consists of 2 pieces: the base and the net.
- Take a NET and wrap it around until the edges meet, then snap the edges together.
- Take a matching-color BASE and, holding it so that the open end is at the top, push it through the net from the widest opening through the narrow opening, until the lip of the net is wrapped around the lip of the base.
- Repeat the process with the remaining three Catchers.



ADULT ASSEMBLY REQUIRED

BATTERY INFORMATION

Keep these instructions for future reference as they contain important information.



- Requires 4 “AA” batteries (not included).
- For longer life use only alkaline batteries.
- Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.
- If game malfunctions, check the battery installation.
- BATTERIES SHOULD BE CHANGED WHEN SOUND DISTORTS OR LAUNCHING ACTION SLOWS.



BATTERY SAFETY INFORMATION

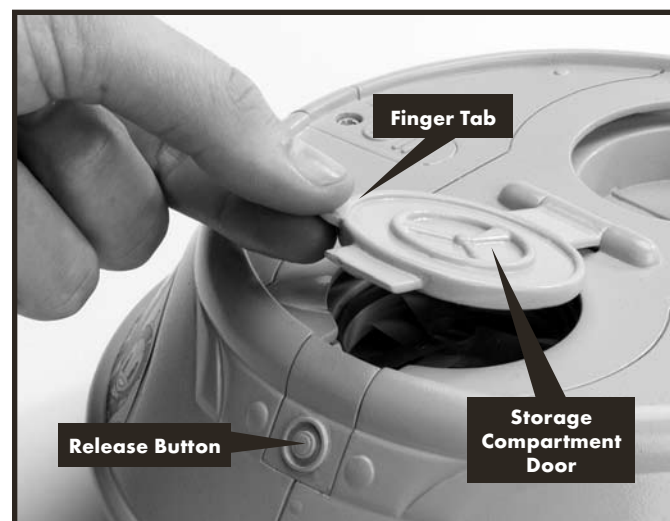
In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged (if designed to be removable).
- Rechargeable batteries are only to be charged under adult supervision (if designed to be removable).
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.

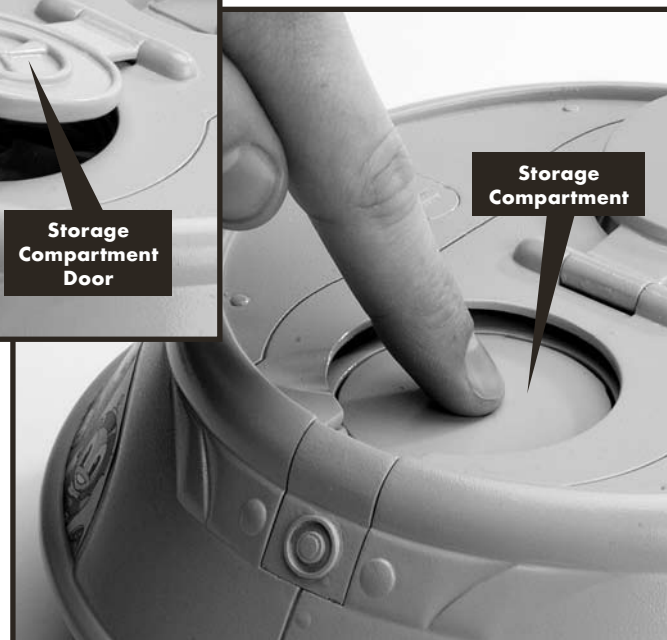
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

LOADING THE FLYING SAUCERS

The Flying Saucers are loaded into a Storage Compartment on the top of the Spaceship. To load them:



- Press the Release Button; the door will pop open.
- Use the Finger Tab on the door to fully open the door.
- Push down on the floor of the Storage Compartment until it's all the way down; it will automatically stay in place.
- Mix up the Flying Saucers and then place them into the Storage Compartment.
- Close the door and snap shut.



LET'S GET READY

- Place the Spaceship in the center of an open playing area with plenty of room to run around.
- Each player takes a Catcher.
- Choose your challenge! Each of the three ways to play has a different level of challenge—start with the first level and as you get good at one, test your skill at the next! All players must agree to the way you will score, which determines the Flying Saucers you will catch as you play:
 1. Catch ANY 5 Flying Saucers.
 2. Catch all 4 Flying Saucers that MATCH THE COLOR of your catcher. NOTE: To play this way, remove the extra red Flying Saucer and only load the remaining 16 (4 of each color).
 3. Catch 1 Flying Saucer in EACH COLOR for a total of 4.



LET'S PLAY

- Flip the On/Off switch to the “on” position and get ready for lift off! You have 5 seconds before the Flying Saucers launch.
- When the Flying Saucers shoot out of the Spaceship, scramble to catch them in your Catcher.
- Try to catch the Flying Saucers that will help you win. Example: If you've decided to match your Catcher, go for the Flying Saucers of that color only.

WINNING

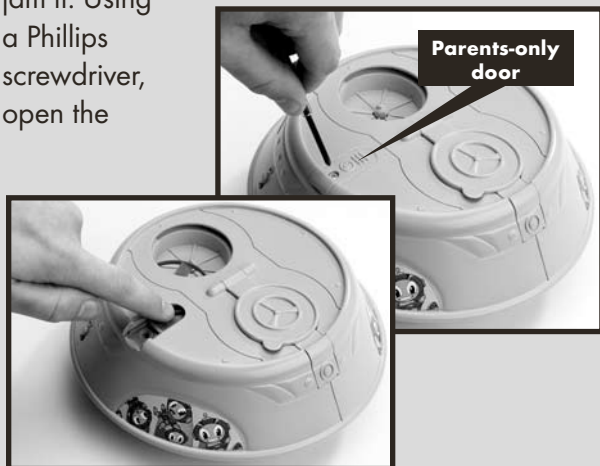
The first player to catch all of the Flying Saucers required for the challenge that was chosen at the beginning of play wins the game!

1. The first player to catch any 5 Flying Saucers wins!
2. The first player to catch 4 Flying Saucers that match his/her Catcher wins!
3. The first player to catch 1 Flying Saucer of each color (4 total) wins!

ATTENTION PARENTS

Only use projectiles supplied with this toy. Do not launch at people or animals or at point blank range.

Troubleshooting: If a flying saucer gets stuck inside the Spaceship, an ADULT can easily un-jam it. Using a Phillips screwdriver, open the



parents-only door on the top of the Spaceship. Remove the jammed Flying Saucer by pushing it toward either the open launching area or the storage compartment until you can lift it out.

If a Flying Saucer becomes entangled with the motorized loading arm, do the following.

1. Turn off the toy.
2. Manually move the loading arm to dislodge the propeller.
3. Restart toy.

Please remove and discard any Flying Saucers that are damaged or distorted.

Safety Switch: There is a safety switch on the BOTTOM of the Spaceship which ensures that Flying Saucers will not launch if the Spaceship is picked up. The launching mechanism only works when the Spaceship is sitting on the floor.



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.

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.

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



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