

IF YOU NEED FURTHER ASSISTANCE, CONTACT OUR CONSUMER RELATIONS DEPARTMENT:

Telephone: 1.877.875.2557. Monday – Friday, 7:30 am – 5:30 pm Pacific Time.

Mail: JAKKS Consumer Relations

21749 Baker Parkway, Industry, CA 91789

Please include your name, address and phone number.

E-mail: consumers@jakks.com – Please include your name, address and phone number.

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

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

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.

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.

JAKKS PACIFIC, INC. ELECTRONICS TOY 90 DAY LIMITED WARRANTY

THANKS FOR PURCHASING A GREAT PRODUCT FROM JAKKS PACIFIC, INC. PLEASE IMMEDIATELY REGISTER YOUR PRODUCT ONLINE AT WWW.ULTIMOTION.COM/REGISTER. REGISTRATION IS NOT REQUIRED FOR THE EFFECTIVENESS OF THIS LIMITED WARRANTY.

IMPORTANT NOTICE TO CONSUMER:

THIS LIMITED WARRANTY APPLIES TO THE ORIGINAL PRODUCT PURCHASER, PROVIDED THE PRODUCT: 1) WAS PURCHASED FROM AN AUTHORIZED JAKKS PACIFIC™ DISTRIBUTOR / DEALER / RETAILER, AND 2) IS RETURNED AT YOUR EXPENSE, POSTAGE PRE-PAID AND INSURED, ALONG WITH THE ORIGINAL DATED SALES RECEIPT. PLEASE SAVE A COPY OF YOUR ORIGINAL SALES RECEIPT, AS THE ORIGINAL RECEIPT WILL NOT BE RETURNED TO YOU. IF THE PRODUCT IS RETURNED TO US WITHOUT THE ORIGINAL DATED SALES RECEIPT, IT WILL BE EXCLUDED FROM THIS WARRANTY COVERAGE. IF THE PRODUCT IS DETERMINED TO BE DEFECTIVE, WE WILL (AT OUR OPTION) REPAIR OR REPLACE IT. RETURN SHIPMENT 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 tested and inspected before shipment and to be 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, neglect, 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 rights in your state or country. Some states and/or countries do not allow exclusion or limitation of a) incidental, special and consequential damages, or b) duration of an implied warranty, so the above exclusions or limitations may not apply to you.

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 x 560 (Monday-Friday, 7:30AM-4:30PM Pacific / GMT - 8).

Mail: JAKKS Pacific, Inc. 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 Consumer Relations, also include the defective product and the ORIGINAL dated sales receipt evidencing product purchase. Please retain a copy of your receipt.

Contents may vary in style, color, shape and decoration from images shown on package or in advertising. Questions or comments? www.jakks.com, consumers@jakks.com, or 1-877-875-2557 in North America.

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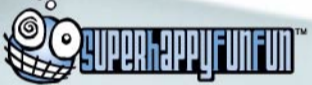
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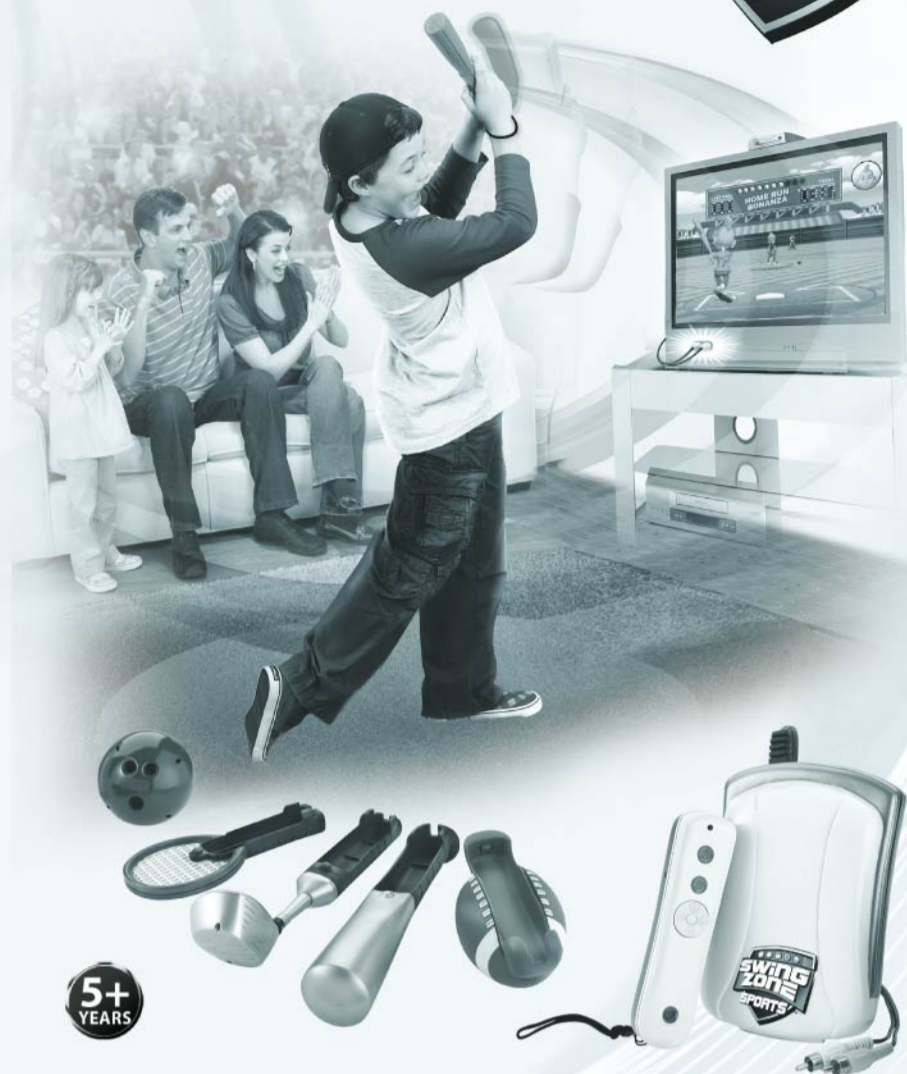
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Conforms to ASTM F963.

MADE IN CHINA.



ULTIMOTION
MOTION CONTROLLED VIDEO GAME™



YOUR MOVES CONTROL THE GAME!

Ready to play like a pro? With UltiMotion™ Swing Zone Sports, you'll be able to throw, swing, and hit like a superstar. Each game puts you right in the middle of all the action.



GETTING CONNECTED

1. Insert fresh batteries into both the Controller and the Game Console.
2. Turn the Game Console on by pressing the bar-shaped Power Button.
3. Turn the Controller on by pressing the A Button

CONTROLLER STATUS INDICATOR

- OFF – Controller is OFF/SLEEPING
- BLINKING SLOWLY – Controller is ON
- BLINKING RAPIDLY – Controller is SYNCING with Game Console
- ON SOLID – Error – See Restart/Syncing instructions in the Troubleshooting section or on the bottom of the Game Console

A BUTTON - CONTROLLER POWER BUTTON

B BUTTON

DIRECTIONAL PAD (D-PAD)

If the Controller is not used after several minutes, Sleep Mode is automatically initiated and the Status Indicator will turn off. Press the A button to resume play.

MENU BUTTON
Press and Hold for 5 seconds to turn the Controller OFF

SYNC BUTTON

GAME CONSOLE POWER BUTTON



- While replacing batteries, disconnect the AV cord from the TV or turn the power off.
- If you experience difficulties, reset the Console by turning it OFF and ON again.



TROUBLESHOOTING

RESTART/SYNCING INSTRUCTIONS

If the game is not responding to the controller or if the controller's LED is on solid, it may have lost sync. Follow these steps to resync:

- Step 1: Turn off the game console and turn it back on again.
- Step 2: Press the A button on the controller.
- Step 3: If sync has not been re-established after about 30 seconds, press and hold both the B Button and Menu Button on the controller. (This should cause the controller's LED to blink rapidly.) While still holding the B Button and Menu Button, press the Sync Button on the Game Console for 1 second, then release the B Button and Menu Button on the controller.

Wait several seconds for the controller to attempt to sync with the game console. Once the game and controller have synced, the red LED light on the controller should be blinking slower (once every 2 seconds).

If sync has still not been established, press the pin hole Button located on the back side of the Controller using the tip of a pencil or paper clip. Repeat Steps 1-3 and make sure both the controller and console have fresh batteries installed.

1. Connecting to the TV or VCR

If you have plugged the Audio/Video cable in properly, but still cannot get the product to work, the following additional steps might need to be taken depending on the make and model of your TV and/or VCR:

- A. Connections to Satellite systems may interfere with reception. Again, depending on the make and model of your TV and/or VCR, you may need to disconnect or turn OFF the Satellite system. Then you will need to reconnect the UltiMotion™ Receiver as indicated above.
- B. If your TV has an option for "Games" or "Games Systems," you may need to turn this feature ON or the product may not work. You may need the original remote control for your TV to access this feature.
- C. If you have an older TV set that does not have Audio or Video inputs, then you will need to purchase an adapter called an "RF Modulator." These can be purchased from most major electronic stores.

2. Problems after getting connected

If you have successfully connected the UltiMotion™ Receiver to your TV or VCR and have been able to use it, but suddenly experience a distortion, such as "ghosting" or "fading," in the images onscreen, the batteries may need to be replaced. When replacing the batteries, use only NEW batteries and dispose of the old batteries properly. Please refer to the back page of the instructions for the type of batteries to use.

IMPORTANT SAFETY INFORMATION:

WARNING: SEIZURE - 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 UltiMotion™ System, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic seizure or symptoms in these individuals or in 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 using the UltiMotion™ System — 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 with the UltiMotion™ System:

1. Sit or stand as far from the screen as possible.
2. Use the UltiMotion™ System 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.

WARNING: BATTERY USAGE - Battery acid leakage can personal injury and cause damage to your UltiMotion™ Controller, console 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.

TO AVOID BATTERY PROBLEMS, NEVER:

- Mix old and new batteries or different brands of batteries
- Mix alkaline, standard (carbon-zinc) and rechargeable (nickel-cadmium) batteries
- Use rechargeable batteries with this product
- Dispose of batteries in fire. Batteries may leak and explode.
- Disassemble or modify the product as this could void the user's authority to operate the equipment
- Leave batteries in the handheld unit and console for long periods (a week or more) of non-use.
- Leave the handheld unit and console ON after the batteries have lost their charge.
- Put batteries in backwards by placing the negative (-) battery pole into the positive (+) receptor slot.

TO AVOID BATTERY PROBLEMS, ALWAYS:

- Have an adult install and change the batteries.
- Turn OFF the console when you finish using it.
- Replace all batteries at the same time.
- Insert batteries according to the instructions in your Instructions Set-up.

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TIPS FOR SET-UP:

ULTIMOTION™ CONTROLLER

INSERT 2 NEW "AAA" BATTERIES (not included) INTO THE ULTIMOTION™ CONTROLLER

Only adults should install and change the batteries. Using a small screwdriver, loosen the screw and remove the battery compartment cover from the back of the unit. Install the batteries by matching the polarity icons on the batteries with those in the battery compartment. Once you have replaced the cover and tightened the screw, your UltiMotion™ Controller is ready for play.

ULTIMOTION™ RECEIVER

INSERT 4 NEW "AA" BATTERIES INTO THE ULTIMOTION™ RECEIVER

Only adults should install and change the batteries. Unscrew the compartment (located under the console) with a small screwdriver. Install the batteries by matching the polarity icons on the battery with the polarity icons inside the console. Replace and resecure the battery cover.

CONNECT THE RECEIVER TO A TV OR VCR

The Audio/Video cable which plugs into the console has a yellow input and a white input. To plug the Audio/Video cable into your TV or VCR: plug the yellow input into the Video IN (which is a yellow outlined hole on your TV or VCR) and plug the white input into the Audio IN (which is a white outlined hole on your TV or VCR).

ONCE THE AV CABLES ARE CONNECTED TO THE TV OR VCR

You may need to select the appropriate "Line-In source." To do this, first turn ON the Receiver.

a. For multiple input televisions

Set your TV to either channel 3 or 4, depending on which channel you use to watch your videos. In most cases you will need the original TV remote. Turn OFF your Satellite system, or in some cases, disconnect it from the TV. On TVs with multiple inputs, there is usually a button labeled "Input", "Source", "Aux", "Ant", "Video", or "Game." Selecting one of these buttons will normally bring the game up on the screen. You may need to press the button more than once. The game usually plays through your "Video 1", "Video 2", "Line 1", "Line 2", or "Auxiliary" source. If your remote does not have one of these buttons, try keying in "00" or "01" using the number pad on your remote control. If after these steps the game fails to appear on the screen, you can choose the down arrow on your remote control or TV and go below Channel 1. If your channels are programmed properly, you should see a "blue screen", followed by one of the sources mentioned above. Continue channeling down and the game will appear on screen. If you get a number as opposed to one of the sources previously mentioned, you may need to reprogram your TV channels through your "auto programming" button, which is usually located on your TV; if not, refer to your owner's manual or contact the TV manufacturer.

b. Single input televisions

On TVs with only 1 input source, there is usually a button that says "Line" or "Line In" or "Line/ANT" or "Input" on the remote control. If this button exists, pressing it should select "Line In" as the active source and you should see the game on screen. If your remote does not have one of these buttons or something similar, try changing the channel to "00" or "01" using the number pad on your remote control. In most cases, you will need the original remote to your TV to access the menu. If you do not have the original remote control, then the Owner's Manual for your TV should provide instructions on how to do this without the remote control. If the steps above do not work, consult the owner's manual for your TV to determine how to select the line input for your brand and model. If this still does not resolve the problem, contact the Customer Service Support Line for your television manufacturer.

c. VCR/DVD Connection

Set up your television as if you were going to watch a tape from your VCR/DVD. You may need to press the "TV/VCR" button so that you are viewing the VCR's output on your TV screen. Using the VCR/DVD remote control, look for a button that says "Line" or "Line In" or "Line/ANT" or "Input" or "Source." Pressing this button should select "Line In" as the source for the VCR/DVD. You should then see the game on screen. In most cases, you will need the original remote to your VCR/DVD to access the menu. If you do not have the original remote control, then the Owner's Manual for your VCR/DVD should provide instructions on how to do this without the remote control. If the steps above do not work, consult the manufacturer's guide for your VCR/DVD to determine how to select the line input for your brand and model. If this still does not resolve the problem, contact the Customer Service Support Line for your VCR/DVD manufacturer.

ADDITIONAL TIPS

- Depending on your type of TV or VCR/DVD, the "Video In" and "Audio In" inputs will be located in different places, but usually they are located in the back of the TV or VCR/DVD.
- If you are connecting your UltiMotion™ Receiver by plugging it into the AV outlets on your VCR/DVD player, you will need to make sure your VCR/DVD player is on or it will not work.
- If you are connecting your UltiMotion™ Receiver directly to your TV, but there is a cable box also connected to your TV, you will need to access the "Setup" menu and change the source of the input just as you would if you were using a VCR or DVD. In most cases, you will need the original remote to your TV to access the menu. If you do not have the original remote control, then the Owner's Manual for your TV should provide instructions on how to do this without the remote control.
- Image Burning or "Ghosting" (for all TVs, but especially for plasma TVs): If you are not actively playing the game, turn the game off. Never leave the game on your TV set for an extended period of time, as this may cause the image to "burn" into the screen. Consult your TV owner's manual.

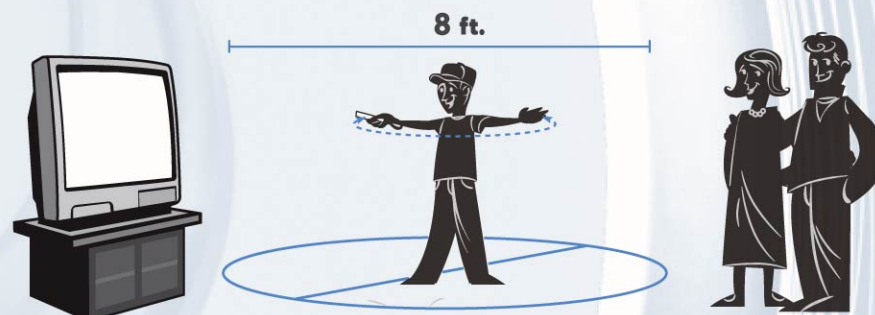
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PLAY IT SAFE

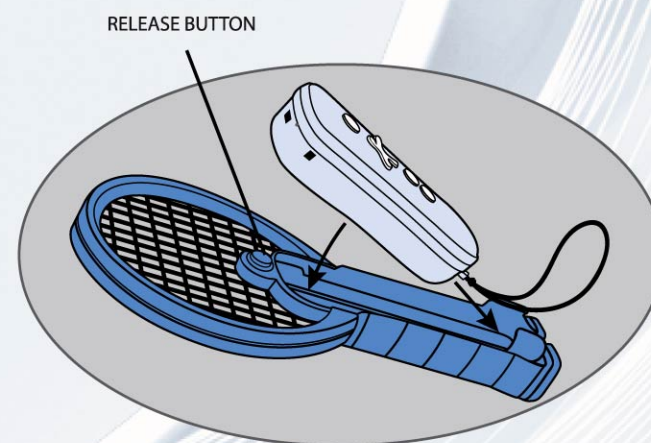
THE SWING ZONE

Before you swing for the fences or send those bowling pins flying, be sure to follow the simple safety steps below.

- Give yourself a 8-ft. wide space to perform all your sports' motions. Keeping within a 8-ft. swing zone will help ensure everything stays in one piece.



ATTACHING ACCESSORY HANDLES TO THE CONTROLLER

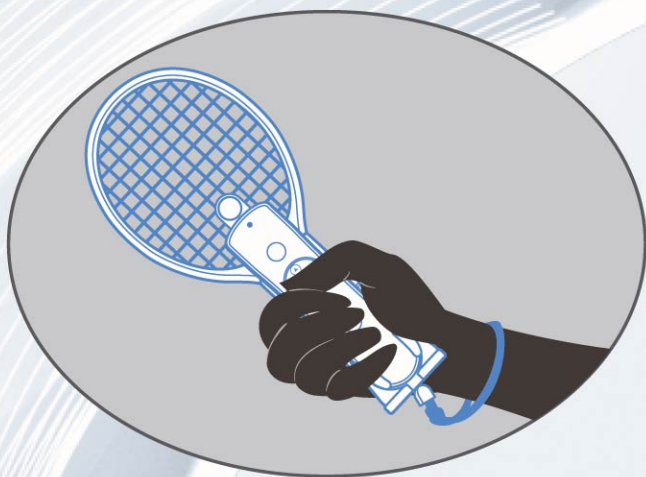


Insert the Controller into the handle, wrist strap end first. Press the top of the Controller down into the handle until you hear a "click". Be sure the wrist strap properly protrudes from the end of the accessory handle.

To remove the Controller, simply press the release button and lift.

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STRAP YOURSELF IN



The wrist strap will prevent you from losing your grip on the remote. Put it on prior to beginning each game. Once on your wrist, use the strap lock to tighten the controller so it will be more secure when in use, and 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 onto their wrist.

GAME ON!

Great! You're all set. The screen will take you to the Main Menu where you'll see all 5 sports you can play.

Step 1: Press the A button to activate the Controller. (The Controller Status Indicator should blink fast then slowly if working properly. If the Indicator is solid, please refer to the syncing instructions in the troubleshooting section.)

Step 2: Move Up/Down on the D-pad to move the cursor and highlight your choice

Step 3: Press the A button to make your selection

Step 4: Choose the characters and number of players

Step 5: Attach the right accessory for your sport and get ready to have fun!

During game play, press the Menu button to pause the game. Choose Resume Game to resume playing. You also have the option to turn the Audio ON/OFF.

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FOOTBALL

Better warm up that arm, hero! Here's your chance to show off your quarterback skills. You'll get 5 footballs to throw at the targets. The more targets you hit, the more points you get.

MENU:

Single Player -> Choose Character
Two Player -> Choose Character
Options -> Reset Ranking or Audio On/Off
Rankings -> See High Scores

IN-GAME:

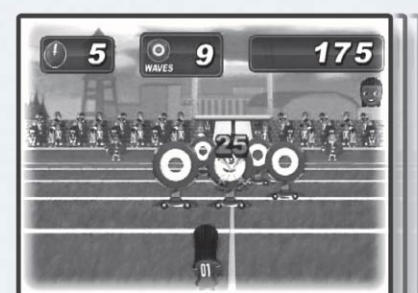
Twist Controller Left/Right - Moves Left/Right.
(You can also use the D-Pad to move Left/Right.)
Menu Button - Pauses the game

THROWING THE BALL:

Grip the Controller with your throwing hand, just like you would hold a football, and do a throwing motion to throw the ball. Be sure not to let go of the Controller!

TIPS :

Aim for the dead center of each target to get extra balls.
The furthest targets are worth the most points, so go deep.



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BASEBALL

Batter Up! Hey champ, keep your eye on the ball. You'll get 10 pitches to hit as many home runs as you can. The more times you knock it out of the park, the more points you get.

MENU:

Single Player -> Choose Character
Two Player -> Choose Character
Options -> Reset Ranking or Audio On/Off
Rankings -> See High Scores

IN-GAME:

A Button - Next Pitch
Menu Button - Pauses the game

SWINGING THE BAT:

Grip the Controller with both hands just like you would hold a bat. Swing the Controller as the ball crosses the plate and get ready for the fireworks.



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BOWLING

Throw some strikes! You'll get 10 frames to send those pins crashing and flying. The more pins you knock down, the more points you get.

MENU SELECTIONS:

Single Player -> Regular Bowling or Bumper Bowling -> Choose Character
Two Player -> Regular Bowling or Bumper Bowling -> Choose Character
Options -> Reset Ranking or Audio On/Off
Rankings -> See High Scores

IN-GAME:

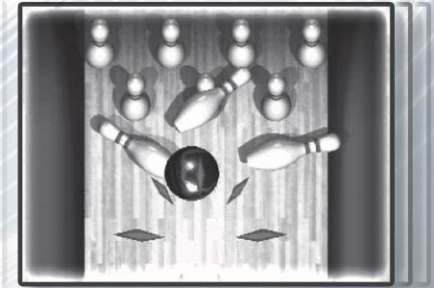
Left/Right - Move bowler position/change throwing angle
A Button - Hold then release to bowl
B Button - Go back one screen
Menu Button - Pauses the game

HOW TO KNOCK 'EM DOWN:

1. Hold the Controller in your throwing hand.
2. Set your position and aim the ball. Press left or right to move the bowler and/or change the throwing angle. Press the A button to lock in that position.
3. Get rolling! Raise the Controller and keep the A button pressed as you swing your arm backward. Bring your arm forward and release the A button to throw the ball down the lane.

TIP:

When swinging your arm forward, twist the Controller left or right to add spin to the ball.



5

TENNIS

Let's see that overhand smash! Just make sure you've got lots of room to swing your Controller and hit those awesome shots over the net!

MENU:

Single Player -> 1, 3, or 5 sets -> Choose Character
Options -> Reset Ranking or Audio On/Off

IN-GAME:

A Button - Toss ball to serve
Menu Button - Pauses the game

THE SERVE:

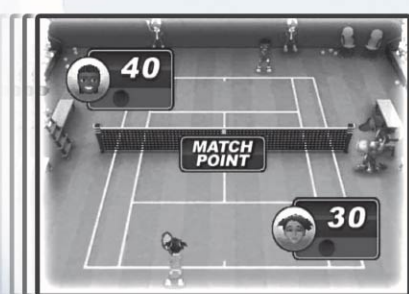
Hold the Controller (racquet) in your swinging hand. Make an upward motion with the Controller and come down in a serving motion. You can also press the A button to serve.

THE RETURN:

When the ball is hit to you, swing the Controller in a level, forward motion.

TIPS :

Hitting the ball early will make a sharp angle shot.
Hitting the ball later makes a straighter shot.
With the Controller PARALLEL to the ground, you will perform a normal shot.
With the Controller tilted DOWN slightly, you will perform a low, fast shot.
With the Controller tilted UP slightly, you will perform a high lob shot.



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GOLF

Tee It Up! Show them you're the master of the greens every time you send the ball soaring. Choose your golf club and decide how hard to hit the ball. Just be sure to stay away from the dreaded water and sand traps.

MENU:

Single Player -> Choose Character
Two Player -> Choose Character
Options -> Reset Ranking or Audio On/Off
Rankings -> See High Scores

IN-GAME:

Up/Down - Switches clubs
Left/Right - Changes aiming direction

SWING THE GOLF CLUB:

Hold the Controller with both hands, just like you would a golf club. Hold the A button to step up to the ball. SWING the Controller to hit the ball (you can let go of the A button once the ball is in flight).

GOLF POINTERS:

Be sure to use the power meter and mini-map to determine how far the ball will go when you hit it.



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