

JAKKS Pacific® Battery or Electrically-Operated Toy 90 DAY LIMITED WARRANTY

Thanks for purchasing a great JAKKS Pacific® product! Please immediately register your product online at www.jakks.com/warranty. Registration is not required for the effectiveness of this limited warranty.

IMPORTANT NOTICE TO CONSUMER:

This 90 DAY LIMITED WARRANTY applies to the original product purchaser, provided the product: 1) was purchased from an authorized JAKKS™ distributor/dealer/retailer, and 2) is returned at your expense, postage pre-paid and insured, along with the original dated sales receipt to the address noted below. Please save a copy of your original sales receipt, as the original receipt will not be returned to you. If you return the product to us without the original dated sales receipt, this warranty coverage will not apply. If the product is determined by JAKKS to be defective and returned to JAKKS within the 90 day warranty period, we will (at our option) repair or replace it. Return shipment to you may take up to 6 weeks, depending upon your location. If your product is repaired or replaced, it will be warranted for the longer of the original warranty or for 30 days after warranty service.

SCOPE OF LIMITED WARRANTY: The product is warranted to be: a) tested and inspected before shipment, and b) free of defects in material and workmanship for 90 days from date of purchase. If a covered defect occurs within the warranty period, then at our sole option, we will repair or replace the product or provide you with another product of equal value.

WHAT IS NOT COVERED BY LIMITED WARRANTY: THIS WARRANTY IS VOID IF THE PRODUCT HAS BEEN MODIFIED OR REPAIRED BY USER OR OTHERS OR IF IT HAS BEEN DAMAGED AS A RESULT OF ACCIDENT, IMMERSION IN WATER, NEGLIGENCE, ABUSE, MISUSE, BATTERY LEAKAGE, IMPROPER BATTERY INSTALLATION, UNAUTHORIZED SERVICE, LOSS OF PARTS, WEATHER, ACTS OF GOD, ANY ACTION OR OMISSION WHICH CONSTITUTES A DEVIATION FROM THE OPERATING INSTRUCTIONS, OR ANY OTHER CAUSES NOT ARISING OUT OF DEFECTS IN WORKMANSHIP OR MATERIALS.

EXCLUSIONS FROM LIMITED WARRANTY: THIS WARRANTY IS EXCLUSIVE OF AND IN LIEU OF ALL OTHER EXPRESS OR IMPLIED WARRANTIES RELATED TO THIS PRODUCT, INCLUDING ANY IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. SPECIAL, INCIDENTAL AND CONSEQUENTIAL DAMAGES ARISING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT ARE EXCLUDED BOTH FOR PROPERTY DAMAGE AND PERSONAL INJURY TO THE EXTENT LEGALLY PERMITTED.

ADDITIONAL LEGAL RIGHTS: This warranty provides specific legal rights. You may have other or different rights in your state or country.

QUESTIONS OR COMMENTS: If you experience product difficulties or have questions or comments, you may contact our Consumer Relations department as follows: Phone: 877-875-2557 (toll-free, North America only) or 909-594-7771 x560 (Monday-Friday, 7:30AM-4:30PM Pacific/GMT -8). Mail: JAKKS Consumer Relations, 21749 Baker Parkway, Walnut, California USA 91789. Email: consumers@jakks.com

WHEN WRITING TO US: Please include: 1) product name; 2) item number; 3) purchase date; 4) description of the problem being experienced; and 5) your name, address and phone number. Additionally, if eligible under the warranty and so advised by JAKKS Consumer Relations, also include the defective product and the ORIGINAL dated sales receipt evidencing product purchase. Please retain a copy of your receipt.

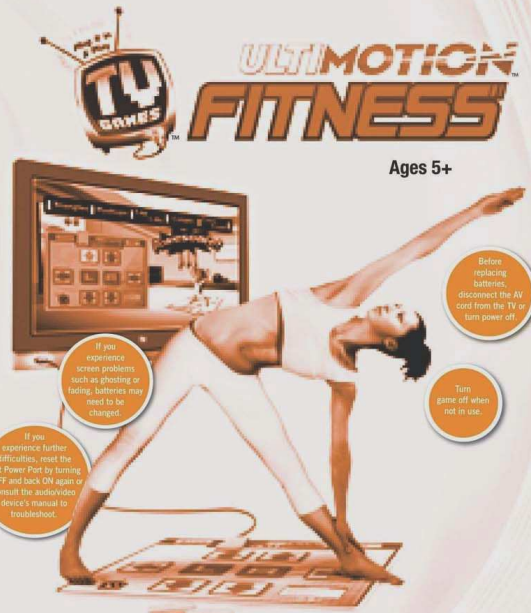
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Questions or comments? www.jakks.com, consumers@jakks.com, or 1-877-875-2557 in North America.



Requires 4 AA (LR6) and 4 AAA (LR03) Alkaline batteries (not included)

YOUR MOVES CONTROL THE GAME!

It's time to see how fit you are! With the UltiMotion® Fitness Mat and UltiMotion® Controllers, you can have fun and help stay trim at the same time! Test your boxing skills against different opponents in Knock Out Punch, or create your own exercise routine in Circuit Train! Hit the track in Outdoor Training, or try to keep your balance as you scale a mountain in Climb It! Finally, see if your goalie skills are up to the task in Soccer Blocker, or groove on the dance floor in Dance Workout! With UltiMotion® Fitness, it's up to you!

GETTING CONNECTED

1. Battery Installation: (Adult Installation Required) Requires 4 AA (LR6) and 4 AAA (LR03) Alkaline batteries (not included). Locate the battery compartments on the bottom of the Mat Power Port and both Controllers. Using a Phillips screwdriver, remove the screw and the battery door of each compartment. Install 4 fresh AA batteries in the Mat Power Port and 2 fresh AAA batteries into each Controller. Replace the battery compartment door and the screw.

UltiMotion® Controllers

Some games take advantage of the left and right UltiMotion® Controllers. Hold the Controllers in each hand, making sure to attach the wrist strap around your wrists before use. See WRIST STRAP instructions on page 3.



2. Unit Connection: Connect the Mat Power Port to TV, VCR or DVD player and select the appropriate "line in" source. Consult the audio/video device's manual for details. Once connected, turn the power switch of the Mat Power Port to ON.



HEALTH AND SAFETY WARNING:

To prevent injury to yourself or damage to any surrounding objects, read these warnings before game play begins.
Place the UltiMotion® Fitness Mat on a flat, horizontal and stable indoor surface.
Give yourself adequate space between you and any other objects or people during gameplay. We recommend keeping a 8-foot / 2.43 meters space free around the UltiMotion® Fitness Mat.
To prevent slipping and damage to the UltiMotion® Fitness Mat, never wear shoes or socks while playing. Always play barefoot. During game play, if your feet become damp, dry them and the mat off before continuing to play.
Sit or kneel on the mat and avoid leaning back, activity, and take a 10-15 minute break every hour, even if you don't think it is necessary.
Only one person should use the UltiMotion® Fitness Mat at a time.
Never use the UltiMotion® Fitness Mat if you are under the influence of any substance that may affect your sense of perception or balance.
This UltiMotion® Fitness Mat game play requires a variety of physical activity. Consult a doctor before using it if you are or may be pregnant, have heart or respiratory problems, physical impairments or ailments that limit physical activity, high blood pressure, or have been instructed to restrict physical activity. If you experience excessive fatigue, shortness of breath, dizziness, chest tightness, discomfort or pain while using the UltiMotion® Fitness Mat, immediately stop playing and consult a doctor.

IMPORTANT PRECAUTIONS WHEN USED BY CHILDREN:

An adult must obtain an Health and Safety Warnings, instructions, and usage guidelines to any child who is going to use the UltiMotion® Fitness Mat. Failure to do so may result in injuries or damage to the UltiMotion® Fitness Mat or other property. Caution must be observed during gameplay to ensure they are properly and safely using the UltiMotion® Fitness Mat. An adult should always assist young children during their first time playing to ensure they understand how to correctly use it.

IMPORTANT SAFETY INFORMATION

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.
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 to 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/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.
Shielded cables must be used with this unit to ensure compliance with the Class B FCC limits.

SEIZURE WARNING: A small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the Plug It In & Play TV Games™ unit, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic seizures or symptoms in these individuals or to persons who have no history of prior seizures or epilepsy. If you or anyone in your family has an epileptic condition, consult your physician prior to playing. If you or anyone in your family experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

To reduce the likelihood of a seizure while playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games in a well-lit room and on the smallest available screen.
3. Do not play if you are tired.
4. Take a 10 to 15 minute break every hour.

REPETITIVE STRAIN WARNING: Playing video games continuously can make your muscles, joints or skin hurt after a few hours. To avoid problems such as tendonitis, Carpal Tunnel Syndrome or skin irritation:

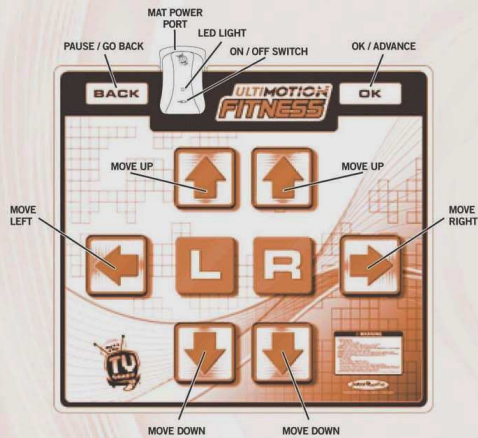
1. Take a 10 to 15 minute break every hour, even if you don't think you need it.
2. If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.

3. If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING: BATTERY SAFETY INFORMATION: Battery pack leakage can cause general injury and cause damage to the product and surrounding property. If battery leakage occurs, thoroughly wash any affected skin, making sure to keep battery acid away from eyes, ears, nose and mouth. Immediately wash any clothing or other surface that comes into contact with leaked battery acid. Leaking batteries may make "popping" sounds.

- NEVER mix old and new batteries or different brands of batteries.
- NEVER mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- NEVER use non-rechargeable batteries with the product.
- NEVER dispose of batteries in fire, as they may leak acid and explode.
- NEVER disassemble, modify, or attempt to short circuit the battery compartment.
- NEVER leave batteries in the product for long periods (a week or more) of non-use.
- NEVER leave the product on after the batteries have lost their charge.
- NEVER put batteries in backwards by placing the negative (-) battery pole into the positive (+) receptor slot.
- ALWAYS have an adult install and change the batteries.
- ALWAYS remove non-rechargeable batteries from the product.
- ALWAYS have an adult install batteries consistent with installation instructions.

TROUBLESHOOTING -> If you cannot get the product to work with your audio/video device, please contact the device manufacturer.



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BACK

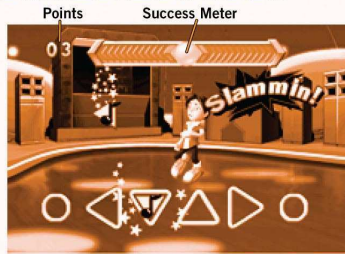
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STANDARD DIELINE
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FRONT

TVGames UltiMotion Fitness PMS 144 C & Black
STANDARD ARTWORK
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Item

DANCE WORKOUT



Groove to the music to help get fit!

GAME MODES

There are two modes to Dance Workout. Press the **UP** and **DOWN** pads to select the option you want and press the **OK** pad to choose it. If you change your mind, press the **BACK** pad to go back.

CONTROLS

To operate the UltiMotion® Fitness Mat properly, begin playing by standing on the **L** and **R** pads.

- **UP** and **DOWN** pads – Up
- **LEFT** pad – Left
- **RIGHT** pad – Right
- **LEFT** / **RIGHT** pad – Down
- Shake Left Controller – Left Shake
- Shake Right Controller – Right Shake
- **BACK** pad – Pause Menu
- **OK** pad – OK / Advance one screen

Hints:

- Try to get as many steps in a row correct to get a high score. The success meter will show how well you are doing.

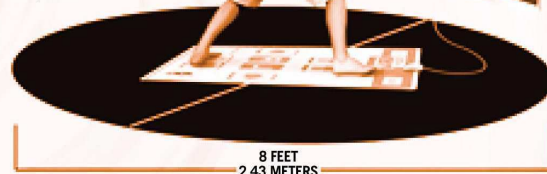
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PLAY IT SAFE

THE SAFETY ZONE

Before you start exercising follow the simple safety steps below.

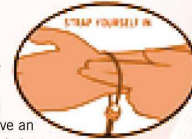
- Clear a Safety Zone area 8 feet / 2.43 meters in diameter BEFORE you play the game and remember to stay in that Safety Zone.



8 feet / 2.43 meters wide area to perform all your motions and maneuvering needs.

WRIST STRAP

The wrist strap will help prevent you from losing your grip on the Controller. Put it on prior to beginning each game. Tighten strap around the wrist, adjusting with the strap lock button. Do not overly tighten. Leave an approximate space of two fingers. Now the Controller is less likely to be let go during any rapid motions that occur during game play. When sharing the remote with multiple players, be sure each player takes the time to properly tighten the strap around their wrist.



CONTROLS

To operate the UltiMotion® Fitness Mat properly, begin playing by standing on the **L** and **R** pads.

- **L** and **R** pads – Place your left and right feet here to start
- **UP** / **DOWN** pad – Move up
- **LEFT** pad – Move left / previous screen
- **RIGHT** pad – Move right / next screen
- **LEFT** / **RIGHT** pad – Move down
- **BACK** pad – Pause / Go back one screen
- **OK** pad – OK / Advance one screen

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STARTUP

After plugging the UltiMotion® Fitness Mat into your television and turning on the power, stand on the center pads (**L** and **R**) and press the **OK** pad to begin.

NEW PROFILE

Begin by creating a new profile. Select a New Profile slot by pressing the **UP** and **DOWN** pads and pressing the **OK** pad. If you change your mind, press the **BACK** pad to go back.

Enter the letters in your name by pressing the **UP** and **DOWN** pads. Press the **RIGHT** pad to add a new letter, or press the **LEFT** pad to back up one letter. When you are finished, press the **OK** pad. If you change your mind, press the **BACK** pad to go back.

Enter your weight by pressing the **UP** and **DOWN** pads. Press the **RIGHT** pad to move to the next digit, or press the **LEFT** pad to go back one digit. When you are finished, press the **OK** pad. If you change your mind, press the **BACK** pad to go back.

Choose your character by moving the selector with the **UP**, **DOWN**, **LEFT**, or **RIGHT** pads. When you are finished, press the **OK** pad. If you change your mind, press the **BACK** pad to go back.

GAME SELECT

There are six fun-filled games in the UltiMotion® Fitness pack:

- Knock Out Punch
- Circuit Train
- Outdoor Training
- Climb It!
- Soccer Blocker
- Dance Workout

Select a game by pressing the **UP** and **DOWN** pads, then press the **OK** pad. If you change your mind, press the **BACK** pad to go back.

VIEW/EDIT PROFILE

To view or edit your profile, press the **BACK** pad from the Game Select screen. Choose your profile slot (or a New Profile slot) by pressing the **UP** and **DOWN** pads and pressing the **OK** pad.

PROFILE STATS

Choosing an existing profile brings up the Profile Stats screen. Here you can review your weight, total energy points, most points in a single game, and view your medals for games mastered. You can also Delete or Edit your profile. To exit, select GO! and press the **OK** pad.

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KNOCK OUT PUNCH

Your Stamina Round Timer Opponent's Stamina



Can you go toe-to-toe against a series of tough opponents in the ring? Use your skill and determination to try to knock out your opponents across three, 3-minute rounds.

CONTROLS

To operate the UltiMotion® Fitness Mat properly, begin playing by standing on the **L** and **R** pads.

- **L** and **R** pads – Body blow (while punching with UltiMotion® Controllers)
- **UP** / **DOWN** pad – High punch (while punching with UltiMotion® Controllers)
- **LEFT** pad – Dodge left
- **RIGHT** pad – Dodge right
- **LEFT** / **RIGHT** pad – Block left / Block right
- Left Controller – Left punch
- Right Controller – Right punch
- **BACK** pad – Pause Menu
- **OK** pad – OK / Advance one screen

To perform an uppercut: Dodge an opponent's attacks three times in a row to get a star. Once you have a star, jump on the **L** and **R** pads and punch with your UltiMotion® Controllers! You can get up to 3 stars at a time.

Hints:

- Watch out for Sweet Bubba's charge punch - it's unblockable!
- Only an uppercut has the power to interrupt an opponent's punches, but don't let them land a blow first or you will lose your uppercut!
- The uppercut can be dodged by moving either left or right.

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BACK

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PMS 144 C & Black

STANDARD

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DIELINE

01.10.08

FRONT

TVGames UltiMotion Fitness_INST

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STANDARD

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ARTWORK

01.10.08

CIRCUIT TRAIN



Get in shape with 7 exercises designed to help strengthen different parts of your body!

CHOOSING YOUR EXERCISES

Start by creating your Workout Routine with up to 5 of the following 7 exercises:

- **Standing Tree** – A challenging test of yoga balance and stamina
- **Triangles** – Work on your flexibility with this tricky stretch
- **Pushups** - Help strengthen your upper body through pushups
- **Leg Lifts** – Work your abs with this routine
- **Lunges** – Help tone your legs through strong lunges
- **Cross Crawl** – Work your legs and arms with this stretch
- **Jumping Jacks** – A standard exercise promoting good fitness

To add up to 5 exercises, press the and pads to find the one you want, then press the pad. If you want less than 5 exercises, choose your exercises and press the pad.

Choosing Reps

After creating your routine, choose the number of reps for each exercise (5, 10, 15, or 20) by pressing the and pads, and then press the pad. If you change your mind, press the pad to go back.

Instructions

You will see an instruction screen before each exercise. Follow these instructions before performing each exercise. To begin, press the pad.

8

OUTDOOR TRAINING



Get some aerobic exercise by running through a challenging obstacle course!

CONTROLS

To operate the UltiMotion® Fitness Mat properly, begin playing by standing on the and pads.

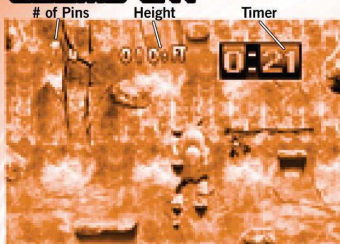
- and pads – Run in the center lane
- and pads – Run in the left lane
- and pads – Run in the right lane
- Hop on and pads – Hop over obstacles
- LEFT or RIGHT pad – Squirt opponents with collected water bottles
- Shake Controllers – Run Faster
- pad – Pause Menu
- pad – OK / Advance one screen

Hints:

- Hit the speed boosts to temporarily run faster.
- Collect water bottles so you can squirt other players and slow them down.

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CLIMB IT!



Work your arms and legs by climbing up a mountain. Be sure to avoid birds, scorpions, and falling rocks!

CONTROLS

To operate the UltiMotion® Fitness Mat properly, begin playing by standing on the and pads.

- LEFT / RIGHT pad – Climb up
- pad – Climb left
- pad – Climb right
- LEFT / RIGHT pad – Climb down
- Shake Controllers (while moving) – Climb faster
- Shake Controllers (while still) – Slam a peg to create a checkpoint
- pad – Pause Menu
- pad – OK / Advance one screen

Hints:

- Collect pegs to create checkpoints on the course – if you fall, you will reappear at your last checkpoint.
- Keep an eye on your enemies' patterns to get through the course.

6

SOCCER BLOCKER



You are the goalie. Can you block the incoming soccer balls? Move your body and arms to stop them across 5 tough rounds!

CONTROLS

To operate the UltiMotion® Fitness Mat properly, begin playing by standing on the and pads.

- and pads – Block center (by shaking controllers)
- LEFT / RIGHT pads – Block up (by shaking controllers)
- and pads – Block left (by shaking controllers)
- and pads – Block right (by shaking controllers)
- LEFT / RIGHT pad – Block down (by shaking controllers)
- Shake Controllers – Block shots
- pad – Pause Menu
- pad – OK / Advance one screen

Hints:

- You get one point for each ball you block. You also get bonus points depending on how many balls you block in a row. For example: 1st ball: 1 point, 2nd ball: 1 point + 1 bonus point, 3rd ball: 1 point + 2 bonus points, etc.
- This pattern continues until you start getting 10 points for every ball you block. Golden balls give you 10 points plus the bonus points you have accumulated.

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BACK

FRONT