

## A Look at the Game

Player 1 Lighted Button & Player 2 Lighted Button  
(Press either button to turn the game on. Press and hold both buttons to turn the game off.)

Reset  
(Located underneath)

Hyper Band  
(Insert band to play solo)

4 Hyper Discs  
(Slide these under the arch to score)

Disc Storage Compartment  
(Remove cover to store discs)

**IMPORTANT! Do not play on a metal surface. If game malfunctions, play on a different surface. If problem continues, push in RESET or try new batteries**





## Contents

- Electronic Game Unit
- 4 Hyper Discs (each a different color)
- Hyper Band

**Setup** Insert batteries (see page 13).

## Playing Solo or 2 Players?

**Fast Pass, Add One** and **Code Buster** can be played SOLO or by 2 PLAYERS. To play a game SOLO, just insert the Hyper Band by sliding the nubs on the band into the slots on the underside of the game unit. See Figure 1. Now when you play, you'll slide the Hyper Discs under the arch and they'll bounce back to you off the Hyper Band. To play with 2 PLAYERS, just remove the band by carefully sliding it out of the slots.

## To Select a Game

Press and hold either Player button to go to the Game Menu. The Player 1 button will blink – Press this to scroll through the games. The Player 2 button will light solid – Press this to select your game.



**Figure 1**



# The Games

## *Fast Pass*

**Object:** Slide the Hyper Discs under the arch as they are called out by the game unit. Play together to increase your number of correct passes made.

### Get Ready

Each player starts with any 2 Hyper Discs. Color doesn't matter.

### Play

The game unit will call out a color. Pass this colored Hyper Disc under the arch to start the game. Now continue passing the Hyper Discs under the arch

as they are called for by the game unit. You must pass these within the time allowed. As the game goes on, this time will decrease. If a player passes the wrong disc OR fails to pass the correct one within the allotted time, the game ends. The game unit will announce the number of correct passes made in this round.

### Winning

The longest number of correct passes is announced and then stored in the game's memory as the recorded High Score.

### Playing Again?

Play again to try to beat the High Score for this round or try to beat the game's recorded High Score.

## *Fast Pass Head-to-Head*

**Object:** Slide the Hyper Discs under the arch as they are called out by the game unit. The first player to score 3 points wins.

### Get Ready

The game will indicate which player it is speaking to by lighting the LED on that player's side. The game unit will announce which discs each player should have to start with. For example, the game unit will announce: "Player 1 starts with BLUE, YELLOW. Player 2 starts with RED, GREEN." When players have the correct discs, press the flashing button to get started.

### Play

The game unit will call out a color. Pass this colored Hyper Disc under the arch to start the game. Now continue passing the Hyper Discs

under the arch as they are called for by the game unit. You must pass these within the time allowed. As the game goes on, this time will decrease. If a player passes the wrong disc OR fails to pass the correct one within the allotted time, the other player scores 1 point. After a point has been scored, the game unit will announce the current score. For example, the game unit will announce: "Player with BLUE, RED, YELLOW, you have 1 point. Player with GREEN, you have 2 points."

The game unit will then call out a color. Pass this colored Hyper Disc under the arch to continue playing. The game ends when one player scores 3 points.

### Winning

The first player to score 3 points wins.

## Add One

**Object:** Slide the Hyper Discs under the arch in the order they are called out by the game unit. With each pass, one color is added onto the growing sequence. Play together to increase your number of correct passes made.

### Get Ready

Each player starts with any 2 Hyper Discs. Color doesn't matter.

### Play

The game unit will call out a color. Pass this colored Hyper Disc under the arch to start the game. Now pass the Hyper Discs under the arch in the growing sequence called out by the game unit.

The game unit will begin by calling out one colored disc. If players pass the correct disc within

the time limit, the game will continue. This time the game unit will call out the first disc again but will add a second. **IMPORTANT:** The second disc MAY be the same as the first. For example, the game unit may call out BLUE for the first pass and then BLUE, BLUE for the second. Players must then correctly make these two passes. If these two passes are made correctly, the game unit will call out the first two colors again followed by a third color! Play continues this way with the game adding another color to the sequence each time it is completed correctly!



**IMPORTANT:** Players should not pass any discs until the game finishes announcing the sequence. If a player does pass a disc while the sequence is being announced, the game will ask players to wait. This will not impact the score.

If a player passes the wrong disc or fails to pass the correct one within the allotted time, the game ends. The game unit will announce the number of correct passes made in this round.

### Winning

The longest number of correct passes is stored in the game's memory as the recorded High Score.

### Playing Again?

Play again to try to beat the High Score for this round or try to beat the game's recorded High Score.

## Add One Head-to-Head

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### Get Ready

The game will indicate which player it is speaking to by lighting the LED on that player's side. The game unit will announce which discs each player should have to start with. For example, the game unit will announce: "Player 1 starts with BLUE, YELLOW. Player 2 starts with RED, GREEN." When players have the correct discs, press the flashing button to get started.

### Play

The game unit will call out a color. Pass this colored

Hyper Disc under the arch to start the game. Now pass the Hyper Discs under the arch in the growing sequence called out by the game unit.

The game unit will begin by calling out one colored disc. If players pass the correct disc within the time limit, the game will continue. This time the game unit will call out the first disc again but will add a second. **IMPORTANT:** the second disc MAY be the same as the first. For example, the game unit may call out BLUE for the first pass and then BLUE, BLUE for the second. Players must then correctly make these two passes. If these two passes are made correctly, the game unit will call out the first two colors again followed by a third color! Play continues this way with the game adding another color to the sequence each time it is completed correctly!

**IMPORTANT:** Players should not pass any discs until the game finishes announcing the sequence. If a player does pass a disc while the sequence is being announced, the game will ask players to wait. This will not impact the score.

If a player passes the wrong disc or fails to pass the correct one within the allotted time, the other player scores 1 point. After a point has been scored, the game unit will announce the current score. For example, the game unit will announce: "Player with BLUE, RED, YELLOW, you have 1 point. Player with GREEN, you have 2 points."

The game unit will then call out a color. Pass this colored Hyper Disc under the arch to continue playing. The game ends when one player scores 3 points.

### Winning

The first player to score 3 points wins.

## Code Buster

**Object:** You have 90 seconds to decipher the code and slide the Hyper Discs under the arch in the pattern secretly determined by the game unit.

### Get Ready

Each player starts with 2 Hyper Discs. Color doesn't matter.

### Play

**A Note About the Code:** The game unit will secretly determine a code based on the level you have chosen. A Level 4 code means that there are 4 colors in the code. A Level 5 code is one with 5 colors, etc. **IMPORTANT:** Colors can repeat in a code. For example, a Level 4 code could be RED, BLUE, GREEN, YELLOW or it could be RED, RED, YELLOW, BLUE.

The game unit will call out a color. Pass this colored Hyper Disc under the arch to start the game. This is the first color in the code. Now try to uncover the next step in the code by passing another Hyper Disc under the arch. **REMEMBER:** The next step in the code COULD BE the same colored Hyper Disc as a previous pass!

If the correct Hyper Disc is passed, players will hear a "ding" sound. Now try to uncover the next step. If the wrong Hyper Disc is passed, players will hear a "buzz" sound. Start again by passing the first Hyper Disc called out by the game unit, followed by any others you uncovered. Then continue to try to break the code.

### Winning

Break the code in 90 seconds or less and you win. High Score is determined by the shortest time used to break the code.

### Playing Again?

Choose to play this game again at the same level (the same hidden code length) or go on to a harder level (a longer hidden code). See how many you can solve. If you choose the same level, the High Score for this round will be stored in memory to compare against future games. The High Score is based on 1.) the longest hidden code solved; then 2.) the shortest time to solve that level.

### Sleeping

The game unit will automatically go to sleep if unused for 2 minutes. To wake the game, press either Player Buttons.

### Done Playing?

Slide the Hyper Band into place and store the Hyper Discs in the storage compartment. Let the game go to sleep.



## Batteries

 **x3 ALKALINE BATTERIES REQUIRED**  
1.5VAA or LR6 size  
**NOT INCLUDED**

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

### Insert Batteries

Make sure the electronic unit is OFF. Now loosen the screw on the battery compartment (located on the underside of the game unit), and remove the door. Insert 3 AA-size batteries (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Replace the door and tighten the screw. See Figure 2.



Figure 2

**! CAUTION:**  
**TO AVOID BATTERY LEAKAGE**

- 1) Be sure to insert the batteries correctly and always follow the game 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

- 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 BATTERIES.**

**FCC Statement**

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.

Warning: 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.

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:

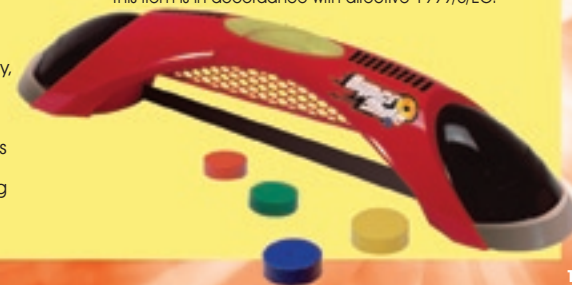
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

**CE 0890**



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

This item is in accordance with directive 1999/5/EC.



We will be happy to hear your questions or comments about this game. US consumers 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, NP19 4YD. Or telephone our Helpline on 00 800 2242 7276.



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For 1 or More Players / AGES 8+

# Hyper Slide™

The fast passin' action game