ELECTRONIC

TOSS ACROSS ®

8 Different Games to Play!

CONTENTS: 1 Game Base, 6 Bean Bags

HOW TO REPLACE BATTERIES

Electronic Toss Across® requires 3 AAA batteries [not included]. **Use only Alkaline Batteries. Toy may not function with other types of batteries.**

1. Unscrew battery compartment cover with Phlillips screwdriver [not incuded] and lift open.
2. Install 3 AAA [LR6] size Alkaline Batteries in compartment.
3. Replace cover by slipping tabs into place, pressing cover down and screwing shut.
4. If game malfunctions, check the battery installation.
5. Batteries should be changed when sound distorts.

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.

ASSEMBLY

Electronic Toss Across® has two components: the Six-Pod Piece and the Three-Pod Piece. To assemble, first make sure that the ON/OFF switch is in the OFF (O) position. Then, plug the Three-Pod Piece into the Six-Pod Piece as shown. Next, switch the ON/OFF button to ON (I) and you're ready to play! NOTE: to disassemble, reverse the steps above.

Wall Hanging Slot
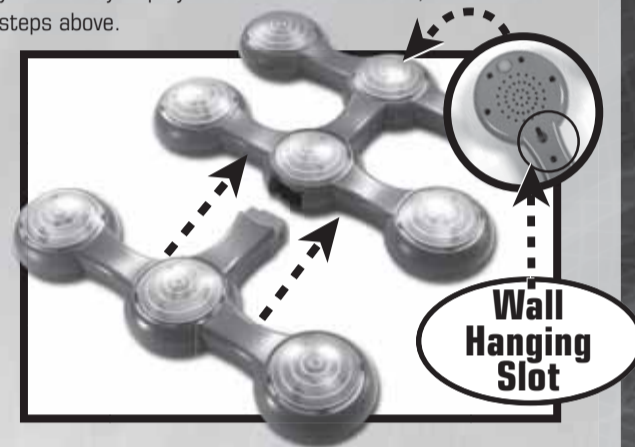
BEFORE YOU BEGIN...

Once the unit is turned on, the lights will flash, you will hear a start-up sound and then "select game."

SELECTING A GAME
There are 8 different games to play in *Electronic* Toss Across®, so the first step is to pick the one you want to play. You choose a game by pressing the Light Pod on the unit that corresponds to the game you want to play **(see diagram)**. Once you hear the game you want, press the Center Light Pod to "select" that game. The unit will say the name again, and now you're ready to play.

REPLAYING SELECTED GAME
When you've finished a game and you want to play it again, just press any Light Pod and another game will begin.

SELECTING A NEW GAME
When you want to play a different game, press and hold down the Center Pod for approximately three seconds until the lights FLASH, you hear the start-up sound and "select game." Use the pods to choose the new game you want, then press the Center Pod to select it.

DISTANCE
During the game, Players may stand anywhere from 3 to 6 feet away from the unit depending upon how difficult you wish to make the competition.
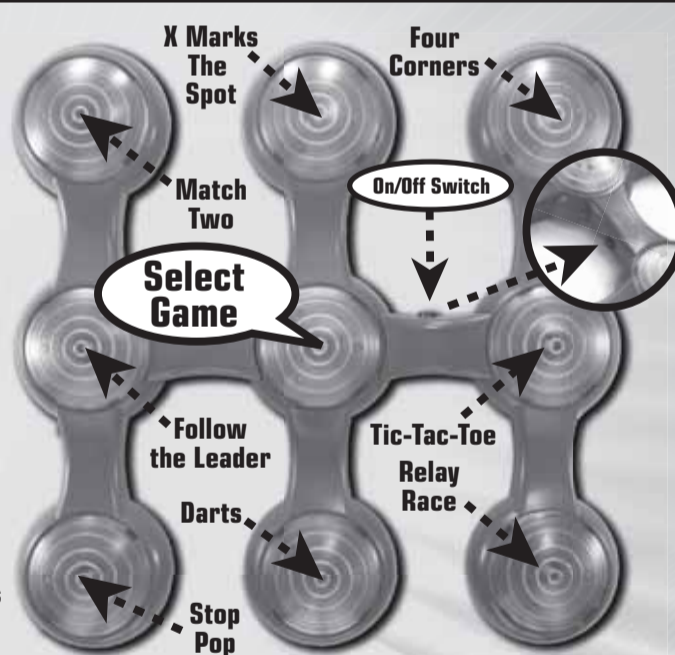
HITS
A "direct hit" is when a beanbag hits the Light Pod it is supposed to. A "wrong hit" is when a beanbag hits a Light Pod it isn't supposed to. If a throw fails to activate a Light Pod, glances the unit or misses it entirely, it still counts as a throw.

THE UNIT
To determine the "top" and "bottom" of the unit, make sure that the arm that has the ON/OFF switch is on the RIGHT (see illustration). This will help in game selection and also orient the unit for game play.

NOTE: The Unit will enter "Sleep" mode if no activity is registered for three (3) minutes. Press any Light Pod to wake the Unit, but know that it will not resume the game that was being played. After Sleep Mode, the unit automatically returns to Start Up mode.

X Marks The Spot — Four Corners — Match Two — On/Off Switch — Select Game — Follow the Leader — Tic-Tac-Toe Relay Race — Darts — Stop Pop

THE GAMES

R = RED   G = GREEN   Y = YELLOW

TIC-TAC-TOE (2 Players)
Object: Players try to get **three in a row** of the same color either horizontally, vertically or diagonally.

PLAYING THE GAME
• Decide who will throw first.
• Player's alternate turns tossing beanbags one at a time.
• The first player to successfully hit a Light Pod will be that color (red or green) for the rest of the game. The other Player will be the **opposite** color.
• As the game progresses, players try to get three in a row of their color.
• Remember, when hit, the Light Pods light up in **RANDOM** order, so if you need a green, you might get a red or even NO COLOR AT ALL! Also, if you hit a Light Pod that is already lit up, it will change color but not necessarily the one you want. For example, if a Light Pod is red, and you want it to be green, when hit it might turn green, but it also might turn no color at all — so be careful!

WINNING THE GAME
• When a player gets three in a row of their color. The winning combination of Light Pods will FLASH.
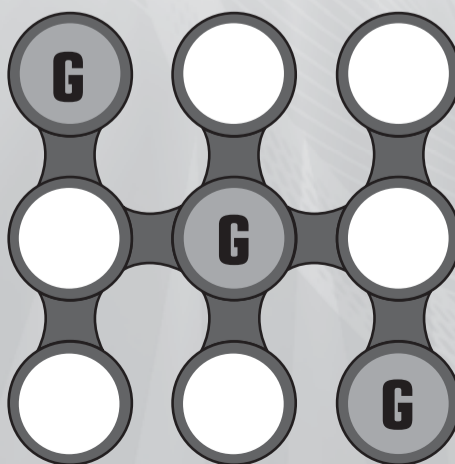
4 CORNERS (2 Players)
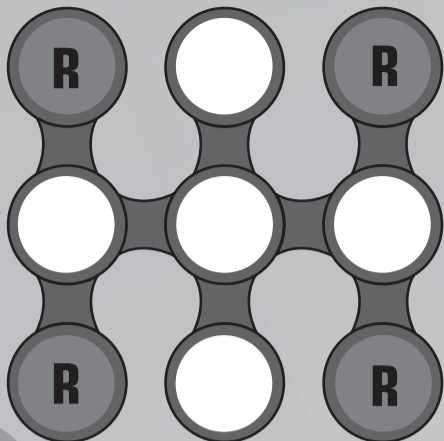**Object:** Players try to illuminate the **four** Light Pods in the **corners** of the unit with the same color.

PLAYING THE GAME
• Decide who will throw first.
• Player's alternate turns tossing beanbags one at a time.
• The first player to successfully hit a Light Pod will be that color (red or green) for the rest of the game. The other Player will be the **opposite** color.
• As the game progresses, players try to light all four corner Light Pods with their color.
• Remember, the Light Pods light up in RANDOM order, so if you need a green, you might get a red or even NO COLOR AT ALL — so be careful!

WINNING THE GAME
• When a player lights up all four corner Light Pods with their color. The winning combination of Light Pods will FLASH.

NOTE: FOR INFORMATION ON HOW TO SELECT A GAME, SEE "BEFORE YOU BEGIN..." ON OTHER SIDE OF INSTRUCTION SHEET.

THE GAMES (continued)

R = RED   G = GREEN   Y = YELLOW

4 CORNERS (DIAGRAM)
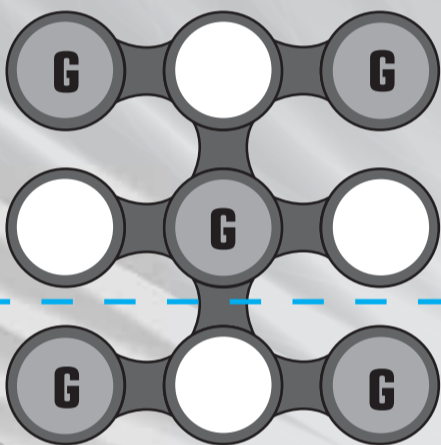
X MARKS THE SPOT (2 Players)

Object: Players try to illuminate the **four** Light Pods in the **corners** of the unit *plus* the **center Light Pod** with the same color.

PLAYING THE GAME
- Decide who will throw first.
- Player's alternate turns tossing beanbags one at a time.
- The first player to successfully hit a Light Pod will be that color (red or green) for the rest of the game. The other Player will be the **opposite** color.
- As the game progresses, players try to light all four corner Light Pods plus the Center Light Pod with their color.
- Remember, the Light Pods light up in **RANDOM** order, so if you need a green, you might get a red or even NO COLOR AT ALL – so be careful!

WINNING THE GAME
- When a player lights up all four corner Light Pods *plus* the Center Light Pod with their color. The winning combination of Light Pods will FLASH.

MATCH 2 (2 Players)

Object: Players try to be the first to match **TWO PAIRS** of the same color Light Pod.

PLAYING THE GAME
- In Match 2, there are four (4) **red** Light Pods, four (4) **green** Light Pods and one (1) **yellow** light pod.
- Players try to match two (2) pairs (all four of one color) of either red or green.
- If a Player hits the yellow Light Pod, they will hear a "POP" sound, and their turn is over IMMEDIATELY.
- Decide who will throw first.
- On their turn, each Player will throw as many beanbags as needed to score **two (2) direct hits**.
- The first Player to light up two Light Pods of the **same color** (red/red or green/green) successfully completes **one pair**. The other Player will try to match pairs of the **opposite** color.
- If a Player hits two pods of **different** colors (red/green), that is **not** a match. The pods will go dark and it's the next player's turn. **NOTE:** those pods have now revealed their color, so pay attention and remember for your next turn.
- If a Player who is trying to match a pair of one color accidentally hits a pair of the **other** color, the opposing player gets credit for the match.

WINNING THE GAME
- The game is over when one player successfully lights up **TWO PAIRS** of the same color Light Pod. The winning combination of pods will FLASH.
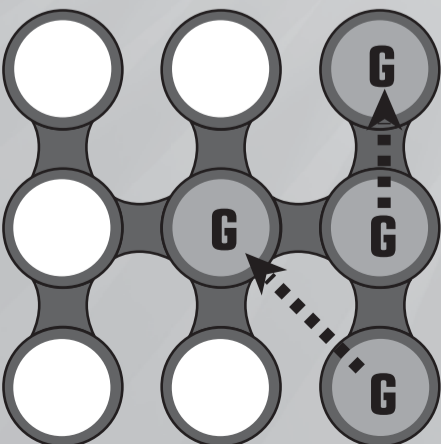
RELAY RACE (1-3 Players)

Object: Players race to try and be the first one to complete three (3) "laps".

PLAYING THE GAME
- When Relay Race is selected, a row of three Light Pods will FLASH green. This is to show you which end of the unit is the "**bottom**."
- Make sure the "**bottom**" is facing the players in the throwing area (lined up **horizontally** and closest to the players).
- Divide the beanbags according to how may players are playing: if there are two (2) players, each player gets three (3) beanbags; if there are three (3) players, each player gets two (2) beanbags.
- Then, each Player chooses a **vertical** row of Light Pods as their "track."
- A chosen Player will shout "Go!" to begin the game, then all Players **simultaneously** throw beanbags at their row trying to light the Pods in order from the **bottom to the top**.
- There is no penalty for hitting a Pod out of order, but it will **not** stay lit and the Pod you are supposed to hit will FLASH as a reminder.
- Once a Player has thrown all their beanbags, they must quickly gather them up and return to the throwing area to continue the game.
- Once a Player lights up all three (3) Light Pods on their row, that completes one "lap." The first lap will light up green, the second lap will light up yellow and the third lap red.

WINNING THE GAME
- The first player to complete three (3) "laps" wins, and their row will FLASH.
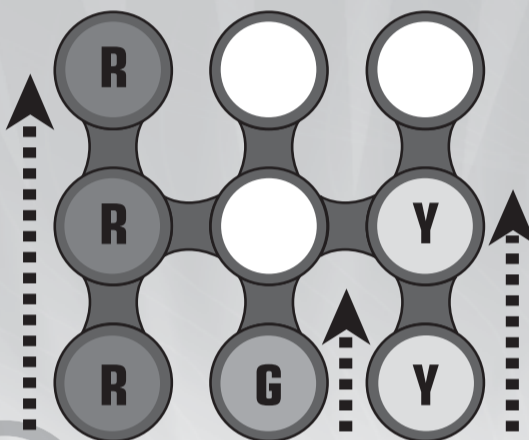
DARTS (1-6 Players)

Object: Players try to score the most points in three "rounds" by hitting Light Pods that have a number value attached.
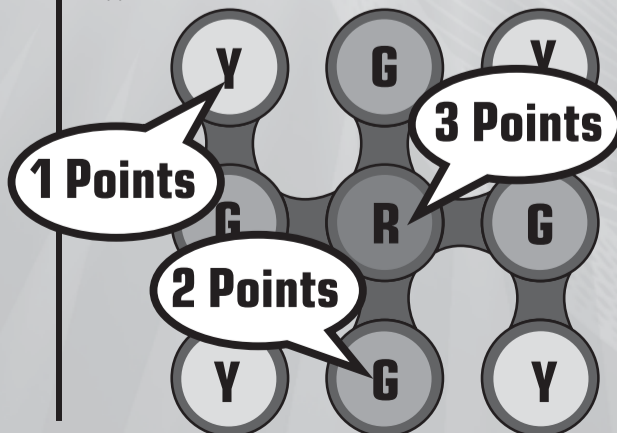
PLAYING THE GAME
- Once you have selected Darts, the unit will say "**Select Players**." Press the FLASHING yellow Light Pod once for each Player, then press the **Center Light Pod** to enter it into the unit.
- The Unit will say, "Player One, Round One." Player One will then throw as many beanbags as needed to score **three (3) direct hits.**
- Each Light Pod has a number value. The four **Corner Pods** (yellow) are worth one (1) point, the other **Outer Light Pods** (green) are worth two (2) points, and the **Center Light Pod** (red) is worth three (3) points.
- After three (3) direct hits, the unit will display the Player's score with FLASHING Light Pods **(Red = 3; Green = 2; Yellow = 1)**. **EXAMPLE:** if a player scores four (4) points on his or her turn, one Light Pod will FLASH red (3) and one Light Pod will FLASH yellow (1) for a total of 4.
- **NOTE:** in rounds Two and Three, the unit will flash each Player's **cumulative** score as the game progresses.
- Press any Light Pod to stop the flashing score and begin the next player's turn.

WINNING THE GAME
- Once three (3) rounds have been completed, the player with the highest score wins. The unit will say, "Player ___, you win!"

SUDDEN DEATH
- If there is a tie for first place, those players will then play a "Sudden Death" round. Press any Light Pod to begin. Each **tied player** will throw until they have **one** (1) hit. The first player to hit a Light Pod of a **higher point** value than their opponent(s) wins.

FOLLOW THE LEADER (1 Player Practice)

Object: Players practice their throwing skills by trying to hit the correct Light Pods.

PLAYING THE GAME
- Players use all six beanbags and play **one at a time**.
- When the game begins, all the Light Pods are green **except one**, which FLASHES red for three seconds and then turns green.
- The Player must then hit the Light Pod that FLASHED red. If successful, the player scores three" (3) points. The Unit will say, "Three."
- A **new** Light Pod will FLASH red, and the Player will try to hit it, and so on. **NOTE:** pay close attention, because the same Light Pod may FLASH twice in a row.
- If the Player hits the **wrong** Light Pod, they will hear a "wrong" sound and then the Light Pod the player was **supposed** to hit will FLASH red again. No points will be awarded, but it will still count as one "hit".
- Play continues until the Player has **either** nine (9) **correct** "hits" **OR** twenty-seven (27) **total** hits, whichever comes first.
- The Unit will tell the Player how many points he or she scored by FLASHING **one** (1) red Light Pod for every correct hit. Each FLASHING red light represents **three** (3) points. For example, five FLASHING red lights would be fifteen (15) points. All **nine** (9) FLASHING red lights would be 27 points – the maximum you can score.
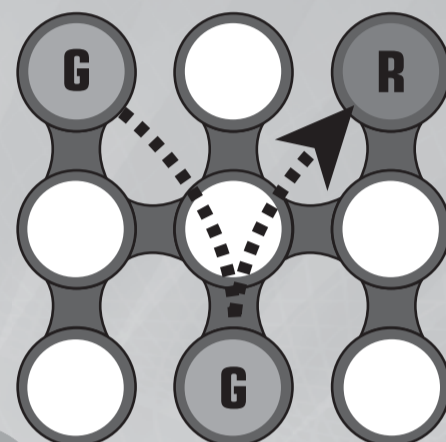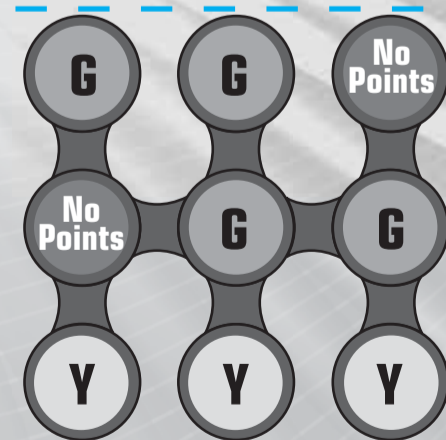
STOP POP (1+ Players)

Object: Players try to earn the most point by hitting the highest amount of Light Pods before they turn red.

PLAYING THE GAME
- Players use all six beanbags and play **one at a time**.
- When the game begins, all the Light Pods are dark except **one** that begins to FLASH **green**. The Player tries to hit this pod.
- If the Light Pod is **not** hit while FLASHING **green**, it will then FLASH **yellow**. If it is **not** hit while FLASHING **yellow**, it will turn **red** with a POPPING sound.
- If the Light Pod is hit while it FLASHES **green**, the Player earns **two points**. If the Light Pod is hit while it FLASHES **yellow**, the Player earns one point. If the Light Pod "pops" **red**, no points are earned.
- Once the game has begun, **other** Light Pods may start to FLASH even if the **first** FLASHING Light Pod has **not** been hit, so it pays to move fast!
- Once all beanbags have been thrown, quickly gather them up, return to the throwing area and start tossing again.

WINNING THE GAME
- The game is over when all the Light Pods are frozen either **red, yellow** or **green**. The Player's score is then displayed when all the red "popped" Light Pods **go dark**, and the yellow and green Light Pods FLASH. For example, if there are three (3) FLASHING green Light Pods, that's 2+2+2=6 and two (2) FLASHING yellow Light Pods 1+1=2 for a total of eight (8) points. Players add up their points and see if the next player can beat their score.